

— besm d20 —

# ADVANCED d20 MAGIC



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system

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## A NEW LOOK AT MAGIC

Magic is at the heart of fantasy anime and role-playing games, and spellcasting is at the heart of magic. This chapter details an alternate method of spellcasting for use in both *BESM d20* and other, traditional d20-based games.

Spellcasting in *Advanced d20 Magic* is based on the caster's training and inherent mental and physical stamina to withstand the rigors of channeling magical energies, either summoned from the world around them, created internally, or sent from the Divine. Such energies are inevitably wearying on the caster, taking their toll the more they are used. The limitation on the number or type of spells cast is not mental, looking to memorisation or tomes of lore, but rather physical, exhausting the caster's ability to handle them as he or she grows more and more tired.

This dynamic, demanding way of using magic is reflected in a system that relies on Fortitude saving throws to control magic and Drain to measure the effect casting has on the spellcaster. Spellcasting options to make powerful magic more accessible and to help overcome Drain are also included, giving spellcasting characters the flexibility to use magic however they like.

### DYNAMIC SPELLCASTING

Casting any spell is a standard action that requires no special words or gestures and no other ingredients. A character that knows a spell may cast it as often as he or she desires, with no preparation time or additional study required. Spellcasting is draining, however, and most people will get worn out after a prolonged session of working magic.

In game terms, casting a spell requires a Fortitude Save against the spell's Drain. The result of the Save determines the amount of Drain suffered by the caster. If the Fortitude Save is failed by 10 or more, a Control check will also be required to determine if the spellcaster can maintain control over the flow of energy coursing through him or her.

### DRAIN

The casting DC of a spell is given in the spell description. This is the DC for the Fortitude Save to resist Drain. If the spellcaster is using the Metamagic Feats, the modifier for the Metamagic effect adjusts this DC. When determining the Drain, use the spell's total DC, including any modifiers for Metamagic. The character makes their Fortitude Save and consults the Spellcasting Fortitude Saves and Spell Drain tables to determine the actual Drain suffered. This Drain is normally deducted from the character's Energy Point total (see "Investment," page 8).

### d20 DRAIN

Other d20 games do not use Energy Points. When using this spellcasting system with another d20 game, Drain should be suffered as nonlethal damage rather than being deducted from Energy Points.

There is no quick method of restoring lost energy points. There are, however, healing spells that cure nonlethal damage quite effectively. In order to prevent abuse of Drain in standard d20 games, the GM may disallow any magical healing of Drain damage requiring it to be healed over time, normally, at a rate of one Hit Point per character level per hour.

Lethal damage from Drain (see "Investment," below) can be handled in one of two ways. First, it might simply be impossible to magically heal even lethal Drain — it's supposed to hurt! Second, a cure spell might partially restore lethal Drain, transferring the affected damage points from lethal to nonlethal damage (which requires time to heal).

### SPELLCASTING FORTITUDE SAVES

CHECK RESULT	EFFECT
Pass by 10 or more	1/2 base Drain (round up), no Control check
Pass by less than 10	Base Drain, no Control check
Fail by less than 10	Double base Drain, Control check required
Fail by 10 or more	Double base Drain, Control check required, spellcaster fatigued

### SPELL DRAIN

SPELL DC	DRAIN
less than 20	1d4
20–24	1d6
25–29	1d8
30–34	1d10
35–39	2d6
40–44	2d8
45–49	2d10
50–54	4d6
55–59	4d8
60–64	4d10
65–69	8d6
70–74	8d8
75–79	8d10
80–84	16d6
85–89	16d8
90 or more	16d10

If the Fortitude Save is failed, a Control check will be required. If the Save is failed by 10 or more, the spellcaster becomes fatigued. If the character was already fatigued, he or she becomes exhausted instead. If the character was already exhausted, he or she falls unconscious.

A spellcaster passing out from spellcasting remains unconscious for 1 round per Point of Drain caused by the last spell that was cast. That is, an exhausted character who fails his or her Fortitude Save by 10 or more and suffers 30 points of Drain will remain unconscious for 30 rounds — 3 minutes. After waking, the character will still be exhausted.

Drain takes effect after the spell is cast. The character does not become fatigued (or exhausted or unconscious) until after the spell is complete — his or her new condition does not affect the spell being cast. If the Drain renders the spellcaster unconscious, he or she may still finish the spell. The result of a failed Control check, however, may prevent the spell from working.

**FATIGUED SPELLCASTERS**

A fatigued character can neither run nor charge and suffers a -2 penalty to Strength and Dexterity. After 8 hours of complete rest, fatigued characters are no longer fatigued.

**EXHAUSTED SPELLCASTERS**

An exhausted character moves at half speed and suffers a -6 penalty to Strength and Dexterity. After 1 hour of complete rest, an exhausted character becomes fatigued.

**CONTROL**

If the Fortitude Save is failed, the spell may or may not be successfully cast. A Control check is required to determine if the spell is still effective.

**A CONTROL CHECK IS:**

1d20 + the relevant ability modifier + any other applicable Control check bonuses (from levels of Dynamic Sorcery or similar class-based bonuses).

The DC of this check is the spell's DC (modified for Metamagic, if appropriate) - 10.

If the Control check is successful, the spell goes off as intended. If the check fails, the magical energy goes uncontrolled and the spell fails. In simple spells (generally speaking, those that require only one spell slot to learn), this means the spell is ineffective. With moderately complex spells, there may be side effects or game penalties for loss of Control, such as leaving the spellcaster dazed, stunned, or knocked down.

The effects of a loss of Control for most spells should depend on the tone of the campaign. In a comedic game (which most anime games are), the result should be more amusing or embarrassing than actually harmful — suffering Drain for a failed spell is usually punishment enough. In a gritty, dark fantasy game, however, loss of Control could be far more drastic and dangerous. When dealing with the most powerful spells (those requiring three or four slots to learn), however, loss of control could be far more dangerous and devastating.

Regardless of any side effects caused by a loss of Control, a failed spell still causes Drain.

**TAKING 10**

Occasionally, a spellcaster will want to cast a spell when he or she is not under any stress. Spellcasters are free to "take 10" when casting their spells, though they may not do so in stressful situations, such as combat. This allows characters to cast simple spells in routine circumstances without having to roll each time. Calculate the Fortitude Save against the Drain or Control check (or both) as if the character had rolled a 10. The effects of the result apply normally.

**SPELL EFFECTS**

After a successful Control check (if necessary), the spell takes effect. The caster suffers the appropriate Drain. The spell works normally even if he or she loses consciousness as a result.

To resist a spell, a target will need to make a saving throw versus the spell. The DC of saving throws against a given spell is equal to (6 + one-fifth the spell's base DC (round down) + the spell slots required to learn the spell) + the spellcaster's Ability modifier. The spells listed in this book have their base Save DCs included, with the spellcaster's ability modifier to be determined on a case by case basis.

If the caster used an Incantation (see below) with the spell, the DC of any saving throw is further increased by +2.

For example, the Save DC against a *charm personis* 6 + 1 (spell slot) + 4 (one-fifth of the DC) = 11, plus the character's Ability modifier. When cast with an Incantation, this DC becomes 13, plus the Ability modifier.

**SPECIAL EFFECTS**

Spellcasting may be accompanied by a variety of impressive or merely unusual special effects. These can be visual displays such as light, fog, shadow, or a strong wind or colours swirling around the caster. These effects have no particular game effect, but represent the spellcaster's connection to the magical forces he or she is summoning and controlling. In general, these visible and tangible effects are related to the magical style or speciality of the character. One character's spells might be associated with light and wind, while another's spells seem to shroud the area briefly in darkness.

These special effects vary in magnitude with the power and difficulty of the spell. Weaker magic might result in a brief nimbus of light around the character, while powerful spells are accompanied by a strong, vibrant halo of fiery energy during the Incantation.

The GM can require spellcasters to select a "speciality" — their favoured type of magic or something related to the source of their magical powers. These specialities then determine the sorts of special effects that accompany the character's spells. A spellcaster's speciality normally relates to his or her personality. For example, a cold and unfeeling character might choose ice, while a temperamental and vibrant personality prefers to work with light or fire. If the character's personality or relationship to magic later changes, his or her speciality should change to reflect that.

These special effects should never have an impact on the game (the flames won't ignite objects and swirling winds won't protect the caster from missile weapons) — they are for ambience and style.

**CONCENTRATION AND SPELLS**

Casting spells requires concentration. An opponent may wait for a spellcaster to begin his or her spell and then attack, hoping to interrupt the spell. The spellcaster might also be suffering under some continuous distraction. In either case, the character must make a Concentration check to continue casting the spell. The DC of this Concentration check is 10 + the damage

dealt by a physical attack, or the Save DC of a spell, whichever is higher. The GM must set DCs for other distractions. An interrupted spell requires no Fortitude Save and automatically causes half its base Drain.

**SUSTAINED SPELLS**

Some spells last only as long as the spellcaster concentrates on them. These are also called sustained spells. This means that the character can hold the spell indefinitely if he or she wishes, but it also makes casting other spells more difficult while the character is concentrating on something else. A sustained spell continues to have its effect each round, so long as the character maintains concentration.

Casting a spell while maintaining a sustained spell is difficult. The character must make a Concentration check (DC 10 + 10 per sustained spell). If this check fails, the character cannot cast the new spell — no Drain is suffered as the spell is never started.

Any time a character suffers a distraction (from damage, weather, or any other source), he or she must not only make a Concentration check for any spell he or she was currently casting, but also for each spell the character is sustaining. Each spell sustained requires a separate Concentration check. If the character loses concentration on a sustained spell, the spell effect simply ends — there is no special penalty associated, and control checks are never required for a sustained spell.

**BESM d20 AND SPELLCASTING**

Using this magic system with *BESM d20* relies on the use of the Dynamic Sorcery Attribute (and the Magic Attribute, to a lesser extent). Characters with either of these Attributes may use spells as described below.

**DYNAMIC SORCERY**

The Dynamic Sorcery Attribute is the standard use of the spellcasting system described in this book. Characters with Dynamic Sorcery use the table below to determine their spellcasting abilities. Drain from spellcasting is taken from the character's Energy Points.

Dynamic Sorcery provides bonuses to Fortitude Saves to resist Drain and Control checks. The Attribute also defines Caster Level, number of spell slots available, and an increased Energy Point reserve. The bonuses and effective Caster Level are used in determining how well the character casts spells. Spell slots are used in learning new spells, and Energy Points determine how many spells the Sorcerer can cast. The exact function of each of these is described in *Dynamic Spellcasting*.

Some characters possess a more limited form of Dynamic Sorcery. Their spells are limited to one type of magic, whether elemental spells, charm spells, or spells from a particular school of magic. These characters receive only one-half the normal spell slots from Dynamic Sorcery (6 spell slots per Rank), which can only be used to select spells from their specific specialization of magic. A character may purchase Dynamic Sorcery more than once to represent access to different types of magic. In this case, the benefits of each Attribute are separate. That is, each type of magic will have its own Fortitude Save bonus, Control

check bonus, Caster Level, and spell slots. The character will only use the highest listed die type to determine Energy Points gained each level — he or she does not get to make two rolls per level for having Dynamic Sorcery twice!

**DYNAMIC SORCERY**

Rank 1	The character gains a +2 bonus on Fortitude Saves against Drain and Control checks and has a Caster Level of 2. The character has 12 spell slots and rolls 1d2 to determine Energy Points gained each level.
Rank 2	The character gains a +4 bonus on Fortitude Saves against Drain and Control checks and has a Caster Level of 4. The character has 24 spell slots and rolls 1d4 to determine Energy Points gained each level.
Rank 3	The character gains a +6 bonus on Fortitude Saves against Drain and Control checks and has a Caster Level of 6. The character has 36 spell slots and rolls 1d6 to determine Energy Points gained each level.
Rank 4	The character gains a +8 bonus on Fortitude Saves against Drain and Control checks and has a Caster Level of 8. The character has 48 spell slots and rolls 1d8 to determine Energy Points gained each level.
Rank 5	The character gains a +10 bonus on Fortitude Saves against Drain and Control checks and has a Caster Level of 10. The character has 60 spell slots and rolls 1d10 to determine Energy Points gained each level.
Rank 6	The character gains a +12 bonus on Fortitude Saves against Drain and Control checks and has a Caster Level of 12. The character has 72 spell slots and rolls 1d12 to determine Energy Points gained each level.
Rank 7	The character gains a +14 bonus on Fortitude Saves against Drain and Control checks and has a Caster Level of 14. The character has 84 spell slots and rolls 2d8 to determine Energy Points gained each level.
Rank 8	The character gains a +16 bonus on Fortitude Saves against Drain and Control checks and has a Caster Level of 16. The character has 96 spell slots and rolls 1d20 to determine Energy Points gained each level.
Rank 9	The character gains a +18 bonus on Fortitude Saves against Drain and Control checks and has a Caster Level of 18. The character has 108 spell slots and rolls 2d12 to determine Energy Points gained each level.
Rank 10	The character gains a +20 bonus on Fortitude Saves against Drain and Control checks and has a Caster Level of 20. The character has 120 spell slots and rolls 3d10 to determine Energy Points gained each level.

**ABILITY MODIFIERS**

The Dynamic Sorcerer usually selects what Ability modifies his or her spells during character creation. This is the normal method for determining the base spellcasting Ability and consequently the DC of Saves against his or her spells.

If the GM wishes, however, different spells — or different types of magic — can rely on different Abilities. For example, all divine or nature magic spells might automatically rely on the character's Wisdom (or Charisma). Arcane spells might depend on a character's Intelligence. If handled in this manner, a character can have a talent for one type of magic but be weaker with others. The GM must decide if this is appropriate for his or her game.

**MAGIC ATTRIBUTE**

The Magic Attribute does not use this method for casting spells. Instead, the Magic Attribute uses the same method of magical abilities presented in the *BESM d20* book — the direct expenditure of Energy Points to activate powers that do not fail to work. Spellcasters using the Magic Attribute instead of Dynamic Sorcery usually know fewer spells but need not incur drain nor make Control checks. Effectively, the spells in question become spell-like abilities for the purposes of dispelling or suppressing their effects.

Spells may be purchased using magic points from the Magic Attribute at a cost of the spell's DC divided by 5 (round down). Activating (casting) these spells uses Energy Points equal to one-half the magic points spent to acquire them. For example, the *haste* spell has a DC of 31 and costs 6 magic points to learn via the Magic Attribute. Each use of this spell drains 3 Energy Points from the character. The GM must approve the use of any spell as a magical ability through the Magic Attribute — some spells may simply be inappropriate.

**MAGIC**

Rank 1	The character may learn spells of DC less than 20 (or 0-level spells) and has a Caster Level of 2.
Rank 2	The character may learn spells of DC less than 25 (up to 1st-level spells) and has a Caster Level of 4.
Rank 3	The character may learn spells of DC less than 30 (up to 2nd-level spells) and has a Caster Level of 6.
Rank 4	The character may learn spells of DC less than 34 (up to 3rd-level spells) and has a Caster Level of 8.
Rank 5	The character may learn spells of DC less than 38 (up to 4th-level spells) and has a Caster Level of 10.
Rank 6	The character may learn spells of DC less than 42 (up to 5th-level spells) and has a Caster Level of 12.
Rank 7	The character may learn spells of DC less than 45 (up to 6th-level spells) and has a Caster Level of 14.
Rank 8	The character may learn spells of DC less than 48 (up to 7th-level spells) and has a Caster Level of 16.
Rank 9	The character may learn spells of DC less than 51 (up to 8th-level spells) and has a Caster Level of 18.
Rank 10	The character may learn spells of any DC and has a Caster Level of 20.

**SPELLCASTING OPTIONS**

Magic is a creative method of problem-solving, more art than science in many cases. As such, there are many possibilities open to spellcasters in the personal expression of that art. A spellcaster may choose form and foci, as well as whether to invest in his or her spells — expending energy in a more permanent fashion to get the most out of magic. Other possibilities include the use of Metamagic, co-operative spellcasting, and disguising spells. All of these together work to create a flexible, powerful system of magic that can be included in nearly any d20 campaign.

**FORMS**

The form of a spell describes the actions taken by the spellcaster during casting. There are three possible forms: Invocation, Incantation, and Ritual. It is possible to use all, some, or none of the three forms with any given spell.

**INVOCATION**

When casting a spell, one thing you can do is declare the name of the spell as part of the process, thus adding additional mental force to channelling the power for the spell. This adds no time to the spellcasting — it still requires only a standard action — but it does make it clear to any nearby opponents what the character intends to cast. Invocation requires no gestures and may be used even if the spellcaster is tied up or otherwise unable to move, as long as he or she is still able to speak.

When using Invocation, the character simply shouts the name of his or her spell as part of casting. Doing so alerts everyone who can hear the character as to what spell is being cast. Invocation grants the spellcaster a +5 bonus to the Fortitude Save to resist Drain and the Control check (if necessary)

**INCANTATION**

Many spells may be used with an Incantation — a ritual chant to help focus magical energies. By using an Incantation associated with a spell, the character can make the process of casting the spell easier.

When using an Incantation, the character must take a full round to cast the spell. That is, the character must spend all his or her actions during the round to cast the spell, and the spell is still not complete until the character's Initiative on the following round. This gives everyone around ample opportunity to attempt to interrupt the spell.

In addition, anyone who can hear the Incantation and recognises it will immediately know what spell the character is casting. If the GM is uncertain whether a particular character would recognise the Incantation, a Knowledge: Arcane (or Spellcraft) check may be made. The DC of this check depends on how likely the character is to have knowledge of that spell, and may range from DC 15 up to DC 30 or more for truly obscure magic. In most cases, using half of the spell's DC for this check is appropriate.

The advantage of using an Incantation is that the character gains a +5 bonus to the Fortitude Save to resist Drain and to the Control check (if one is required). This bonus stacks with the bonus for Invocation (the two are often used together). Further, the DCs of saving throws against the spell are increased by +2 if Incantation is used.

**RITUAL**

Sometimes it pays to take the time to do something right; spellcasting is one of those times. Using a Ritual form involves taking additional time to prepare the spell and more carefully direct the magical energy involved. Rituals involve complex gestures and spoken phrases, but these are personal to the spellcaster and do not serve to identify the spell being cast. The more time the spellcaster takes, the greater the bonus to his or her Fortitude Save and Control check.

Using Ritual in conjunction with Incantation requires a constant incantation during the Ritual. This is usually only practical for short Rituals of a few rounds or minutes. For Rituals longer than an hour, it may not even be possible.

A day-long Ritual requires 24 hours of activity. Longer Rituals clearly exceed the amount of time most casters can go without sleep. These long-term Rituals do not require constant

RITUAL LENGTH	
RITUAL LENGTH	CASTING BONUS
+1 round	+1
+2 rounds	+2
+4 rounds	+3
+6 rounds	+4
1 minute	+5
10 minutes	+10
1 hour	+15
1 day	+20
1 week	+25
1 month	+30
1 year	+35
1 decade	+40
1 century	+45
1 millennium	+50

activity — or even consciousness — on the part of the caster. Rituals of one week or longer may be interrupted for the necessities of life without spoiling their effect. The spellcaster must spend at least 12 hours each day working on the Ritual. He or she cannot, however, perform any other magical activities (including casting other spells) without spoiling the Ritual spell being cast.

### LONG-TERM RITUALS

It seems unlikely any player character spellcaster will be interested in performing a month-long Ritual to cast a single difficult spell. These longer casting times were included primarily for those occasions when long-term rituals can serve the needs of the story.

For example, a cabal of dark priests might work for a century, co-operatively casting a powerful spell to restore their dark lord. Those who began the spell are unlikely to survive to its completion 100 years later, but their followers carry on the great work. As long as at least one member of the cabal continues the Ritual, the casting is maintained. Of course, at the end of the century, the remaining cabalists involved in the casting suffer the Drain for their efforts...

Similarly, an immortal dragon lying in its hidden lair might think little of taking 1000 years to complete a potent spell. Long-term Ritual spells can provide the characters with a deadline to intervene. This plot device has been seen in countless stories; it was included here so it can appear in role-playing stories as well.

**Foci**

The forms listed previously describe mental and physical efforts by the spellcaster. Foci describe the items, ingredients, and components used during spellcasting. Foci may be used in addition to the forms listed above, and the bonuses stack.

There are two types of foci: basic and expendable. A basic focus is just that — an object used to focus and channel magical energy that is not consumed by the spellcasting process. Expendable foci are consumed by the spell when they are used.

A focus of either type must be appropriate to the spell, the spellcaster, or the nature of the magic used. The GM is the final arbiter of whether a given focus is appropriate for a spell.

A basic focus may be any item: a dart, a holy symbol, or a mirror are all good examples. When used with a spell, the item is used to help channel the spell's power and provides a +2 bonus to the spellcaster's Fortitude Save and Control check (if necessary). Such items may be used repeatedly without degrading or destroying them.

An expendable focus is consumed as a result of spellcasting, or at least rendered no longer usable. A pinch of dust tossed into the air, a gem that shatters upon completion of the spell, or a spider that must be consumed by the caster are all examples of expendable foci. Expendable foci are usable only once and grant a one-time bonus to the caster's Fortitude Save and Control check (if necessary) whenever they are used. The bonus provided depends on the value of the expendable foci used (costs are listed in gold pieces though this can easily be converted to dollars for modern campaigns or credits for future settings).

EXPENDABLE FOCI	
EXPENDABLE FOCI	DC MODIFIER
less than 100 gold (or no cost listed)	+1
100 gold to 1000 gold	+2
1001 gold to 2000 gold	+3
(each additional 1000 gold)	(+1)

### MAGIC FOCI

In some settings it may be more appropriate to require that all foci used, whether basic or expendable, be magical in nature in order to assist with spellcasting. These might be blood or scales from magical creatures, powders made of magical plants, or other objects that have some inherent power of their own. The act of using the foci transfers this magical power into the spell and the "natural magic" provides the boost to the character's spellcasting.

Such a requirement has no game effect, other than making the foci potentially more difficult or dangerous to collect. The GM must decide whether foci are appropriate for the game, and whether the foci used must be inherently magical to be of any benefit.

**INVESTMENT**

An investment is a sacrifice made by the spellcaster to help fuel his or her magic. Investments are of two general types: investments of body and investments of mind. Investments may be used with forms and foci freely, and all the bonuses stack.

**INVESTMENT OF BODY**

When the situation demands it, a spellcaster can focus all of his or her strength on a spell, drawing power from the character's own life force as necessary to help augment and control the magical force. This investment is naturally painful for the spellcaster; any Drain suffered from the spellcasting is taken as physical (lethal) damage.

When making this sacrifice, the character gains a +5 bonus to the Fortitude Save and Control check. A character whose Energy Points have been expended can only continue casting spells by making an investment of body — a potentially dangerous choice, but one that is sometimes necessary to survive.

The GM must decide whether it is possible to magically heal the Drain damage of an investment of body. Natural healing could take some time, whereas magical healing can remove any injuries within moments. Whether this damage can be so easily healed should be decided based on the setting and the needs of the story.

A character who is exhausted when he or she begins casting a spell suffers all Drain as physical (lethal) damage and gains no bonus for it. Magic can only be pushed so far before it hurts.

#### INVESTMENT OF MIND

Arguably the most costly sacrifice of all, an investment of mind requires the spellcaster give up some portion of his or her own mental and spiritual energy. In game terms, the character expends Experience Points when casting the spell. He or she gains a +1 bonus to the Fortitude Save and Control check for every 100 XP expended in this manner. A spellcaster cannot expend enough XP to reduce him or herself below the minimum for his or her current level — a character cannot lose a level due to an investment of mind.

#### METAMAGIC

Spellcasters also have access to Metamagic. Metamagic offers options for spellcasting like increased effectiveness, range, or the ability to strike multiple targets. In exchange, casting the modified spell is more difficult.

Using Metamagic on a given spell takes no additional time (in the case of Quickened Spell it actually takes less time), but the DC of the spell is increased as described under the Metamagic Attribute (see “Metamagic,” page 16). This increase in DC affects both the Fortitude Save to resist drain and the Control check (if necessary), as well as increasing the Drain caused by casting the spell.

A character can use multiple Metamagic abilities on a single spell if he or she wishes. The effects stack (even multiple uses of the same Metamagic technique), but so do the increases in DC from each ability. For example, a character with Metamagic (Maximise Spell and Quicken Spell) may choose to cast a maximised, quickened spell, but the DC of the spell is increased by a total of +28!

#### CO-OPERATIVE SPELLCASTING

Some spells are just too difficult to handle alone. Others are simply more effective if two characters can cast them at once. For those situations, co-operative spellcasting can prove a useful addition to a spellcaster’s repertoire.

#### COMBINATION CASTING

Two or more characters combining their effort to cast a single spell must declare a primary spellcaster. The group then casts the spell together, using the primary spellcaster’s Fortitude Save and Control check. The primary caster, however, gains a bonus

on these checks equal to the Caster Level of his or her assistant. If a second assistant helps as well, the primary caster also gains a bonus equal to one-half the second assistant’s Caster Level.

No more than two assistants (three characters total) can effectively contribute to a single spell. When more than three spellcasters are involved, the additional casters provide no additional bonus. If the primary caster or one of his assistants is unable to continue, however, other casters might be able to take his or her place and continue the spell. In this way, extremely lengthy or dangerous Ritual spells can be completed.

When multiple characters work together to cast a single spell, the Drain of casting the spell is divided between them as evenly as possible. Any extra Drain is suffered by the primary spellcaster.

#### BOOSTING THE SPELL

Other times, one spellcaster wants to help boost the effect of another character’s spell. The character who wants to boost the spell must make a Knowledge: Arcane (or Spellcraft) check (DC of the spell’s base DC – 10). If this check fails, there is no effect.

If the check succeeds, one of two things will happen. First, the spell’s effective Caster Level may be increased by one-half the new assistant’s Caster Level. Second, the assistant may apply the effect of any single Metamagic ability he or she has (such as Empower Spell or Heighten Spell). When applying Metamagic to a sustained spell, the DC increase of the effect cannot be higher than the assistant’s Caster Level. For example, a 6th level character successfully makes his Knowledge: Arcane check to assist a fellow spellcaster. The Caster Level for the spell is increased by 3 (half the assistant’s level) and the assistant may add the benefit of any Metamagic Feat with a DC modifier of +6 or less (the assistant’s level).

The assistant must then make a Fortitude Save to resist the Drain of the spell. He or she receives the same form, foci, and investment bonuses as the primary caster. If the assistant fails this Fortitude Save, no Control check is required — the primary caster is still in control of the spell.

#### MULTIPLE SPELLS

Multiple characters capable of casting the same spell may combine their attempts for greater effect. Each character must cast the spell separately, making appropriate checks and suffering Drain individually. When multiple spells are cast at the same target, however, the effect is significant.

The area of effect of the combined spell is doubled (tripled if three spells were cast, quadrupled for four, etc.), if its effect is measured by an area. The spell’s damage or other effect is also doubled (or tripled, quadrupled, etc). If the effect of the spell is level dependent (1d6 damage per level of the caster, for example) and the spell caster’s are of different levels, then the effect of each spell is combined. For example, a level 6 and level 9 team decide to combine their fireballs. The first caster’s fireball inflicts 6d6 damage while the second inflicts 9d6 damage. Their combined fireball inflicts 15d6 damage. The DC of saving throws against the spell (if any) is equal to the highest DC of the individual spells, plus the appropriate Ability



modifiers of the other caster(s). For purposes of penetrating spell resistance, the effect has a Caster Level equal to the total of the two (or more) character's Caster Levels.

This may not intuitively seem beneficial. After all, two spell casters casting individual fireballs at a target or two spell casters combining their fireballs in a combined effort amounts to twice the damage of the individual fireballs. If the target, however, has any damage reduction or spell resistance, the individual fireballs may barely penetrate the target's protection while the combined spell overpowers it in one massive blast of flame.

To combine spells, both casters must act on the same Initiative.

### DISGUIISING SPELLS

Sometimes a clever trick is better than a powerful spell. For those times, it is possible to disguise a spell so that it appears to be something entirely different. To throw off observers, the spellcaster must make a Bluff check to attempt to make his or her spell look like an entirely different one. This check is opposed by the Knowledge: Arcane (or Spellcraft) check of any observing characters.

Disguising a spell is difficult, and imposes limitations. First, the character may not use either Invocation or Incantation while disguising a spell, as it is necessary to use a false Invocation or Incantation to effect the disguise. Second, the Fortitude Save and control check for the spell are made at a -5 penalty. The character may still elect to use an investment of body or mind to offset this penalty.

While there is no direct benefit for disguising a spell, it is possible to catch opponents off-guard in this way, or to intimidate lesser opponents into fleeing without having to expend the energy to cast a truly powerful spell.

### MAGICAL DEFENCE

With the prevalence of spells and magic in a fantasy world, it's only natural that creatures and characters there would develop some methods with which to protect themselves. Every creature can make saving throws against hostile magic. Some creatures have greater defences. A few are born with innate resistance to magic, known as spell resistance. Others study magic in order to learn how to actively counter spells. Those without any magic or natural resistance to it learn other tricks to minimise the dangers posed by spellcasters.

### SPELL RESISTANCE

Spell resistance is a natural, passive form of magic. When casting a spell at a creature with spell resistance, the spellcaster must make a Caster Level check in order to penetrate the target's spell resistance. A spell that penetrates spell resistance functions normally.

If this check fails, however, the spell has no effect on the spell-resistant creature. When a spell fails to penetrate a creature's spell resistance, the spell still *seems* to function normally — that is, the spell is cast and its visible effects are as normal. An area effect spell might still affect other targets in the area. The creature with spell resistance, however, may completely ignore the direct effects of any spell that fails to penetrate its spell resistance.

### OPPOSITES DETRACT

Two spells that are opposed to one another, such as *fireball* and *cone of cold*, cancel each other out. This is only possible if the opposing spellcaster has a readied action with which to cancel a spell, as both spells must be cast at the same time. He or she then simply casts an opposing spell of roughly the same power and targets the incoming spell effect. Also, while a spellcaster could simply guess which spell his or her opponent is going to cast and cast an opposing spell in the hops of countering it, it helps to know what spell will be cast. This may require a Knowledge: Arcane (or Spellcraft) check or may be obvious if the caster is using a Form (incantations or invocation, for example) though a crafty spellcaster may attempt to throw his or her opponent off by disguising the spell as something else. Alternatively, an intelligent player may simply know that his or her opponent likes fire spells so makes sure to cast cold spells for countering.

The GM is encouraged to be lenient when deciding whether a spell is sufficiently opposed to cancel out a spell effect. Attack spells of various types are often used to protect the caster by directly combating an incoming attack spell, though two spells with the same descriptor (such as *flame arrow* and *flaming sphere* cannot cancel one another.

If the attacking spell is significantly more powerful than the blocking spell, it is proportionally reduced in effectiveness. When deciding the approximate power level of a spell, the spell's DC (after modifications for Metamagic) should be used as a guide.

For example, an enemy sorcerer casts a *lightning bolt* at Aria, who responds by casting a *scorching ray*. Since *lightning bolt* has a DC of 31 and *scorching ray* has a DC of only 25, the sorcerer's spell is reduced to about 1/6 effectiveness — though the GM can decide to simplify matters by just declaring the spells cancel each other completely.

Note that both spellcasters must successfully cast their spells. If either spell fails to work, the opposing spell is unresisted and functions normally.

### FIGHTING FIREBALL WITH FIREBALL

When two castings of the same spell coincide, they explode with twice the power. Though this is often used when attacking a powerful opponent, bold spellcasters can also use it as a form of protection against hostile spells. By casting the same spell an opponent uses, a character can cause the two spells to meet somewhere between the two spellcasters (causing significant destruction at the point of impact). In this way, the attacking spell never reaches its target. For example, when attacked by a *cone of cold* spell, Alisdair may decide to cast his own *cone of cold* to prevent the enemy spell from reaching him.

The effect, at the point where the two spells collide, of this type of defence is covered under "Co-operative Spellcasting," on page 9.

Though this type of active defence is normally only used with damaging spells, it can work with non-damaging spells as well, such as *dominate person*. Such a situation may result in opposed Will Saves (or other Save, as appropriate) with the victor cancelling the other's spell while his or her own spell takes effect. For non-damaging spells, the effect of the spell should not be boosted.

**CREATIVE SPELL USE**

In some cases, a spellcaster will try to use a spell for something completely different from its normal purpose. For example, a sorcerer might attempt to use *gust of wind* to deflect an incoming attack (or spell effect if he or she feels lucky). Since this is entirely in the spirit of fantasy anime, such attempts are encouraged. The GM will have to adjudicate the results of the attempt using the rules above and common sense as a guide since it is impossible for this book to cover every possible creative use players might suggest.

**DISTRACTIONS**

Any character can delay his or her action in an attempt to disrupt a spell. This distraction could be an attack or anything else that might sufficiently distract a spellcaster and prevent a spell from being completed, such as an Intimidate or Bluff skill check. If the attack hits or the distraction otherwise reaches the spellcaster, he or she must make a Concentration check as normal. If this check is failed, the caster suffers half the spell's base Drain; the spell is lost with no other ill effects.

**LEARNING SPELLS**

All spellcasters have to start somewhere. Before the greatest sorcerer can cast his or her most powerful spells, those spells must be learned. Dynamic sorcerers are limited in the number of spells they may learn by their available spell slots, but they still must learn the spells to fill those slots to gain any use from them at all.

**SPELL SLOTS**

Characters with the Dynamic Sorcery Attribute gain spell slots with which they can learn spells. Each spell requires a number of slots to learn, ranging from only one slot for simple spells to four slots for the most powerful. The number of spell slots required to learn a spell is listed in its description. To determine the number of slots when converting a spell from a third party d20 product, see page 33.

Characters who use the Magic Attribute gain spells by spending magic Points on them and do not use spell slots (see page 7).

**LEARNING A SPELL**

Learning a new spell is not a difficult process, but the character must have access to either the spell (preferably in written form) or a teacher who already knows the spell. Learning the new spell requires a Knowledge: Arcane (or Spellcraft) check (DC equal to the spell's base DC - 10).

If the character has the help of an instructor who knows the spell, learning spells is somewhat easier. The character gains a bonus on his or her Knowledge: Arcane check equal to one-half the instructor's total Knowledge: Arcane bonus (Ranks, Intelligence modifier, plus any miscellaneous modifiers).

Each attempt to learn a spell requires a day of work (or possibly longer, depending on the specifics of the setting). After each failed attempt, the character may try again; he or she gains a cumulative +2 circumstance bonus on the next attempt to learn that particular spell. In order to learn any spell, the character must have enough available spell slots (see "Spell Slots" above).

**PARTIALLY LEARNING SPELLS**

At the GM's option, characters may partially learn a spell. That is, if a character fails to learn a spell, but fails by 10 or less, he or she learns enough to try the spell anyway. After a character has partially learned a spell, he or she may attempt to cast the spell at any time thereafter.

Casting a partially learned spell can be dangerous and difficult. If the spellcaster has limited time to learn a spell, however, it may be his or her only option. Casting a partially learned spell is handled in the same manner as normal spellcasting, except that the Fortitude Save to resist drain suffers a -5 penalty and the character suffers double the normal drain.

In order to fully learn a partially-learned spell, the character must abandon his or her spellbooks and learn through practical experience. In order to finish learning the spell, the spellcaster must successfully cast it once for every two points (round up) by which the character failed the Knowledge: Arcane check to learn the spell initially. After the character has successfully cast the spell enough times, the spell is fully learned and the penalties for a partially learned spell no longer apply.

The GM may also decide to allow partially learned spells in the event that a spellcaster cannot study a spell for a full day before making his or her Knowledge: Arcane check.

**INVENTING A SPELL**

Characters may sometimes decide they want a spell that does not exist or they cannot find a source from which to learn the spell. Their only recourse is then to research it and develop it for themselves. This is just fine, as sorcerers are often engaged in research and experimentation to expand their knowledge of magic. Inventing a spell requires a laboratory (or similar workshop for the experimentation of magic).

A player who wants his or her character to invent a new spell must create the spell's description (probably with the assistance of the GM). The GM will then assign the spell's base DC. The character must spend one week for every five full points of the spell's DC researching the spell in a laboratory environment. At the end of this time, the character must make a Knowledge: Arcane check at a DC equal to the spell's base DC.

If this check succeeds, the character has successfully created the new spell. If this check fails, the character must spend an additional week experimenting to determine where he or she went wrong. After this additional week, the character may try the Knowledge: Arcane check again with a +2 circumstance bonus. If this check also fails, the character can keep trying. Each additional week the character works on the spell, he or she makes another check; the bonus increases by +2 each time.

The character may continue working on the spell for one additional week per Caster Level. For example, a dynamic sorcerer with Caster Level 12 may re-test his or her Knowledge: Arcane up to twelve times if the first attempt fails. The circumstance bonus for the second attempt is a +2 and rises each week to a maximum of +24 (twice the character's Caster Level). If he or she cannot invent the spell in that time, the

character is simply not yet experienced enough to figure out the spell. When the character's Caster Level increases, he or she may try to invent the spell again (with a maximum number of additional checks equal to his or her new Caster Level).

### ALTERING MAGIC LEVELS

The basic mechanic of spellcasting as presented above can be used in a variety of settings, regardless of their magic levels. Of course, not all settings feature the same prevalence of magic. Some changes are necessary between high-magic, typical fantasy, and low-magic settings.

#### HIGH MAGIC

Many anime worlds are steeped in high magic. In such a high-magic fantasy setting, spells are more readily available and easier to cast. If a GM wishes to create a world in which magic and spellcasters are truly formidable, the following changes may be implemented.

#### LEARNING SPELLS

In a high-magic setting, the spell slots available to dynamic sorcerers should be eliminated. Characters skilled in Dynamic Sorcery should be able to learn any number of spells. The magic Point cost for learning spells via the Magic Attribute should also be reduced to half normal.

Learning a spell should require a Knowledge: Arcane roll each day, as normal. The result of each day's check, however, should be added to a running total. When that total equals or exceeds the base DC of the spell, the character has learned the spell. Inventing a spell should be handled in the same manner as learning a spell, except that checks are made each week. In either case, the cumulative circumstance bonuses for second and subsequent attempts should not be applied.

#### CASTING SPELLS

Casting spells in a world steeped in magic is much easier than normal. To simulate this, all characters should be given a +5 bonus to all Fortitude Saves against Drain and Control checks, in addition to any form, foci, or investment bonuses. Further, the Drain caused by spells should be reduced as shown below.

#### TYPICAL FANTASY

The spellcasting system as designed here is intended for typical fantasy settings. Spellcasting is powerful, but potentially costly and draining. The simplest way to make minor "tweaks" to the power level is to apply minor bonuses or penalties to Fortitude Saves against Drain and Control checks. In this way, spells may be made a little easier or harder without fundamentally changing how magic works.

#### DRAIN IN HIGH MAGIC WORLDS

CHECK RESULT	EFFECT
Pass by 10 or more	No Drain, no Control check
Pass by less than 10	1/2 base Drain (round down), no Control check
Fail by less than 10	Base Drain, Control check required
Fail by 10 or more	Base Drain, Control check required, spellcaster fatigued

### OVER THE TOP FANTASY

Some GMs may want to create high-fantasy worlds where magic is even more powerful than presented here. In this case, no checks should be required to learn or invent spells — merely the minimum time spent.

When creating such an "over the top" fantasy world, there are two basic options for spellcasting. The first grants a +10 bonus to all Fortitude Saves against Drain and Control checks. To further simulate the reduced strain on spellcasters, a character cannot become fatigued by a failed Fortitude Save. That is, even if the Fortitude Save fails by 10 or more, the spellcaster would suffer only the base Drain and make a Control check.

The second option is to allow Dynamic Sorcery to function without using Energy Points. In such a world, there will be no Drain. A Control check might still be required to see if a character can control the world's potent magic. If Dynamic Sorcery is to function in this way, its cost should be increased to 20 points/Rank, as described under "Dynamic Sorcery Without Energy Points", page 45, *BESM d20*.

#### LOW MAGIC

Low-magic settings provide fewer opportunities for spellcasters, and characters have a harder time both learning and using magic. Using the flexible system of magic presented here may not seem to make sense for a low-magic world, but a few changes can encourage the right atmosphere.

When learning or inventing spells, no cumulative bonuses for retries should be applied. Characters may try as often as they like (and will probably resort to taking 20 on their Knowledge: Arcane checks), but success is never guaranteed no matter how long they work at it.

In a gritty, low-magic setting, casting spells with a wave of the hand is simply not an option. Low-magic worlds should eliminate the Invocation and Incantation forms completely. The Ritual form and the use of foci should be encouraged, as the need to prepare materials ahead of time and take hours, days, or weeks to cast a spell is appropriate to most low-magic settings. Investments are similarly appropriate, as they reinforce the costly and painful nature of magic use in a low-magic world. Characters in a low-magic setting are also more likely to make use of co-operative spellcasting, as it allows a group of weaker sorcerers to combine their powers to greater effect.

Generally speaking, no universal penalty should be applied to the Fortitude Saves and Control checks for magic use. If the GM wishes to prevent the use of any but the simplest of spells, however, he or she can enforce a -5 or -10 penalty to all spellcasting rolls.



## MAGICAL CHARACTERS

What is magic without the characters who wield it? This chapter deals with magical characters in both *BESM d20* and core fantasy d20. This section begins with a discussion of how to define magic, and follows with a brief examination of the *BESM d20* classes. We give a selection of new Attributes, as well as redefining old ones. Finally, we provide an explanation of how to adapt standard d20 classes to this system, giving you the tools you need to make this system a part of your d20 game.

## DEFINING MAGIC

One of the best mechanisms a GM has when defining how magic works in his or her world is by dividing magic into categories. In standard d20 games, spells are divided into arcane and divine magic, then subdivided into schools. This categorization reinforces the different ways in which magic works for different types of spellcasters in a specific setting. With *Advanced d20 Magic*, however, magic is not limited to these traditional classifications.

Under this system, GMs are free to define magic in their game in such a way that best reflects their setting. If different sources of magic exist — such as worldly arcane magic and the “higher” divine magic — then these sources provide the most basic division. In a polytheistic setting, different gods might provide their followers with completely different forms of magic. Alternatively, differing “natural” sources might be elemental or spiritual in nature — granting characters access to distinct sets of spells and magical abilities depending on which element or spirit type he or she follows. By dividing magic into these separate realms, the GM can identify what different types of magic are capable of doing and what their weaknesses are.

### DIVIDING SPELLS

To many GMs, the idea of having to go through the entire list of spells and divide them into different realms or schools of magic may seem daunting. Unless the GM is using material provided in another sourcebook or simply has the free time to work on it, creating a number of defined paths of magic could take considerable time. As an alternative, GMs should consider simply describing the types of magic available and letting their players ask for particular spells. The GM can then decide whether each spell fits the appropriate description on a case-by-case basis. This allows the GM to make decisions about the spells as they come up, rather than creating exhaustive lists before the game begins.

When considering how to divide magic, GMs should first consider how they want magic reflected in their games. A lack of any division will create flexible and potent spellcasters, capable of casting any type of spell with equal ease. In contrast, heavily divided magic will create instant specialists, potentially rendering magic less effective as it forces characters to limit both their knowledge of it and the application of the spells they know.

By adding divisions and limitations, the GM can set some boundaries on how magic can be used. The ideal set of divisions will reflect the use of magic in the setting, using the rules to support the tone of the campaign, whatever it may be. From a practical standpoint, however, it is important that the realms of magic offered in a standard setting are flexible enough to allow some variation among spellcasters, as well as some specialisation if the characters want it.

For example, Trey (the GM) decides to run a game in which all magic is either elemental magic derived from nature or divine magic. The elemental magic focuses on the manipulation of energy and physical elements. Priests and divine spellcasters, on the other hand, will be better at dealing with spirits, the undead, healing, and purification. One of the players decides to create Marcus, a warrior-priest of the god of death. He primarily studies magic that deals with spirits, the undead, and healing, but he has access to all the forms of divine magic. Another character is Tia, a sorceress who chooses to specialise, exclusively studying the element of fire.

A character who specialises in a sub-group of magic (such as an elemental mage practising only the element of fire) utilises a limited form of Dynamic Sorcery. As detailed in the *BESM d20* book, a character limited to a particular aspect only spends 4 Character Points/Rank of the Dynamic Sorcery Attribute.

## BESM d20 CLASSES

Dynamic sorcerers will do most of the spellcasting in *BESM d20* games. These characters automatically gain the Dynamic Sorcery Attribute and are primarily focused on magic. Other characters, however, can use magic as well.

### DYNAMIC SORCERER

Dynamic sorcerers focus on magic, usually to the exclusion of other interests. As described in *BESM d20*, these characters have open access to every spell and may cast any of them at any time by expending Energy Points. If the GM has defined magic realms (groups of spells like arcane or divine magic), then each dynamic sorcerer must choose the source of his or her power and may only select spells of that source.

As described under “Dynamic Sorcery” in *BESM d20*, characters selecting that Attribute may choose to limit themselves to one school or type of magic for only 4 Points/Rank instead of the usual 8. This option should be available to dynamic sorcerers just as it is to other characters. If the sorcerer elects to restrict him or herself in this manner, he or she will have an additional 4 Character Points to spend each time his or her Level progression shows an increase in Dynamic Sorcery. These extra points might be spent learning Magical Technique or Metamagic Feats (see *Magical Attributes and Feats*, next page), or gaining an Energy Bonus.

For example, in a game using the arcane and divine spell divisions described in the PHB, a divine sorcerer could generally only use those spells available to clerics or druids, not wizards. An arcane sorcerer in the same setting might elect to restrict him or herself to only a wizard’s conjuration spells and use the other 4 Character Points for another purpose.

**OTHER BESM SPELLCASTERS**

Most of the time, characters other than the Dynamic Sorcerer will simply use their Attributes in place of true sorcery. Becoming proficient in Dynamic Sorcery requires a significant investment of Character Points. Those characters of other classes who do learn Dynamic Sorcery, however, use the same rules as true dynamic sorcerers for their spellcasting.

The GM may decide that other classes must choose to specialise — learning only the limited form of Dynamic Sorcery available for 4 Points/Rank. In this way, the flexible magic available to dynamic sorcerers stays unique to them.

**MAGICAL ATTRIBUTES AND FEATS**

There are some magical Attributes and Feats available to those who use Dynamic Sorcery. These Attributes generally modify the way in which the character's spells work, make them easier to cast, or make them more powerful. The creation of magical items is also governed by these Abilities.

**DYNAMIC SORCERY**

**COST:** 8 Points/Rank  
**RELEVANT ABILITY:** Variable  
**PROGRESSION:** Descriptive; see below

Dynamic Sorcery provides bonuses to Fortitude Saves for resist Drain and Control checks. The Attribute also defines Caster Level, number of spell slots available, and an Energy Point bonus. The bonuses and effective Caster Level are used in determining how well the character casts spells. Spell slots are used in learning new spells, and Energy Points determine how many spells the Sorcerer can cast. The exact function of each of these is described in the *Dynamic Sorcery Table*.

Some characters possess a more limited form of Dynamic Sorcery. Their spells are limited to one type of magic, whether that is elemental spells, charm spells, or spells from a particular school of magic. These characters receive only one-half the normal spell slots from Dynamic Sorcery (6 spell slots per Rank).

Note that a character may purchase the Dynamic Sorcery Attribute more than once to represent access to different types of magic. In this case, the benefits of each Attribute are separate. That is, each type of magic will have its own Fortitude Save bonus, Control check bonus, Caster Level, and spell slots. The character will only use the highest-listed die type to determine Energy Points gained each Level — he or she does not get to make two rolls per Level for having Dynamic Sorcery twice.

**EXTRA SPELLS**

**COST:** 1 Point/Rank  
**RELEVANT ABILITY:** Intelligence  
**PROGRESSION:** The character gains 4 spell slots/Rank

Extra Spells increases the character's allotment of learned spells. Each Rank in this Attribute grants the character an additional 4 spell slots.

**DYNAMIC SORCERY**

Rank 1	The character gains a +2 bonus on Fortitude Saves against Drain and Control checks and has a Caster Level of 2. The character has 12 spell slots and rolls 1d2 to determine Energy Points gained each Level.
Rank 2	The character gains a +4 bonus on Fortitude Saves against Drain and Control checks and has a Caster Level of 4. The character has 24 spell slots and rolls 1d4 to determine Energy Points gained each Level.
Rank 3	The character gains a +6 bonus on Fortitude Saves against Drain and Control checks and has a Caster Level of 6. The character has 36 spell slots and rolls 1d6 to determine Energy Points gained each Level.
Rank 4	The character gains a +8 bonus on Fortitude Saves against Drain and Control checks and has a Caster Level of 8. The character has 48 spell slots and rolls 1d8 to determine Energy Points gained each Level.
Rank 5	The character gains a +10 bonus on Fortitude Saves against Drain and Control checks and has a Caster Level of 10. The character has 60 spell slots and rolls 1d10 to determine Energy Points gained each Level.
Rank 6	The character gains a +12 bonus on Fortitude Saves against Drain and Control checks and has a Caster Level of 12. The character has 72 spell slots and rolls 1d12 to determine Energy Points gained each Level.
Rank 7	The character gains a +14 bonus on Fortitude Saves against Drain and Control checks and has a Caster Level of 14. The character has 84 spell slots and rolls 2d8 to determine Energy Points gained each Level.
Rank 8	The character gains a +16 bonus on Fortitude Saves against Drain and Control checks and has a Caster Level of 16. The character has 96 spell slots and rolls 1d20 to determine Energy Points gained each Level.
Rank 9	The character gains a +18 bonus on Fortitude Saves against Drain and Control checks and has a Caster Level of 18. The character has 108 spell slots and rolls 2d12 to determine Energy Points gained each Level.
Rank 10	The character gains a +20 bonus on Fortitude Saves against Drain and Control checks and has a Caster Level of 20. The character has 120 spell slots and rolls 3d10 to determine Energy Points gained each Level.

**ITEM CREATION**

**COST:** 2 Points/Rank  
**RELEVANT ABILITY:** Intelligence  
**PROGRESSION:** The character gains 1 type of item creation/Rank

This Attribute allows characters to fashion magic items. For each Rank of this Attribute, the character may select one type of magical item listed below that they may create. Any permanent items created through this ability should be designed as Items of Power. See *Magic Items*, page 26 for more information on magical devices.

• **BREW POTION**

The character can cast spells into a physical form, usable by anyone. Potions, salves, and magical vapours may all be created in this fashion. These items are expended once used and do not need to be built as Items of Power. Only spells of DC 33 or less may be fashioned into a potion.

• **CRAFT MAGIC ARMS AND ARMOUR**

The character can create weapons and armour with magical powers. The items to be enchanted must already be made — this Attribute does not convey the ability to forge weapons and armour on its own, it merely grants them magical powers once forged.

• **CRAFT RODS, STAVES AND WANDS**

The character can enchant items to cast spells. These items must be enchanted to cast specific spells and they must include their own Energy Points to rely on (using the Energy Bonus Attribute). Only spells of DC 37 or less may be enchanted into a rod, staff, or wand.

• **CRAFT TALISMAN**

The character can enchant items to help with his or her spellcasting. Talismans must be created to assist with a specific type of spellcasting (arcane, divine, elemental, charm, necromancy, etc). A Talisman acts as a magically potent basic focus. It grants a bonus to Fortitude Saves against Drain and Control rolls any time the character casts a spell of the affected type. Talismans may also provide other benefits to a character's spellcasting, such as adding Metamagic.

• **CRAFT WONDROUS ITEM**

The character can fashion wondrous items of various types. These miscellaneous items have magical powers bestowed by spells, but do not cast spells in and of themselves.

• **FORGE JEWELLERY**

The character can fashion magical jewellery. Creating such jewellery is a delicate and powerful art; rings, amulets, and bracelets can carry potent magic, and a person can wear many such items.

• **SCRIBE SCROLL**

The character can fashion scrolls or runes — spells stored in a physical form. Each can be cast only once and is destroyed once cast. Scrolls need not be designed as Items of Power.

**MAGICAL GENIUS**

**COST:** 2 Points/Rank  
**RELEVANT ABILITY:** Intelligence  
**PROGRESSION:** The character gains +2/Rank to Item Creation rolls

Characters with this Attribute have a natural understanding of magical devices of all types. They find it relatively simple to work with such items and are capable of creating items more quickly and with less cost than otherwise possible. Each Rank grants the character a +2 bonus on Item Creation rolls (see *Item Creation*, page 28).

**MAGICAL TECHNIQUE**

**COST:** 2 Points/Rank  
**RELEVANT ABILITY:** Varies  
**PROGRESSION:** The character learns one technique/Rank

The Magical Technique Attribute allows characters to learn different or better ways to use their spells. A character may learn one magical technique for each Rank of this Attribute.

• **AUGMENT SUMMONING**

The character can summon more potent creatures with his or her spells. Each creature summoned gains a +4 enhancement bonus to Strength and Constitution for the duration of the summoning spell.

• **IMPROVED METAMAGIC**

The character suffers reduced penalties for using Metamagic with his or her spells. Reduce the penalty for any type of Metamagic by 2. For example, casting a spell with Widen Spell (+12 DC penalty) is reduced to only a +10 DC penalty, while an Enlarged Spell (+4 DC penalty) has only a +2 DC penalty.

• **MAGICAL BLOOD**

The character has magical blood and spellcasting comes easily. He or she gains a +2 bonus to Fortitude Saves against Drain and Control checks for any type of spell the character knows.

• **MAGICAL DEFENCE**

The character has learned to protect him or herself against hostile magic of a specific type. The character selects a type of magic (such as necromancy, fire spells, etc) and gains a +2 to all saving throws against spells of that type. Furthermore, the character gains a +2 competence bonus to his or her AC against attacks made by spells or magical effects of that type. This bonus does not apply to attacks made by magical creatures.

• **MULTI-CASTER**

The character has learned to divide his or her attention more effectively and can cast and use multiple spells more easily than others do. The DC of Concentration checks to cast a spell while maintaining another is only 10 + 5 per sustained spell (see "Concentration and Spells," page 5)

• **SPELL FOCUS**

The character has learned to cast more potent spells of a specific type. His or her spells are more difficult to resist. The character selects a type of magic (such as necromancy, fire spells, etc) and the DC of all of his or her spells of that type is increased by +2. The character may learn this technique twice with the same type of spells; if so, the Save DC for the chosen type of spells increases by +4. Spellcasters may learn this technique multiple times and apply it to different types of magic but only twice for any individual type of magic.

• **SPELL PENETRATION**

The character knows how to cast spells that penetrate a target's natural resistance. The character gains a +2 bonus on the Caster Level check to penetrate spell resistance with any of his or her spells. This technique may be learned twice to increase the bonus to +4.

**METAMAGIC**

**COST:** 2 Points/Rank  
**RELEVANT ABILITY:** Varies  
**PROGRESSION:** The character learns one form of Metamagic/Rank

This Attribute allows spellcasters to learn various ways to modify and enhance their spells. Each of these Metamagic

abilities increases the DC of Fortitude Saves against Drain and Control checks, whenever they are used.

• **EMPOWER SPELL**

The character can cast spells to greater effect. All variable numeric effects of an Empowered Spell are increased by one-half. An Empowered Spell deals half again as much damage as normal, cures half again as many Hit Points, affects half again as many targets, and so forth as appropriate. An Empowered Spell has its DC increased by +8.

• **ENLARGE SPELL**

The character can cast spells farther than normal. The range of affected spells is effectively doubled. An Enlarged Spell has its DC increased by +4.

• **EXTEND SPELL**

The character can cast spells that last longer than normal. An Extended Spell lasts twice as long as normal. A spell with a duration of concentration, instantaneous, or permanent cannot be Extended. An Extended Spell has its DC increased by +4.

• **FORK SPELL**

The character may cast spells that affect a greater number of targets. The number of targets of a forked spell is increased by 100%. All targets must still be within range of the spell's effect. A Forked Spell has its DC increased by +8.

• **HEIGHTEN SPELL**

The character can cast a spell as if it were more potent than it actually is. Unlike other forms of Metamagic, Heighten Spell actually increases the effective DC of the spell it modifies. All effects dependent on the DC (such as saving throw DCs and ability to penetrate a *lesser globe of invulnerability*) are calculated according to the Heightened DC. A spell's Save DC increases by +1 for every +5 penalty to its casting DC.

• **HOMING SPELL**

The character may cast spells that more effectively overcome their targets' resistance. A spell modified by this Metamagic ability will home in on its target (or targets). The target of a Homing Spell must make an additional saving throw and use the worst of the results. The effect of a Homing Spell affects only the direct target of a spell. Spells with an area of effect only home in on their direct target — other targets caught in the area are not penalised. A Homing Spell has its DC increased by +8.

• **MAXIMISE SPELL**

The character can cast spells to maximum effect. All variable numeric effects of a spell that has been modified in this way are maximised. A maximised spell deals maximum damage, cures the maximum number of Hit Points, affects the maximum number of targets, etc. as appropriate. Spells without random variables are not affected. A Maximised Spell has its DC increased by +12.

• **QUICKEN SPELL**

The character can cast a spell with a moment's thought. Casting a Quicken Spell does not count as one of the

character's actions. A character may only cast one Quicken Spell per round and may not use any form (Invocation, Incantation, or Ritual) with a Quicken Spell — there isn't time! A Quicken Spell has its DC increased by +16.

• **WIDEN SPELL**

The character can increase the area of his or her spells. Any spell whose effect is measured by an area has all numeric measurements of that area increased by 100%. If the spell's effect is measured by a number of targets within an area, the area is increased but the number of targets is not. A Widened Spell has its DC increased by +12.

**SPELL MASTERY**

<b>COST:</b>	1 Point/Rank
<b>RELEVANT ABILITY:</b>	varies
<b>PROGRESSION:</b>	The character gains a +5 bonus to cast one spell/Rank

This Attribute allows a character to master a spell for each Rank. The character can master any spell he or she knows, and gains a +5 bonus to Fortitude Saves against Drain and Control checks for the mastered spell.

**ATTRIBUTES AND FEATS**

Many of the magical Attributes presented here are suitable as Feats in other d20 games. If desired, a character can purchase one Rank of Item Creation, Magical Genius, Magical Technique, or Metamagic as a Feat. Similarly, characters may elect to take two Ranks of Extra Spells or Spell Mastery as a single Feat.

**STANDARD d20**

The magic system presented in this book can be readily adapted for use in standard d20 games as well as *BESM d20*. This section gives examples of how to modify the standard d20 spellcasting classes to use this system.

The classes presented here were converted from their original d20 source. This was done to make this material most useful to GMs and players using standard d20, rather than *BESM d20*. To use one of these standard classes in a *BESM d20* game, use the *BESM d20* versions of these classes presented in that book — simply replace all spellcasting abilities with those presented below.

**ARCANE VS. DIVINE MAGIC**

Arcane vs. divine magic is the major division of magic in standard d20 games. The first step in defining the way in which standard d20 magic should be adapted is defining the differences in how these two types of magic will work.

Arcane magic functions as described under Dynamic Sorcery, page 6. Specific classes of arcane spellcasters have advantages when casting spells, but the basic process remains the same. Since standard d20 does not use Attributes, none of these characters use Dynamic Sorcery. Rather, they have class abilities that allow them to cast spells in the same manner as that Attribute. These classes are discussed in more detail below.



**DESIGNER'S NOTE: DIVINE SPELLCASTERS**

Divine spellcasters in d20 have access to all of their spells from the beginning. They do not need to study or learn their magic as it is channelled from divine sources. In addition, their spells are just as effective as their arcane counterparts, though largely focused on different tasks.

Divine spellcasters have a powerful advantage in automatically knowing all spells on their spell lists, but it was an aspect of their design that we felt was important to preserve. To keep some sort of balance between the various sorts of casters, however, we felt we needed to place a restriction on divine spellcasting in order to let us maintain those aspects we wanted to keep.

Penalising their spell DCs or Fortitude Saves against Drain or Control checks would make divine spells generally less effective than arcane spells. Increasing the Drain suffered by divine spellcasters would limit the number of spells they could cast. Neither really seemed appropriate. Of course, since most divine spellcasters have more Hit Points, they are more able to suffer nonlethal damage. This might not be an unreasonable change to make, however, it didn't suit our design goals, so we set that idea aside.

In the end, we decided that requiring additional casting time for divine spellcasters was the best option. It reflects the fact that divine spellcasters are actually praying for intervention in one form or another. The act of asking for help takes some time, and the intervening deity may have to cross a few layers of reality to respond! It also doesn't really restrict their number of actions — they can still cast a spell or act every round, unless they choose to extend the spellcasting further.

If the GM wishes, this restriction on divine magic can simply be removed. If so, we suggest that it be replaced with something else to keep divine spellcasters balanced with arcane casters. One option would be to restrict divine spellcasters to spell slots and require them to learn their spells. Clerics and druids would have 8 spell slots per Level, while paladins and rangers would have only 2.

Divine spellcasters channel their spells from a higher source. While this frees them from the need to study and learn spells on their own, it also requires the intervention of another entity or force. All spells cast by a divine spellcaster require a full round to cast, rather than one action. That is, casting a divine spell is all that the character may do for one round; the character will continue casting until his or her Initiative the following round. A divine spellcaster using Incantation, for example, takes another full round to cast his or her spells, making the total time required two rounds. Adding Ritual increases the casting time even more. The specific abilities of the divine spellcasting classes are detailed below.

**BARD**

Bards are jacks-of-all-trades. Though bards are generally regarded as "full" spellcasters, they know fewer spells (and those known are of lower levels) than clerics, sorcerers, or wizards. In standard d20, bards are designed as slightly weaker sorcerers. They use their spells in similar ways and rely on the same Attribute. Like sorcerers, Bards are limited in the number of spells they may learn. A 20th Level bard knows spells equivalent to 49 spell slots. To simplify matters and keep an even progression, bards are given 3 spell slots per Level — totalling 60 slots at 20th Level.

A spellcaster's bonus to Fortitude Saves against Drain and Control checks determines what DC of spells he or she can reasonably cast. The bard's best spells, however, are much easier to cast than a wizard's best spells. A high-Level bard can cast about as many 6th-Level spells as a high-Level wizard can cast 9th-Level spells. Thus, the bard's bonus to spellcasting rolls should be about two-thirds of what a wizard's is. We settled on using a progression similar to the base attack bonus because it balanced well, Point-wise, and because it was very close to the effect we wanted. That is, two-thirds of +20 is +13.3, which is reasonably close to their +15 at 20th Level.

**THE BARD**

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPELLCASTING	SPECIAL
1	+0	+0	+2	+2	+0	Bardic music, bardic knowledge, countersong, <i>fascinate</i> , inspire courage +1
2	+1	+0	+3	+3	+1	
3	+2	+1	+3	+3	+2	Inspire competence
4	+3	+1	+4	+4	+3	
5	+3	+1	+4	+4	+3	
6	+4	+2	+5	+5	+4	<i>Suggestion</i>
7	+5	+2	+5	+5	+5	
8	+6/+1	+2	+6	+6	+6	Inspire courage +2
9	+6/+1	+3	+6	+6	+6	Inspire greatness
10	+7/+2	+3	+7	+7	+7	
11	+8/+3	+3	+7	+7	+8	
12	+9/+4	+4	+8	+8	+9	<i>Song of freedom</i>
13	+9/+4	+4	+8	+8	+9	
14	+10/+5	+4	+9	+9	+10	Inspire courage +3
15	+11/+6/+1	+5	+9	+9	+11	Inspire heroics
16	+12/+7/+2	+5	+10	+10	+12	
17	+12/+7/+2	+5	+10	+10	+12	
18	+13/+8/+3	+6	+11	+11	+13	<i>Mass suggestion</i>
19	+14/+9/+4	+6	+11	+11	+14	
20	+15/+10/+5	+6	+12	+12	+15	Inspire courage +4

MAGICAL CHARACTERS

In terms of spell power, a bard's Caster Level has always been defined as equal to his or her Class Level. There was no need to change this.

**CLASS FEATURES**

Except as noted here, the class features of the bard are the same as presented in the PHB.

Spellcasting (Su): Bards gain the listed bonus to all Fortitude Saves against Drain when casting bard spells, and to Control checks made to cast any spell. A bard's Caster Level for bard spells is equal to his or her Class Level. A bard gains 3 spell slots per Level.

**CLERIC**

Clerics are particularly strong spellcasters. They automatically know all their possible spells and may cast more spells than most other spellcasters, by virtue of their domain spells. They also have naturally strong Fortitude Saves, making their Drain and Control checks easier to deal with. For the most part, clerics follow the normal spellcasting rules. They channel divine magic, so their casting times are longer than arcane magic (see "Divine Spellcasters" page 18).

When spellcasting, traditional clerics have two advantages: domains and the spontaneous casting of cure/cause wound spells. Domain spells for clerics allow them to cast more spells than they otherwise could. When converting this class to the new spellcasting system, it seemed sensible to deduce from this that their domains should allow them to take less Drain as taking less Drain on spells would allow clerics to cast more spells overall. This was a simple enough change to make and only affected a small number of the cleric's total spells. Granting the benefit to a cleric's domains also reinforced the importance of a cleric's choice of domains.

The ability to spontaneously cast a cure or cause wound spell in place of a normally prepared spell is meaningless in the alternative spellcasting system presented here. Since their ability to spontaneously cast did not allow clerics to cast more spells — or to cast their spells more effectively — there was really no parallel effect to grant them under the new system. Clerics are still able to spontaneously cast cure/cause wound spells, so they have lost nothing in the translation.

**CLASS FEATURES**

Except as noted here, the class features of the cleric are the same as presented in the PHB.

Spellcasting (Su): Clerics gain the listed bonus to all Fortitude Saves against Drain when casting cleric spells and to Control checks made to cast any spell. A cleric's Caster Level for cleric spells is equal to his or her Class Level. Clerics automatically know all spells on their spell list, including domain spells.

Divine Domain (Su): Clerics suffer only half Drain (round up) for casting any domain spell. That is, if he or she fails the Fortitude Save against Drain, the cleric will suffer base Drain (instead of double). If he or she passes the Save, the cleric suffers only one-half Drain (or one-quarter if the Save was passed by 10 or more). The other effects of Drain (fatigue and the need for Control checks) are unaffected.

Slow Caster (Su): A cleric must take one full round to cast a spell, using all of his or her actions for the current round. The spell is not complete until the cleric's Initiative on the following round. A cleric using Incantation requires an additional full round. Similarly, a cleric using Ritual adds the time of the Ritual to his or her casting time.

**THE CLERIC**

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPELLCASTING	SPECIAL
1	+0	+2	+0	+2	+1	Divine domain, slow caster, turn or rebuke undead
2	+1	+3	+0	+3	+2	
3	+2	+3	+1	+3	+3	
4	+3	+4	+1	+4	+4	
5	+3	+4	+1	+4	+5	
6	+4	+5	+2	+5	+6	
7	+5	+5	+2	+5	+7	
8	+6/+1	+6	+2	+6	+8	
9	+6/+1	+6	+3	+6	+9	
10	+7/+2	+7	+3	+7	+10	
11	+8/+3	+7	+3	+7	+11	
12	+9/+4	+8	+4	+8	+12	
13	+9/+4	+8	+4	+8	+13	
14	+10/+5	+9	+4	+9	+14	
15	+11/+6/+1	+9	+5	+9	+15	
16	+12/+7/+2	+10	+5	+10	+16	
17	+12/+7/+2	+10	+5	+10	+17	
18	+13/+8/+3	+11	+6	+11	+18	
19	+14/+9/+4	+11	+6	+11	+19	
20	+15/+10/+5	+12	+6	+12	+20	

THE DRUID

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPELLCASTING	SPECIAL
1	+0	+2	+0	+2	+1	Animal companion, nature sense, slow caster, wild empathy
2	+1	+3	+0	+3	+2	Woodland stride
3	+2	+3	+1	+3	+3	Trackless step
4	+3	+4	+1	+4	+4	Resist nature's lure
5	+3	+4	+1	+4	+5	Wild shape (1/day)
6	+4	+5	+2	+5	+6	Wild shape (2/day)
7	+5	+5	+2	+5	+7	Wild shape (3/day)
8	+6/+1	+6	+2	+6	+8	Wild shape (Large)
9	+6/+1	+6	+3	+6	+9	Venom immunity
10	+7/+2	+7	+3	+7	+10	Wild shape (4/day)
11	+8/+3	+7	+3	+7	+11	Wild shape (Tiny)
12	+9/+4	+8	+4	+8	+12	Wild shape (plant)
13	+9/+4	+8	+4	+8	+13	A thousand faces
14	+10/+5	+9	+4	+9	+14	Wild shape (5/day)
15	+11/+6/+1	+9	+5	+9	+15	Timeless body, wild shape (Huge)
16	+12/+7/+2	+10	+5	+10	+16	Wild shape (elemental 1/day)
17	+12/+7/+2	+10	+5	+10	+17	
18	+13/+8/+3	+11	+6	+11	+18	Wild shape (6/day, elemental 2/day)
19	+14/+9/+4	+11	+6	+11	+19	
20	+15/+10/+5	+12	+6	+12	+20	Wild shape (elemental 3/day, Huge elemental)

DRUID

Druids are very straightforward spellcasters. They draw their magic from a divine source and have the normal benefits and restrictions for that. They know all the spells on their spell list automatically, but cast spells slower than others. Druids have no domains as clerics do, but they do have the ability to spontaneously cast summoning spells. As with the clerics cure/cause wound spells, however, they retain this ability under the new system.

Druids are unusual in their natural ability to shapechange. In standard d20 games, druids may not cast spells in animal form without the use of the Natural Spell Feat. With the new spellcasting system, however, casting a spell requires no more than a thought. As such, druids can cast spells in animal form.

Casting a spell in animal form prevents the spellcaster from using any forms or foci — these spellcasting tools normally rely on a humanoid form. A druid with Natural Spell could learn to

THE PALADIN

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPELLCASTING	SPECIAL
1	+1	+2	+0	+0	+0	Aura of good, detect evil, slow caster, smite evil 1/day
2	+2	+3	+0	+0	+1	Divine grace, lay on hands
3	+3	+3	+1	+1	+1	Aura of courage, divine health
4	+4	+4	+1	+1	+2	Turn undead
5	+5	+4	+1	+1	+2	Smite evil 2/day, special mount
6	+6/+1	+5	+2	+2	+3	Remove disease 1/week
7	+7/+2	+5	+2	+2	+3	
8	+8/+3	+6	+2	+2	+4	
9	+9/+4	+6	+3	+3	+4	Remove disease 2/week
10	+10/+5	+7	+3	+3	+5	Smite evil 3/day
11	+11/+6/+1	+7	+3	+3	+5	
12	+12/+7/+2	+8	+4	+4	+6	Remove disease 3/week
13	+13/+8/+3	+8	+4	+4	+6	
14	+14/+9/+4	+9	+4	+4	+7	
15	+15/+10/+5	+9	+5	+5	+7	Remove disease 4/week, smite evil 4/day
16	+16/+11/+6/+1	+10	+5	+5	+8	
17	+17/+12/+7/+2	+10	+5	+5	+8	
18	+18/+13/+8/+3	+11	+6	+6	+9	Remove disease 5/week
19	+19/+14/+9/+4	+11	+6	+6	+9	
20	+20/+15/+10/+5	+12	+6	+6	+10	Smite evil 5/day

use Ritual and foci, though Invocation and Incantation are still impossible. Ritual gestures and screeches can be managed, but the name of a spell cannot be clearly spoken, nor can the usual incantations be completed.

**CLASS FEATURES**

Except as noted here, the class features of the druid are the same as presented in the PHB.

**Spellcasting (Su):** Druids gain the listed bonus to all Fortitude Saves against Drain when casting druid spells and to Control checks made to cast any spell. A druid's Caster Level for druid spells is equal to his or her Class Level. Druids automatically know all spells on their spell list.

**Slow Caster (Su):** A druid must take one full round to cast a spell, using all of his or her actions for the current round. The spell is not complete until the druid's Initiative on the following round. A druid using Incantation requires an additional full round. Similarly, a druid using Ritual adds the time of the Ritual to his or her casting time.

**Wild Shape (Su):** A druid can cast spells while in wild shape. He or she cannot, however, use any form (Invocation, Incantation, or Ritual) or foci while not in human form. A druid with the Natural Spell Feat may use the Ritual form and foci, but still may not use Invocation or Incantation. A druid in any shape may use investments of body and mind.

**PALADIN**

Paladins are not primarily spellcasters. They have more Hit Points than other casters and strong Fortitude Saves, but few spells and limited spell Levels. As divine spellcasters, their spells require a full round to cast, but they have access to all four Levels of their spells automatically.

A paladin's most powerful spells are about half as difficult as a "true" spellcaster's best spells. They also only cast a limited number of even these spells. To reflect this, their spellcasting bonuses are half those of clerics and wizards.

**CLASS FEATURES**

Except as noted here, the class features of the paladin are the same as presented in the PHB.

**Spellcasting (Su):** Paladins gain the listed bonus to all Fortitude Saves against Drain when casting paladin spells, and to Control checks made to cast any spell. A paladin's Caster Level for paladin spells is equal to one-half his or her Class Level (round down). Paladins automatically know all spells on their spell list.

**Slow Caster (Su):** A paladin must take one full round to cast a spell, using all of his or her actions for the current round. The spell is not complete until the paladin's Initiative on the following round. A paladin using Incantation requires an additional full round. Similarly, a paladin using Ritual adds the time of the Ritual to his or her casting time.

**RANGER**

Rangers, like paladins, are not primarily spellcasters. They have higher Hit Points than most other casters, strong Fortitude Saves, and they share the paladin's limited spell selection. As divine spellcasters, ranger spells require a full round to cast but have access to all four Levels of their spells automatically.

**THE RANGER**

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPELLCASTING	SPECIAL
1	+1	+2	+2	+0	+0	1st favoured enemy, slow caster, Track, wild empathy
2	+2	+3	+3	+0	+1	Combat style
3	+3	+3	+3	+1	+1	Endurance
4	+4	+4	+4	+1	+2	Animal companion
5	+5	+4	+4	+1	+2	2nd favoured enemy
6	+6/+1	+5	+5	+2	+3	Improved combat style
7	+7/+2	+5	+5	+2	+3	Woodland stride
8	+8/+3	+6	+6	+2	+4	Swift tracker
9	+9/+4	+6	+6	+3	+4	Evasion
10	+10/+5	+7	+7	+3	+5	3rd favoured enemy
11	+11/+6/+1	+7	+7	+3	+5	Combat style mastery
12	+12/+7/+2	+8	+8	+4	+6	
13	+13/+8/+3	+8	+8	+4	+6	Camouflage
14	+14/+9/+4	+9	+9	+4	+7	
15	+15/+10/+5	+9	+9	+5	+7	4th favoured enemy
16	+16/+11/+6/+1	+10	+10	+5	+8	
17	+17/+12/+7/+2	+10	+10	+5	+8	Hide in plain sight
18	+18/+13/+8/+3	+11	+11	+6	+9	
19	+19/+14/+9/+4	+11	+11	+6	+9	
20	+20/+15/+10/+5	+12	+12	+6	+10	5th favoured enemy

THE SORCERER

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPELLCASTING	SPECIAL
1	+0	+0	+0	+2	+1	Drain resistance 2, summon familiar
2	+1	+0	+0	+3	+2	
3	+1	+1	+1	+3	+3	
4	+2	+1	+1	+4	+4	
5	+2	+1	+1	+4	+5	
6	+3	+2	+2	+5	+6	Drain resistance 3
7	+3	+2	+2	+5	+7	
8	+4	+2	+2	+6	+8	
9	+4	+3	+3	+6	+9	
10	+5	+3	+3	+7	+10	
11	+5	+3	+3	+7	+11	Drain resistance 4
12	+6/+1	+4	+4	+8	+12	
13	+6/+1	+4	+4	+8	+13	
14	+7/+2	+4	+4	+9	+14	
15	+7/+2	+5	+5	+9	+15	
16	+8/+3	+5	+5	+10	+16	Drain resistance 5
17	+8/+3	+5	+5	+10	+17	
18	+9/+4	+6	+6	+11	+18	
19	+9/+4	+6	+6	+11	+19	
20	+10/+5	+6	+6	+12	+20	

A ranger's maximum spellcasting ability is equal to that of a paladin in both maximum Level and number of spells cast; rangers share the paladin's limited bonuses for spellcasting.

CLASS FEATURES

Except as noted here, the class features of the ranger are the same as presented in the PHB.

Spellcasting (Su): Rangers gain the listed bonus to all Fortitude Saves against Drain when casting ranger spells, and to Control checks made to cast any spell. A ranger's Caster Level for ranger spells is equal to one-half his or her Class Level (round down). Rangers automatically know all spells on their spell list.

Slow Caster (Su): A ranger must take one full round to cast a spell, using all of his or her actions for the current round. The spell is not complete until the ranger's Initiative on the following round. A ranger using Incantation requires an additional full round. Similarly, a ranger using Ritual adds the time of the Ritual to his or her casting time.

SORCERER

Sorcerers are unique among d20 spellcasters in being able to cast their spells more often than any other spellcaster. They have the same spell list as wizards, but their potential to learn a variety of spells is limited.

The major limitation of sorcerers has always been their limited spell selection. It is also the simplest to convert to the new spellcasting system. At 20th Level, a sorcerer knows spells equivalent to 75 spell Levels. This rounds up to 4 spell slots per Level. They have more flexibility in selecting the spells they know — they can choose to learn more 3rd Level spells than

4th or 1st, for example. This compensates for the fact that all spellcasters now have the sorcerer's original benefit: the option to cast any spell without preparation.

Sorcerers can also cast more of their spells than any other character class. Similar to the cleric's domain spells, the sorcerer's abilities seemed to require that they take less Drain from spellcasting. Furthermore, whatever class ability reduced their Drain would need to affect all of their spells. Dividing their drain in half would overcompensate and allow sorcerers to cast even more spells than they should, so it was obvious that would not work. Instead, their Drain resistance was patterned after damage resistance, allowing them to take a few points less Drain from each spell. The Drain saved in this manner allows sorcerers to cast more spells than others, but not so many as to be unbalancing.

CLASS FEATURES

Except as noted here, the class features of the sorcerer are the same as presented in the PHB.

Spellcasting (Su): Sorcerers gain the listed bonus to all Fortitude Saves against Drain when casting sorcerer spells and to Control checks made to cast any spell. A sorcerer's Caster Level for sorcerer spells is equal to his or her Class Level. A sorcerer gains 4 spell slots per Level.

Drain Resistance (Su): Each time a sorcerer takes Drain from spellcasting, reduce the Drain by the Level of Drain resistance. If the sorcerer fails the Fortitude check, the Drain is doubled before this Drain resistance is applied; if the sorcerer passes the Fortitude check by 10 or more, the Drain is halved. Drain cannot be reduced below 1 Point.

**WIZARD**

In many ways, wizards are the standard by which all other spellcasting classes are judged. They must study to learn their spells, though they may learn as many as they can find. They can cast the most potent spells of any class, and may cast about as many of their best spells as most other spellcasting classes can.

The wizard was the first class converted to the new system, serving as a baseline for other classes. Their spellcasting abilities as noted in *BESM d20* are worth about 91 Character Points throughout their career. The object in converting the wizard was to maintain that value as closely as possible. This was simple to do, as a 20th Level wizard has roughly the same spellcasting ability as a character with 10 Ranks of Dynamic Sorcery. The value of Dynamic Sorcery at 10 Ranks is equal to 80 Character Points. The additional points were taken up by the wizard's unique class ability, allowing them to learn an unlimited number of spells.

**DESIGNER'S NOTE: WIZARDS AND SPELL SLOTS**

One of a wizard's advantages in d20 is that they may learn any number of spells. Having a literally unlimited potential library of spells, however, is a difficult trait on which to put a Point value. We struggled with it, but in the end, keeping the wizard as close to its original form won out. We decided to leave them their unlimited spell slots.

Wizards receive no increased Energy Point pool from their "version" of Dynamic Sorcery (they don't have Energy Points!), so their spellcasting abilities are equivalent a 7 Point/Rank Attribute at 6 spell slots per Level. If the GM wants to limit wizards to spell slots — whether for reasons of setting or just to keep the points equal — he or she should grant wizards 10 spell slots per Level. That makes the wizard's spellcasting abilities worth 90 Character Points, just one Point shy of the original version.

MAGICAL  
CHARACTERS

**THE WIZARD**

BASE ATTACK LEVEL	FORT BONUS	REF SAVE	WILL SAVE	SAVE	SPELLCASTING	SPECIAL
1	+0	+0	+0	+2	+1	Summon familiar, scribe scroll
2	+1	+0	+0	+3	+2	
3	+1	+1	+1	+3	+3	
4	+2	+1	+1	+4	+4	
5	+2	+1	+1	+4	+5	Bonus Feat
6	+3	+2	+2	+5	+6	
7	+3	+2	+2	+5	+7	
8	+4	+2	+2	+6	+8	
9	+4	+3	+3	+6	+9	
10	+5	+3	+3	+7	+10	Bonus Feat
11	+5	+3	+3	+7	+11	
12	+6/+1	+4	+4	+8	+12	
13	+6/+1	+4	+4	+8	+13	
14	+7/+2	+4	+4	+9	+14	
15	+7/+2	+5	+5	+9	+15	Bonus Feat
16	+8/+3	+5	+5	+10	+16	
17	+8/+3	+5	+5	+10	+17	
18	+9/+4	+6	+6	+11	+18	
19	+9/+4	+6	+6	+11	+19	
20	+10/+5	+6	+6	+12	+20	Bonus Feat





LAMP OF DINN  
HARRASSMENT

ZARD  
TRAP

LOVE  
LAMP

LAMP OF  
DINN, CE

COCKET OF  
OBESITY

LOVE OF  
DEATH  
SLAYING

BOOK OF  
PRETTY USE-  
LESS STUFF

BOOK OF EARTH-  
SHATTERING KNOWLEDGE

MONSTER  
NAMES

DARK ELVE  
PARTY GAMES

MAGES CAN FIGHT  
KUNGFU FOR  
MAGIC USERS

BOOK OF ABBRDS IN A  
FOREIGN TANGUE  
SOUTH

NORTHLAND

ANGEL  
HOLYSMITH

WIND  
SPEED



## MAGIC ITEMS

From the hero's magic sword to the wizard's potent staff to the ring that turns its wearer invisible, magic items play a role in almost every fantasy story. This chapter describes the various types of magic items and details how a character can create such items.

## BESM d20 MAGIC ITEMS

*BESM Advanced d20 Magic* items are designed with the Item of Power Attribute.

### PERSONAL GEAR

Not all magic items need to be powerful enough to be Items of Power. In fantasy settings, many magic items may be weak enough and common enough to build as major or even minor items of Personal Gear.

Minor items should be built with no more than 1 or 2 Character Points per item. Minor items should also be expendable, one-use magic devices. The effects of these items should last from one minute up to an entire scene, depending on the effect. Such minor items might grant the character using them the ability to leap great distances using the Jumping Attribute at Rank 1 or 2. Other examples include a potion of defence (grants 1 Rank of Defence Combat Mastery), water breathing (Rank 1 Adaptation), or strength (Rank 1 Enhanced Strength).

Major items may be built with 3-4 Character Points per item. Many major items will also be expendable, just as the minor items are, but the GM may allow weak permanent items on a case-by-case basis. Effects can include Flight, Healing, Invisibility, or more potent versions of minor effects.

### ITEMS WITH SPELLS

Some Items of Power may be crafted to cast spells using the same method as characters with Dynamic Sorcery. Such an item must have the specific spell it is to cast, an Energy Point pool to use in spell casting, and a limited form of Dynamic Sorcery.

Items designed to cast spells may be enchanted with any spell for the same cost as learning spells via the Magic Attribute (see "Magic Attribute", page 7). Any item enchanted with a spell in this manner has an effective Fortitude Save of +0. It also gains its creator's spellcasting Ability modifier as a bonus to its own Control checks. While this alone grants the item a spell, it is not enough for spellcasting.

Any Item of Power given a spell must also be given an Energy Bonus to draw on. Any Drain suffered by the item during casting is deducted from its own Energy Points. A character and a spellcasting item cannot normally share Energy Points or spells.

Finally, spellcasting Items of Power can be enchanted with a limited form of Dynamic Sorcery called Spellcasting Bonus. Each Rank of Spellcasting Bonus grants the item a +2 to

Fortitude Saves against Drain and to Control checks. This Attribute is not strictly necessary — even with no bonus at all, an item may successfully cast 0-Level or 1st-Level spells.

The Caster Level of an Item of Power is equal to twice its Rank. Items of Power may even use the Metamagic Attribute to modify their own spells. While this makes their spells more difficult and costly, the effect can be quite potent.

### USING ITEMS WITH SPELLS

A wand that can cast *invisibility* can briefly render others invisible. Since this requires no particular Attribute from its target, the effect can be quite flexible and useful, particularly since the character wielding it does not need to expend his or her own Energy Points. In order to create the item, however, it must be made capable of casting that spell — and must endure the rigors of spellcasting as well.

Items that cast spells must make a Fortitude Save against Drain just as characters must. The DC of this Save is the DC of the spell plus any Metamagic modifiers, as normal. Items have a base Fortitude Save of +0, but may be given Spellcasting Bonus to increase this. This Save determines the Drain suffered by the item. Items cannot become fatigued, and may ignore the effect of a failed Fortitude Save. Any Drain result that would consume more Energy than the item has remaining, however, causes the spell to automatically fail and leaves the item with no Energy Points.

A spellcasting item that fails its Fortitude Save must make a Control check. It has its creator's Ability modifier and may gain a bonus from Spellcasting Bonus. The Control check DC is the spell's DC - 10. If this check succeeds, the spell works. If the item loses Control, the effects can be embarrassing, uncomfortable, or downright dangerous.

### MAGIC WANDS

It wouldn't take long for someone to realise that it is far simpler just give an Item of Power the Magic Attribute and allow it to purchase a spell and Bonus Energy. The item would then activate the spell for the same cost as a character with Magic — one-half the cost of purchasing the spell. While this is certainly an option if the GM prefers, we suggest that such an option be avoided in order to keep items from becoming extraordinarily powerful.

An Item of Power with the Magic Attribute has significantly more Magic Points than the Character Points needed to purchase it. That is, a magic ring might be an Item of Power Rank 5 (for 20 Character Points) and have 25 Character Points to build. It could then purchase Energy Bonus Rank 3 for 9 Character Points and Magic Rank 4 for 16. It would then have 40 Magic Points to purchase Attributes and 60 Energy Points with which to use them. All for a cost of only 20 Character Points.

The system of casting spells given for the Magic Attribute also requires far less Energy than spellcasting with Dynamic Sorcery. An Item using Magic will use less Energy for each casting of its spell, and would be quite a bit more powerful than one using the dynamic spellcasting rules here.

For example, a wand of invisibility is an Item of Power Rank 4 (allowing 20 Points to build the item). It has the *invisibility* spell (DC 26) at a cost of 5 Points. Energy Bonus is also included at Rank 1 for another 3 Points. The remaining 12 Points are spent on Spellcasting Bonus Rank 3. The wand has an effective Fortitude Save of +6, a Control check of +8 (the GM sets the creator's Ability modifier at +2), 20 Energy Points, and a Caster Level of 8 twice the Item of Power Rank).

Just as with characters, Items of Power can recover lost Energy Points. Their effective character Level is equal to their Caster Level. They recover a number of Energy Points per hour equal to their Caster Level.

**TOO MANY DICE...**

GMs and players may discover that spellcasting items simply require too many dice rolls. A Fortitude Save, Control check, and roll for Drain can take time. There are some shortcuts, however, that can be applied to speed up any necessary calculations.

Just as items cannot become fatigued, they also can't be in a "stressful" situation. Spellcasting Items of Power should generally take 10 on their Fortitude Saves and Control checks whenever they cast spells. This allows an item to reliably cast a spell with much less dice rolling. The only time the dice should be rolled for casting is if taking 10 would cause the item to lose control of its spell.

Furthermore, the Drain suffered for each casting can be averaged. Simply deduct the average Drain result for each spell cast. That is, an *invisibility* spell normally causes 1d8 Drain. The wand simply deducts 5 Energy Points for each casting of the spell. If the item does not have enough Energy remaining to cast the spell, the GM can then roll so that the item has some chance of working with its last reserves of energy.

**SPELLCASTING BONUS**

Cost: 4 Points/Rank  
 Relevant Ability: Varies  
 Progression: The item gains a +2 per Rank to Fortitude Saves against Drain and Control checks.

This Attribute may only be taken with Items of Power. It is used to grant those items the bonuses to Fortitude Saves and Control checks necessary to make spellcasting successful.

**CREATING ITEMS OF POWER**

Creating an Item of Power works in the same way as casting a spell. The character makes an Item Creation check, using his or her Control bonus and appropriate Ability modifier. The DC of this check is 10 + 10 per Rank of the Item of Power being created. A character's Magical Genius bonus applies to Item Creation rolls.

Unlike spellcasting, no Invocation or Incantation is generally appropriate to enchanting. Ritual, foci, and investments of mind may be used normally. Creating magic

items does not cause Drain, so investments of body are also unavailable. Creating an Item of Power takes only 1 action, unless extended by Ritual.

If the check is successful, the Item of Power is created. If the check fails, any investments, time, and foci are expended normally, but the character produces nothing.

**DESIGNING ITEMS**

The GM may decide to allow a character to spend time researching and planning for item creation before the process begins. Depending on the needs of the setting, time taken to "design" an Item of Power may be required, or it may be an optional way of increasing the character's chances of success.

Item design is a Knowledge: Arcane check. The DC of this check is 10 + 5 per Rank of the Item of Power being designed. Items of Personal Gear (1–4 Character Points) are treated as Rank 0 with a DC of 10. Each attempt takes 1 week, but the character may spend additional weeks before the check researching, experimenting, and planning. Each additional week spent in this way adds a cumulative +2 bonus to the character's Knowledge: Arcane check for the design. A character's Magical Genius bonus also applies to these rolls.

If item design is required for creation of a magic item, there is no bonus associated with a successful design. If the design is optional, a successful design adds a +10 circumstance bonus to the character's Item Creation check.

**PAYING THE PIPER**

When a character creates an Item of Power, he or she essentially spends time and energy producing something that normally costs Character Points. If the item created is a one-use item (such as a potion), any normal Character Point cost should be waived. For permanent magic items, however, that Character Point cost might still need to be paid, depending on whether the player wishes the item to be "a part" of the character or not. There are two options available to the player: he or she can either spend Character Points (earned through Level advancement) to earn the item or, instead, use the item freely.

If the player elects to spend Character Points on the item, the item should be treated as part of the character and thus protected from loss or destruction. If the character loses the item, they should eventually (within a session or two) get it back somehow. If it is somehow destroyed, a replacement should eventually be provided to the character or those Points otherwise reimbursed to the character. They have invested Character Points into the item so it should be treated as a part of the character.

If, however, the player does not elect to invest Character Points into the item, the GM should feel no necessity to protect the item. It might be dropped into a crevice and lost forever or confiscated by the villain when the character is captured. Since it is not an integral part of the character, they

can lose the item depending on the flow and events of the campaign with the GM feeling a necessity to compensate the character for its loss.

## d20 MAGIC ITEMS

The magic items normally available in other d20 games can be readily created using the system presented here. These items should normally only be used in non-BESM d20 games. Using such items in BESM d20 generally requires that they first be detailed as Items of Power.

### MAGIC ITEM TYPES

Magic items are normally of seven general types. These are: arms and armour; jewellery; potions; rods, staves and wands; scrolls; talismans; and wondrous items.

#### ARMS AND ARMOUR

Arms and armour includes any magical items intended for combat and created from otherwise mundane objects. Swords, axes, bows, plate armour, chainmail, and boiled leather all fit in this category. Any magical effects these items have are normally permanent and automatic for anyone wearing or otherwise using the item in question.

#### JEWELLERY

Jewellery includes rings, necklaces, bracelets, armbands, and earrings. These items are often physically delicate, but they are attractive, valuable, and often difficult to lose. The magical effects enchanted into these items can vary widely, but they are most often constant effects. Some items may have to be activated to be of any use, however, such as *necklaces of prayer beads* or a *ring of wishes*.

#### POTIONS

Potions, oils, vapours, and salves are all equivalent. These items may be used by anyone; they can affect whoever or whatever ingests or wears them. An oil might benefit a wooden staff, a potion affects whoever drinks it, and a vapour in a ceramic bottle affects whoever breathes the vapours in when the bottle is opened or broken. Potions are spells in physical form and take their effect directly on whatever target makes contact with them.

#### RODS, STAVES, AND WANDS

These potent items are capable of casting spells on their own. Though rods, staves, and wands are the most common type of items enchanted with spellcasting ability, other items can also be so enchanted. A ring might be able to hurl fireballs, for example, or a sword might bestow curses on its victims. Any item able to cast a spell uses the same mechanism as rods, staves, and wands.

Rods, staves, and wands have Energy Points. Drain is deducted from this pool of energy, and no more spells may be cast when it is depleted. Rods, staves, and wands recover a number of Energy Points per hour equal to their Caster Level.

### SCROLLS

Scrolls may be traditional scrolls, runes, or similar writings. They are spells in physical form, just as potions are. Scrolls are more powerful, however, as a spellcaster can release the energy of the scroll, allowing the spell to take shape at any time. The caster can then direct the spell just as if he or she had cast it, but without any risk of Drain. Naturally, the scroll's energy is spent when the spell is released.

### TALISMANS

Talismans may take many forms, from clothing, to jewellery, to weapons. The defining aspect of a talisman is that it assists in a character's spellcasting, either by making spellcasting easier or by otherwise boosting or adding effects to a character's spells. Talismans are generally created to assist with a specific type of spell, but are not tied to any particular spell.

### WONDROUS ITEMS

Wondrous items are the miscellany of magical devices. Anything not included in other categories may be found here. Wondrous items may have constant magical effects, or may need to be activated from time to time in order to use their power. They have their powers bestowed by spells, but they do not themselves use spells in the way of wands.

### ITEM CREATION

Item creation for d20 games follows much the pattern as for BESM d20 games.

1. The character designs what item he or she intends to create.
2. The specific spells needed to create the effect are defined.
3. The item's DC is calculated.
4. The character makes an Item Creation check.

Actually creating the item works in much the same way as casting a spell, but tends to consume more time, materials, and XP due to the high DCs involved. Note that no item may be created with a Caster Level higher than that of its creator.

### CONCEPT

The concept of the magic item is arguably the most important part of item creation. The character must know what he or she wants the item to do if there is to be any chance of success. Ideas for appropriate magic items may be drawn from many sources, not the least of which is the DMG.

### SPELLS

The GM and player must agree on what spells are appropriate for creating the desired effect. Note that the spells used do not need to be the most appropriate for a given effect, but must have some relation to the intended power. It is possible for a character to use almost any fire-based spell to create a *flame blade*, for example.

The DC of the Item Creation check is based directly off of the spells used. The more powerful the spells used, the more potent the item may be.

**SWORDS AND DAGGERS AND CHAINMAIL, OH MY!**

For simple magical weapons, the *magic weapon* or *greater magic weapon* spells seem to be perfect. They create exactly the right effects and are generally available to many different spellcasters. Magic armour is not so easy to nail down. The GM may decide that any spellcaster of sufficient power can enchant a suit of armour with no special abilities without using any particular spells. This is certainly in keeping with normal d20 games, in which +1 chainmail requires no particular spell.

It seems odd, however, that simple magic armour can be created with no spells just because no spell is available while, magic weapons require a specific spell that some spellcasters do not even have on their spell lists. The easiest solution is to eliminate the need for the *magic weapon* spell in creating simple magic weapons. This brings magic arms in line with magic armour.

The alternative is to allow for *magic armour* and *greater magic armour* spells. These spells would be in most ways identical to *magic weapon* or *greater magic weapon*, except that they provide enhancement bonuses to the character's armour.

The GM will have to decide which option is more appropriate for his or her setting, depending on how common magic weapons and armour are intended to be.

**DC OF ITEM CREATION**

Once the spells are identified, the DC for Item Creation is determined. Each type of item modifies the spell's base DC to arrive at the Item Creation DC.

**ITEM CREATION DCs**

EFFECT	BASE DC	MODIFIER
Ability bonus (enhancement)	Spell DC + 20	+ (bonus squared)
Armour bonus (enhancement)	40	+ (bonus squared)
AC bonus (deflection)	Spell DC + 25	+ (bonus squared)
AC bonus (other)	Spell DC + 30	+ (bonus squared)
Natural armour bonus (enhancement)	Spell DC + 25	+ (bonus squared)
Potion	Spell DC + 20	+ spell slots
Rod, Staff, Wand	Spell DC + 20	see "Rods, Staves, and Wands"
Save bonus (resistance)	Spell DC + 20	+ (bonus squared)
Save bonus (other)	Spell DC + 25	+ (bonus squared)
Scroll	Spell DC + 20	+ spell slots
Skill bonus (competence)	Spell DC + 15	+ (2 x bonus)
Spell effect	Spell DC + 20	+ spell slots
Spell resistance	Spell DC	+5 per Point over SR 12; SR 13 minimum
Talisman	40	see "Talismans"
Weapon bonus (enhancement)	Spell DC+25	+ (bonus squared)

**RODS, STAVES, AND WANDS**

EFFECT	MODIFIER
Caster Level	+ Caster Level
Spellcasting bonus (Fort Save/Control)	+ bonus
+5 Energy Points	+2

**TALISMANS**

EFFECT	MODIFIER
Spellcasting bonus (Fort Save/Control)	+ (4 x bonus)
Metamagic (added to all spells)	+ (3 x Metamagic penalty)

**OTHER EFFECTS**

For magical effects not listed in the table, the GM will have to set the base DC using these numbers as a guide. As a general rule, most effects will have a base DC of the spell's DC + 20. More potent, difficult, or rare enchantments increase that number by +5 or +10. Direct spell effects add the spell slots required for the spell, their Caster Level, or both.

**STANDARD ENCHANTMENT**

A spellcaster using standard enchantment may use only Ritual, foci, and investment of mind. Standard enchanting causes no Drain and has a base time of one action. The character simply takes the time and uses his or her foci or XP. He or she then makes the Item Creation check, including all the bonuses. A successful check means the item is created. Failure wastes anything expended and the character produces nothing.

**FAST ENCHANTMENT**

If the GM allows it, characters may also use fast enchantment. Fast enchantment allows a character to use all forms, foci, and investments. The item creation is treated exactly like a spell and will also cause Drain. Drain caused by fast enchantment is based on the total DC of the item being created; this method can be quite risky, particularly if the GM declares that Drain cannot be magically healed.

**MULTIPLE POWERS**

When simulatenously enchanting an item with multiple powers, start by determining the base DC for the most difficult power. For each additional power of one-half the "primary" power's DC, add +5. For each power of greater than one-half the "primary" DC, add +10. The total is the actual DC used in item creation.

**INCREASING AN ENCHANTMENT**

Adding powers to an item that is already magical is usually more difficult than enchanting an otherwise mundane object. For each magical power (or property) the item already bears, adjust the item creation DC accordingly.

If the item's existing powers are greater (by DC) than the new enchantment, the DC of the new enchantment is increased by +10. The better an item is, the more difficult it is to improve. If the item's existing powers are less (by DC) than the new enchantment, the DC is increased by +5.

If the magic item's former power will be superseded by the new enchantment (such as a +1 *dagger* being enchanted as a +2 *dagger*) do not modify the DC of the new power. The old power is simply ignored.

Each power is considered separately. Consider a +1 *ghost touch dagger* being enchanted to a +2 *ghost touch dagger of shock*. The +2 completely supersedes the +1, and that part of the original enchantment is ignored. Since ghost touch (using *plane shift*) is a more difficult enchantment than shock (using *call lightning*), +10 is added to the DC of the new enchantment.

### STARTING D20 WITH MAGIC ITEMS

It is a common feature of fantasy anime that otherwise mundane characters often inherit potent magic items or similar legacies. In *BESM d20* this can be managed with Attributes, but other d20 games have no mechanism to allow for this sort of story element.

To accommodate this theme, GMs may use the Feats Superior Equipment and Heirloom.

#### SUPERIOR EQUIPMENT

You begin with better gear and more money than others.  
Benefit: You have an additional 1000 gp to select starting equipment. The GM may allow you to purchase minor magic items as part of your wealth.

Special: This Feat may only be selected at 1st Level.

#### HEIRLOOM

You have inherited or acquired an heirloom — a truly marvelous piece of equipment or magic item.

Prerequisite: Superior Equipment

Benefit: The character begins play with a single magic item or other expensive piece of equipment. This item is in addition to any other starting money.

Special: This Feat may only be selected at 1st Level.

The heirloom selected with this Feat represents a significant focus of the character's history — and possibly future, as well. As such, the item may grow in power as the character does as the character discovers or unlocks the items "lost powers" through the story. The GM must decide whether powers may develop later and what those powers might be.

### SAMPLE MAGIC ITEMS

This section lists a few sample magic items, showing their base spell and item creation DC.

#### ARMS AND ARMOUR

+1 *dagger*. Based on the *magic weapon* spell (DC 20). The base DC is 45 (20 + 25), plus the bonus squared (1 x 1 = 1). The total item creation DC is 46.

#### JEWELLERY

*Ring of invisibility*. Based on the *invisibility* spell (DC 26). The base DC is 46 (26 + 20), plus the 1 spell slot required. The total item creation DC is 47.

*Amulet of natural armour* +2. Based on *barkskin* (DC 27). The base DC is 52 (27 + 25), plus the bonus squared (2 x 2 = 4). The total item creation DC is 56.

#### POTIONS

*Potion of cure light wounds*. Based on *cure light wounds* (DC 20). The base DC is 40 (20 + 20), plus the 1 spell slot required. The total item creation DC is 41.

*Vapour of sleep*. Based on *sleep* (DC 22). The base DC is 42 (22 + 20), plus the 1 spell slot required. The total item creation DC is 43.

#### RODS, STAVES AND WANDS

*Wand of doom*. Based on the *doom* spell (DC 22). This wand has a Caster Level of 1st with a +2 casting bonus (Fortitude Saves and Control checks) and 10 Energy Points. The base DC is 42 (22 + 20), plus Caster Level (+1), spellcasting bonus (+2) and +4 for Energy. The total item creation DC is 49.

*Wand of haste*. Based on the *haste* spell (DC 31). The Caster Level is 12th, with a +12 spellcasting bonus (Fortitude Saves and Control checks) and 20 Energy Points. The base DC is 51 (31 + 20), plus Caster Level (+12), spellcasting bonus (+12) and +8 for Energy. The total item creation DC is 83.

#### SCROLLS

*Scroll of dominate person*. *Dominate person* is DC 39. The base DC for the scroll is 59 (39 + 20), plus the 2 required spell slots. The total item creation DC is 61.

*Scroll of hold person*. *Hold person* is DC 27. The base DC for the scroll is 47 (27 + 20), plus the 1 required spell slot. The total item creation DC is 48.

#### TALISMANS

*Talisman of Empowering*. Grants the Empower Spell Feat. The base DC is 40, +24 for the Metamagic effect. The total item creation DC is 64.

*Signet of power*. Adds +10 to Fortitude Saves against Drain and Control checks for all charm spells. The base DC is 40, +40 for the spellcasting bonus. The total item creation DC is 80.

#### WONDROUS ITEMS

*Candle of truth*. Based on the *zone of truth* spell (DC 27). The base DC is 47 (27 + 20), plus the 1 required spell slot. The total item creation DC is 48.

*Mantle of faith*. Based on the *stoneskin* spell (DC 36). The base DC is 56 (36 + 20), plus the 2 required spell slots. The total item creation DC is 58.



# CONVERTING SPELLS

The process of converting a spell for use in the magic system presented in this book is a simple one.

1. Establish the spell's base DC, according to the table 1-1: Spell Based DC.
2. Adjust the base DC for form used (casting time).
3. Apply focus modifiers.
4. Apply modifier for XP investment.
5. Modify the final calculated DC to represent the difficulty or power of the spell, as appropriate.
6. Determine the spell slots required to learn the spell.
7. Calculate the spell's save DC.

## SET BASE DIFFICULTY CLASS

The base DC for a spell is determined by the spell's Level. The base DCs for spells of Level 0 to 9 are listed on the table below.

SPELL LEVEL	BASE DC	SPELL LEVEL	BASE DC
0	15	5	38
1	20	6	42
2	25	7	45
3	30	8	48
4	34	9	51

Some spells are listed at different Levels for different spellcasting classes. When spells are listed with multiple class and Level combinations, use the first spellcasting Class Level given for that spell on Table 1-2 Spellcasting Priority. Go down the list and take the Level of the first class that may cast the spell. That is, a spell available to both sorcerers and bards should use the spell Level for the sorcerer/wizard class. Alternatively, if a spell lists two different Levels for druids and rangers, use the Level indicated for the druid (the first class able to cast the spell on table 1-2).

sorcerer/wizard => cleric => druid => bard => ranger/paladin => domain spells => prestige classes
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## FORM AND CASTING TIME

In this system, the basic unit of casting time is 1 action. This is used for all spells, regardless of origin. After conversion, every spell will have a base casting time of 1 action.

Many spells to be converted are originally listed with longer casting times. To accommodate this, the casting DCs for more complex spells (as noted by the additional time needed to cast them under the standard d20 rules) are increased if their casting times were originally longer than 1 action.

Symbol of death *has a normal casting time of 10 minutes. What this means is that casting symbol of death in 10 minutes is about as difficult as casting any other 8th-Level spell (normally a DC 48). To properly adjust the spell's DC, the bonus for a 10-minute casting time (+10) is added to the base DC to determine the difficulty of casting the spell in one action, for a total DC of 58.*

### DESIGNER'S NOTE: APPLYING MODIFIERS

Why are the spellcasting-bonus modifiers applied as a penalty (an increase) to a spell's DC? The short answer is to keep them balanced with other spells.

In standard d20 games, spells are assigned increased casting times as a means of balancing those spells so that they are no more or less powerful and useful than other spells of their Level. This implies that if all 8th-Level spells had the same casting time (1 action in our case), some would be more potent and dangerous than others. Those that are "too strong" have things like increased casting times, expensive material components, or XP components required. This is a limitation of a spell system based on distinct spell Levels.

The spell conversion rules modify the DCs of spells to account for their actual power when not hindered by such "balancers." Since we are no longer limited to ten distinct spell Levels, we can adjust by smaller increments. Rather than requiring more time to cast the spell, or demanding expensive components, the new system simply increases the DC of more potent spells to better reflect their actual potential.

*Symbol of death* has a base DC of 48, like other 8th-Level spells, and a casting time of 1 action as every spell does. If it were left at that, the spell is obviously more powerful than other spells with a DC of 48. It's not balanced because the penalties associated with it (long casting time in this case) were simply dropped. To adjust this, we increase the base DC of that spell so that when it is cast with a 10-minute Ritual (its normal casting time), it has an effective DC of 48. That is,  $58 - 10 = 48$ . When a spellcaster casts this spell using a 10-minute ritual the +10 bonus to his or her roll offsets the higher DC of the spell, making it about as difficult as any other 8th-Level spell.

The advantage of this is that the spell no longer *has* to be balanced via a 10-minute Ritual. The spellcaster can instead choose investments of body and mind to compensate for the higher DC and cast the spell in a single action. The choice is left to the character.

Using this system, spells are designed to fly thick and fast. Spellcasting can be done with the wave of a hand if you're skilled enough, even with difficult spells. Of course, taking time helps to insure better results, but that choice is left to the caster to make, not decided for him or her. Instead, the casting time is interpreted as using ritual to lengthen the time needed to cast the spell and make it easier for the caster to focus the magical energies of the spell. The final version of the converted spell should have the DC listed for casting it in a single round.

Spells should not assume the use of either Invocation or Incantation (see page 7). A spell that is listed as requiring 1 round to cast is not considered to be using an Incantation; rather it assumes the caster is using a +1 round Ritual form (+1 bonus). The reason for this is that the use of Invocation makes it obvious what spell is being cast -- an option spellcasters should not be forced into taking. Incantation is similarly a very identifiable way of casting a spell, and is therefore also left as a matter of choice.

Remember that when casting a spell with a +1-round ritual but not using Incantation, the spell takes only one round to cast (though it takes the full round instead of a single action). When using both Incantation and a +1-round ritual, the spell requires 2 rounds to cast, etc.

For more information on forms, see page 7.

CONVERTING SPELLS

**RITUAL LENGTH**

RITUAL LENGTH	CASTING BONUS	RITUAL LENGTH	CASTING BONUS
+1 round	+1	1 day	+20
+2 rounds	+2	1 week	+25
+4 rounds	+3	1 month	+30
+6 rounds	+4	1 year	+35
1 minute	+5	1 decade	+40
10 minutes	+10	1 century	+45
1 hour	+15	1 millennium	+50

**FOCUS MODIFIERS**

Many spells do not require a material component in order to cast them. Those that do, however, are considered under these rules to use a focus. A focus can be any material item required to cast a spell.

Foci can be either a basic focus (a holy symbol) or an expendable focus (material components). Where the pre-conversion spell assumes the use of one of these types of foci in a spell, the converted spell has an increased DC (representing the cost to cast the spell without the focus).

The caster can ultimately decide to cast the spell with a focus (or Ritual, or Incantation, or Investment) or without. A spell cast without the focus uses the base DC with no bonus to casting rolls. Should the spellcaster opt to use a focus, he or she gains a bonus on spellcasting rolls for that spell.

A basic spell focus increases the DC by +2. An expendable focus increases the DC by an amount as the bonus normally provided by that focus.

For more information on Focus, see page 8.

**EXPENDABLE FOCI**

EXPENDABLE FOCUS	DC MODIFIER
Less than 100 gold	+1
100 gold to 1000 gold	+2
1001 gold to 2000 gold	+3
Each additional 1000 gold	An additional +1

**INVESTMENTS**

Very powerful spells sometimes require the expenditure of experience points or hit points in order to cast them. In *Advanced d20 Magic*, these requirements are removed from the spell when it is converted, leaving the decision to use such Investments in the hands of the character when the spell is cast. The DC is adjusted accordingly, however, to note the additional difficulty that a spell of that magnitude will naturally entail.

For a spell that originally required the character to expend XP, increase the DC by +1 per 100 XP required in the spell description. It is possible to cast these spells without expending experience, but it becomes much more difficult.

**ADJUSTING THE FINAL DC**

Once the final DC of the spell is determined, it should be adjusted if it seems too high or too low. Compare the spell against others of similar DC to see if it seems too effective or not effective enough to be balanced with these other spells.

The GM will have to make the final determination about any DC adjustments. Remember that while the goal of this system

is flexibility in magic, some spells will simply require more time and energy to successfully cast than others will.

**SPELL SLOT REQUIREMENT**

A converted spell requires a number of slots to learn as determined by the original spell's Level.

**SPELL SLOTS**

SPELL LEVEL	SPELL SLOTS REQUIRED	SPELL LEVEL	SPELL SLOTS REQUIRED
0-3rd	1	7th-8th	3
4th-6th	2	9th	4

**SPELL SAVE DC**

The DC of the saving throw against a given spell is equal to (6 + one-fifth the spell's base DC (round down) + the spell slots required to learn the spell) + the spellcaster's Ability modifier. The spell save DC listed with each spell description is the base 6 + one-fifth spell DC + spell slots, with the spellcaster's ability modifier to be determined on a case by case basis.

**EXAMPLES OF SPELL CONVERSION**

*Delay poison* is a 2nd-Level spell for bards, clerics, druids, and paladins. It is also a 1st-Level spell for rangers. It will be treated as a 2nd-Level spell (from the cleric's spell list) with a base DC of 25. There is no modifier for casting time, but the divine focus adds a +2, for a total DC of 27. This spell requires one slot to learn and has a base save DC of 12 (6 + one-fifth of 25 + 1).

*Goodberry* is a 1st-Level druid spell that requires a divine focus. Its base DC is 20, +2 for the required divine focus, for a total DC of 22. This spell requires one slot to learn.

*Ice storm* is available to sorcerers, wizards, and druids as a 4th-Level spell but is also a spell of the Water domain at Level 5. We consider the spell as a sorcerer/wizard spell (the first on the list), and its base DC is that of a 4th-Level spell: 34. It has no modifier for casting time, but it requires a mundane material component as a sorcerer/wizard spell for an additional +1, a total of 35. There is no adjustment for the required divine focus, as the spell is being converted according to the sorcerer/wizard list. This spell requires two slots to learn.

*Mount* is a 1st-Level sorcerer/wizard spell that normally requires 1 round to cast. Its base DC is 20, +1 for a +1-round ritual, for a total DC of 21. This spell requires one slot to learn.

*Nightmare* is a 5th-Level sorcerer/wizard and bard spell that normally requires 10 minutes to cast. The base DC of 38 is increased by +10 for the 10-minute ritual, for a total DC of 48. This spell requires two slots to learn and has a base save DC of 17 (6 + one-fifth of 48 + 2).

*Order's wrath* is listed only as a 4th-Level spell of the Law domain, so it is treated as a 4th-Level spell. Its base DC is 34, which is not modified for either casting time or foci. Its final DC is 34. This spell requires two slots to learn and has a base save DC of 14 (6 + one-fifth of 34 + 2).

*Wish* is a 9th-Level spell that requires an experience focus. Its base DC is 51, +50 for the 5000 XP normally required, for a total of 101. This spell requires four spell slots to learn and has a base save DC of 30 (6 + one-fifth of 101 + 4).

CONVERTING SPELLS



SPELL LIST BY DC

Acid Arrow	28	Command	20	Dispel Chaos	40	Giant Vermin	36
Acid Fog	43	Command, Greater	38	Dispel Evil	40	Glibness	30
Acid Splash	15	Command Plants	34	Dispel Good	40	Glitterdust	26
Aid	27	Command Undead	26	Dispel Law	40	Globe of Invulnerability	43
Air Walk	36	Commune	52	Dispel Magic	30	Globe of Invulnerability, Lesser	35
Alarm	22	Commune with Nature	48	Dispel Magic, Greater	42	Glyph of Warding	42
Align Weapon	27	Comprehend Languages	21	Displacement	31	Glyph of Warding, Greater	56
Alter Self	25	Cone of Cold	39	Disrupt Undead	15	Goodberry	22
Analyze Dweomer	46	Confusion	35	Disrupting Weapon	38	Good Hope	30
Animal Growth	38	Confusion, Lesser	21	Divination	45	Grasping Hand	47
Animal Messenger	26	Consecrate	28	Divine Favour	22	Grease	22
Animal Shapes	50	Contact Other Plane	48	Divine Power	36	Guards and Wards	55
Animal Trance	25	Contagion	30	Dominate Animal	30	Guidance	15
Animate Dead	31	Contingency	55	Dominate Monster	51	Gust of Wind	25
Animate Objects	42	Continual Flame	26	Dominate Person	38	Hallow	62
Animate Plants	45	Control Plants	50	Doom	22	Hallucinatory Terrain	45
Animate Rope	20	Control Undead	46	Dream	43	Halt Undead	31
Antilife Shell	45	Control Water	35	Eagle's Splendour	26	Harm	42
Antimagic Field	43	Control Weather	55	Eagle's Splendor, Mass	43	Haste	31
Antipathy	64	Control Winds	38	Earthquake	48	Heal	42
Antiplant Shell	36	Create Food and Water	40	Elemental Swarm	61	Heal, Mass	51
Arcane Eye	45	Create Greater Undead	40	Endure Elements	20	Heal Mount	30
Arcane Lock	26	Create Undead	43	Energy Drain	51	Heat Metal	27
Arcane Mark	15	Create Water	15	Enervation	34	Helping Hand	32
Arcane Sight	30	Creeping Doom	46	Enlarge Person	22	Heroes' Feast	54
Arcane Sight, Greater	45	Crushing Despair	35	Enlarge Person, Mass	36	Heroism	30
Astral Projection	65	Crushing Hand	54	Entangle	22	Heroism, Greater	42
Atonement	43	Cure Critical Wounds	34	Enthrall	26	Hide from Animals	22
Augury	33	Cure Critical Wounds, Mass	48	Entropic Shield	20	Hide from Undead	22
Awaken	42	Cure Light Wounds	20	Erase	20	Hideous Laughter	26
Baleful Polymorph	38	Cure Light Wounds, Mass	38	Ethereal Jaunt	45	Hold Animal	26
Bane	17	Cure Minor Wounds	15	Etherealness	51	Hold Monster	39
Banishment	44	Cure Moderate Wounds	25	Expeditious Retreat	20	Hold Monster, Mass	52
Barkskin	27	Cure Moderate Wounds, Mass	42	Explosive Runes	30	Hold Person	26
Bear's Endurance	27	Cure Serious Wounds	30	Eyebite	42	Hold Person, Mass	46
Bear's Endurance, Mass	44	Cure Serious Wounds, Mass	45	Fabricate	45	Hold Portal	20
Bestow Curse	30	Curse Water	21	Faerie Fire	22	Holy Aura	50
Binding	62	Dancing Lights	15	False Life	26	Holy Smite	34
Black Tentacles	35	Darkness	26	False Vision	40	Holy Sword	34
Blade Barrier	42	Darkvision	26	Fear	35	Holy Word	45
Blasphemy	25	Daylight	30	Feather Fall	20	Horrid Wilting	49
Bless	42	Daze	16	Feeblemind	39	Hypnotic Pattern	26
Bless Water	26	Daze Monster	26	Find the Path	46	Hypnotism	21
Bless Weapon	20	Death Knell	25	Find Traps	25	Ice Storm	35
Blight	36	Death Ward	36	Finger of Death	45	Identify	37
Blindness/Deafness	25	Deathwatch	20	Fire Seeds	43	Illusory Script	36
Blink	30	Deep Slumber	31	Fire Shield	34	Illusory Wall	34
Blur	25	Deeper Darkness	31	Fire Storm	49	Implosion	51
Break Enchantment	43	Delay Poison	27	Fire Trap	45	Imprisonment	51
Bull's Strength	26	Delayed Blast Fireball	46	Fireball	31	Incendiary Cloud	48
Bull's Strength, Mass	43	Demand	49	Flame Arrow	31	Inflict Critical Wounds	34
Burning Hands	20	Desecrate	28	Flame Blade	27	Inflict Critical Wounds, Mass	48
Call Lightning	31	Destruction	47	Flame Strike	40	Inflict Light Wounds	20
Call Lightning Storm	39	Detect Animals or Plants	20	Flaming Sphere	26	Inflict Light Wounds, Mass	38
Calm Animals	20	Detect Chaos	22	Flare	15	Inflict Minor Wounds	15
Calm Emotions	27	Detect Evil	22	Flesh to Stone	43	Inflict Moderate Wounds	25
Cat's Grace	26	Detect Good	22	Fly	31	Inflict Moderate Wounds, Mass	42
Cat's Grace, Mass	43	Detect Law	22	Floating Disk	21	Inflict Serious Wounds	30
Cause Fear	20	Detect Magic	15	Fog Cloud	25	Inflict Serious Wounds, Mass	45
Chain Lightning	44	Detect Poison	15	Forbiddance	54	Insanity	45
Changestaff	48	Detect Scribing	35	Forcecage	48	Insect Plague	41
Chaos Hammer	34	Detect Secret Doors	20	Forceful Hand	44	Instant Summons	47
Charm Animal	20	Detect Snares and Pits	20	Foresight	52	Interposing Hand	40
Charm Monster	34	Detect Thoughts	27	Fox's Cunning	26	Invisibility	26
Charm Monster, Mass	48	Detect Undead	21	Fox's Cunning, Mass	43	Invisibility, Greater	35
Charm Person	20	Dictum	45	Freedom	51	Invisibility, Mass	46
Chill Metal	27	Dimension Door	34	Freedom of Movement	34	Invisibility Purge	30
Chill Touch	20	Dimensional Anchor	34	Freezing Sphere	44	Invisibility Sphere	31
Circle of Death	44	Dimensional Lock	48	Gaseous Form	31	Iron Body	49
Clairaudience/Clairvoyance	42	Diminish Plants	32	Gate	61	Ironwood	43
Clenched Fist	50	Discern Lies	36	Geas/Quest	52	Irresistible Dance	48
Cloak of Chaos	50	Discern Location	60	Geas, Lesser	35	Jump	21
Clone	62	Disguise Self	20	Gentle Repose	31	Keen Edge	30
Cloudkill	38	Disintegrate	43	Ghost Sound	16	Knock	25
Colour Spray	21	Dismissal	36	Ghoul Touch	26	Know Direction	15

SPELL LIST BY DC

Legend Lore	45+; see text	Planar Binding, Greater	58	Seeming	38	Summon Nature's Ally IX	54
Levitate	27	Planar Binding, Lesser	48	Sending	49	Summon Swarm	27
Light	16	Plane Shift	40	Sepia Snake Sigil	42	Sunbeam	47
Lightning Bolt	31	Plant Growth	32	Sequester	46	Sunburst	49
Limited Wish	48	Poison	36	Shades	51	Symbol of Death	63
Liveoak	52	Polar Ray	50	Shadow Conjunction	34	Symbol of Fear	54
Locate Creature	35	Polymorph	35	Shadow Conjunction, Greater	45	Symbol of Insanity	63
Locate Object	26	Polymorph Any Object	49	Shadow Evocation	38	Symbol of Pain	50
Longstrider	21	Power Word Blind	45	Shadow Evocation, Greater	48	Symbol of Persuasion	57
Lullaby	15	Power Word Kill	51	Shadow Walk	42	Symbol of Sleep	50
Mage Armour	22	Power Word Stun	48	Shambler	51	Symbol of Stunning	60
Mage Hand	15	Prayer	32	Shapechange	53	Symbol of Weakness	60
Mage's Disjunction	51	Prestidigitation	15	Shatter	26	Sympathetic Vibration	54
Mage's Faithful Hound	43	Prismatic Sphere	51	Shield	20	Sympathy	66
Mage's Magnificent Mansion	47	Prismatic Spray	45	Shield of Faith	21	Telekinesis	38
Mage's Private Sanctum	39	Prismatic Wall	48	Shield of Law	50	Telekinetic Sphere	49
Mage's Sword	47	Produce Flame	20	Shield Other	27	Telepathic Bond	39
Magic Aura	22	Programmed Image	44	Shillelagh	22	Teleport	38
Magic Circle against Chaos	31	Project Image	46	Shocking Grasp	20	Teleport Object	45
Magic Circle against Evil	31	Protection from Arrows	27	Shout	34	Teleport, Greater	45
Magic Circle against Good	31	Protection from Chaos	21	Shout, Greater	50	Teleportation Circle	63
Magic Circle against Law	31	Protection from Energy	32	Shrink Item	30	Temporal Stasis	53
Magic Fang	22	Protection from Evil	21	Silence	25	Time Stop	51
Magic Fang, Greater	32	Protection from Good	21	Silent Image	22	Tiny Hut	31
Magic Jar	40	Protection from Law	21	Simulacrum	76	Tongues	31
Magic Missile	20	Protection from Spells	52	Slay Living	38	Touch of Fatigue	16
Magic Mouth	26	Prying Eyes	44	Sleep	21	Touch of Idiocy	25
Magic Stone	22	Prying Eyes, Greater	55	Sleet Storm	31	Transformation	44
Magic Vestment	32	Purify Food and Drink	15	Slow	31	Transmute Metal to Wood	47
Magic Weapon	22	Pyrotechnics	26	Snare	34	Transmute Mud to Rock	39
Magic Weapon, Greater	31	Quench	32	Soften Earth and Stone	27	Transmute Rock to Mud	39
Major Creation	49	Rage	30	Solid Fog	35	Transport via Plants	42
Major Image	31	Rainbow Pattern	37	Song of Discord	38	Trap the Soul	69
Make Whole	25	Raise Dead	50	Soul Bind	53	Tree Shape	27
Mark of Justice	50	Ray of Enfeeblement	20	Sound Burst	27	Tree Stride	40
Maze	48	Ray of Exhaustion	31	Speak with Animals	20	True Resurrection	87
Meld into Stone	32	Ray of Frost	15	Speak with Dead	42	True Seeing	43
Mending	15	Read Magic	17	Speak with Plants	30	True Strike	22
Message	17	Reduce Animal	25	Spectral Hand	25	Undeath to Death	44
Meteor Swarm	51	Reduce Person	22	Spell Immunity	36	Undetectable Alignment	25
Mind Blank	48	Reduce Person, Mass	36	Spell Immunity, Greater	50	Unhallow	62
Mind Fog	38	Refuge	48	Spell Resistance	40	Unholy Aura	50
Minor Creation	35	Regenerate	49	Spellstaff	54	Unholy Blight	34
Minor Image	27	Reincarnate	48	Spell Turning	46	Unseen Servant	21
Miracle	51	Remove Blindness/Deafness	30	Spider Climb	26	Vampiric Touch	30
Mirage Arcana	49	Remove Curse	34	Spike Growth	32	Veil	42
Mirror Image	25	Remove Disease	30	Spike Stones	36	Ventriloquism	22
Misdirection	25	Remove Fear	20	Spiritual Weapon	27	Virtue	17
Mislead	42	Remove Paralysis	25	Statue	47	Vision	48
Modify Memory	35	Repel Metal or Stone	48	Status	25	Wall of the Banshee	51
Moment of Prescience	48	Repel Vermin	36	Stinking Cloud	31	Wall of Fire	35
Mount	22	Repel Wood	42	Stone Shape	35	Wall of Force	39
Move Earth	53	Repulsion	44	Stoneskin	36	Wall of Ice	35
Neutralize Poison	35	Resilient Sphere	35	Stone Tell	54	Wall of Iron	43
Nightmare	48	Resistance	16	Stone to Flesh	43	Wall of Stone	39
Nondetection	31	Resist Energy	27	Storm of Vengeance	52	Wall of Thorns	38
Obscure Object	26	Restoration	38	Suggestion	31	Warp Wood	25
Obscuring Mist	20	Restoration, Greater	60	Suggestion, Mass	43	Water Breathing	31
Open/Close	17	Restoration, Lesser	27	Summon Instrument	16	Water Walk	32
Order's Wrath	34	Resurrection	68	Summon Monster I	23	Waves of Exhaustion	45
Overland Flight	39	Reverse Gravity	46	Summon Monster II	28	Waves of Fatigue	38
Owl's Wisdom	26	Righteous Might	40	Summon Monster III	33	Web	26
Owl's Wisdom, Mass	43	Rope Trick	26	Summon Monster IV	37	Weird	51
Passwall	39	Rusting Grasp	36	Summon Monster V	41	Whirlwind	50
Pass without Trace	22	Sanctuary	22	Summon Monster VI	45	Whispering Wind	25
Permanency	See text	Scare	26	Summon Monster VII	48	Wind Walk	47
Permanent Image	44	Scintillating Pattern	49	Summon Monster VIII	51	Wind Wall	31
Persistent Image	40	Scorching Ray	25	Summon Monster IX	54	Wish	101
Phantasmal Killer	34	Screen	58	Summon Nature's Ally I	23	Wood Shape	27
Phantom Steed	40	Scrying	45	Summon Nature's Ally II	28	Word of Chaos	45
Phantom Trap	26	Sculpt Sound	30	Summon Nature's Ally III	33	Word of Recall	42
Phase Door	45	Searing Light	30	Summon Nature's Ally IV	37	Zone of Silence	35
Planar Ally	56	Secret Chest	50	Summon Nature's Ally V	41	Zone of Truth	27
Planar Ally, Greater	65	Secret Page	41	Summon Nature's Ally VI	45		
Planar Ally, Lesser	47	Secure Shelter	45	Summon Nature's Ally VII	48		
Planar Binding	52	See Invisibility	26	Summon Nature's Ally VIII	51		

# SPELL LIST

The section below is a comprehensive listing of the spells from the SRD, converted to the *Advanced d20 Magic* system. In the interest of presenting as many spells as possible, the descriptions of the spells include only a brief summary of the spell effect and a summary of any changes necessary for the spell's mechanics under the new system. For more information, please check the full descriptions in the *Player's Handbook*.

## DESIGNER'S NOTE: MATERIAL COMPONENTS

Since *Advanced d20 Magic* does not use specific foci or material components for a given spell, but rather leaves that decision up to the caster, the components section of specific spell descriptions has been purposefully left out of this book. Should a caster wish to use the traditional components for a spell, he or she may refer back to the *Player's Handbook* for more information.

## DESIGNER'S NOTE: BENEFICIAL SPELLS AND SAVE DCs

All spells that allow a saving throw have a base DC listed for that spell, regardless of whether they are harmless or not. For spells which are harmless or have a beneficial effect, it is not required for the targets of the spell to make a saving throw to resist it. They may do so if they choose, however.



### ACID ARROW

**CONJURATION (CREATION) [ACID]**  
**CASTING DC:** 28  
**# OF SLOTS:** 1  
**RANGE:** Long (400 ft. + 40 ft./Caster Level)  
**EFFECT:** One arrow of acid  
**DURATION:** 1 round + 1 round per three Caster 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 neutralised, lasts for another round, dealing another 2d4 points of damage in that round.

### ACID FOG

**CONJURATION (CREATION) [ACID]**  
**CASTING DC:** 43  
**# OF SLOTS:** 2  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**EFFECT:** Fog spreads in 20-ft. radius, 20 ft. high  
**DURATION:** 1 round/Caster Level  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

*Acid fog* creates a billowing mass of misty vapours similar to that produced by a solid fog spell. In addition to slowing creatures down and obscuring sight, this spell's vapours 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.

### ACID SPLASH

**CONJURATION (CREATION) [ACID]**  
**CASTING DC:** 15  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster 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.

### AID

**ENCHANTMENT (COMPULSION) [MIND-AFFECTING]**  
**CASTING DC:** 27  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Living creature touched  
**DURATION:** 1 min./Caster 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).

### AIR WALK

**TRANSMUTATION [AIR]**  
**CASTING DC:** 36  
**# OF SLOTS:** 2  
**RANGE:** Touch  
**TARGET:** Creature (Gargantuan or smaller) touched  
**DURATION:** 10 min./Caster Level  
**SAVING THROW:** None  
**SPELL RESISTANCE:** Yes (harmless)

The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. Should the spell duration expire while the subject is still aloft, he or she floats downward. Characters within 200 feet of the ground will float down safely. Those higher will suffer 1d6 points of damage per 10 feet of fall beyond the first 200.

### ALARM

**ABJURATION**  
**CASTING DC:** 22  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**AREA:** 20-ft.-radius emanation centred on a Point in space  
**DURATION:** 2 hours/Caster Level (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

Alarm sounds a mental or audible alarm each time a creature of Tiny or larger size enters the warded area or touches it. A creature that speaks the password (determined by you at the time of casting) does not set off the alarm. Ethereal or astral creatures do not trigger the alarm. You decide at the time of casting whether the alarm will be mental or audible.

**MENTAL ALARM:** A mental alarm alerts you (and only you) so long as you remain within 1 mile of the warded area. You note a single mental "ping" that awakens you from normal sleep but does not otherwise disturb concentration.

**AUDIBLE ALARM:** An audible alarm produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly. The sound lasts for 1 round.

**ALIGN WEAPON**

**TRANSMUTATION [SEE TEXT]**

**CASTING DC:** 27  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Weapon touched or fifty projectiles (all of which must be in contact with each other at the time of casting)  
**DURATION:** 1 min./Caster Level  
**SAVING THROW:** Will negates (DC 12)  
**SPELL RESISTANCE:** Yes

*Align weapon* makes a weapon good, evil, lawful, or chaotic, as you choose. A weapon that is aligned can bypass the damage reduction of certain creatures. This spell has no effect on a weapon that already has an alignment. You can't cast this spell on a natural weapon, such as an unarmed strike.

When you make a weapon good, evil, lawful, or chaotic, *align weapon* is considered a good, evil, lawful, or chaotic spell, respectively.

**ALTER SELF**

**TRANSMUTATION**

**CASTING DC:** 25  
**# OF SLOTS:** 1  
**RANGE:** Personal  
**TARGET:** You  
**DURATION:** 10 min./Caster Level (D)

You assume the form of a creature of the same type as your normal form. The new form must be within one size category of your normal size. The maximum HD of an assumed form is equal to your Caster Level, to a maximum of 5 HD at 5th Level. You can change into a member of your own kind, or even into yourself.

You retain your own ability scores and other attributes. You retain all supernatural and spell-like special attacks and qualities of your normal form, except for those requiring a body part that the new form does not have (such as a mouth for a breath weapon or eyes for a gaze attack). You keep all extraordinary special attacks and qualities derived from Class Levels, but you lose any from your normal form that are not derived from Class Levels.

If the new form is capable of speech, you can communicate normally. You retain any spellcasting ability you had in your original form, but the new form must be able to speak intelligibly to use Incantation or Invocation forms. It must have limbs capable of fine manipulation to use foci.

You acquire the physical qualities of the new form while retaining your own mind. You do not gain any extraordinary special attacks or special qualities of the new form. You do not gain any supernatural special attacks, special qualities, or spell-like abilities of the new form.

If you use this spell to create a disguise, you get a +10 bonus on your Disguise check.

**ANALYZE DWEOMER**

**DIVINATION**

**CASTING DC:** 46  
**# OF SLOTS:** 2  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGETS:** One object or creature per Caster Level

**DURATION:** 1 round/Caster Level (D)  
**SAVING THROW:** None or Will negates (DC 17)  
**SPELL RESISTANCE:** No

You discern all spells and magical properties present in a number of creatures or objects. Each round as a non-combat action, you may examine a single creature or object that you can see. In the case of a magic item, you learn its functions, how to activate its functions (if appropriate), and how many charges are left (if it uses charges). In the case of an object or creature with active spells cast upon it, you learn each spell, its effect, and its Caster Level.

An attended object may attempt a Will Save to resist this effect if its holder so desires. If the Save succeeds, you learn nothing about the object except what you can discern by looking at it. An object that makes its Save cannot be affected by any other *analyze dweomer* spells for 24 hours.

*Analyze dweomer* does not function when used on an artefact.

**ANIMAL GROWTH**

**TRANSMUTATION**

**CASTING DC:** 38  
**# OF SLOTS:** 2  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**TARGETS:** Up to one animal (Gargantuan or smaller) per two Caster Levels, no two of which can be more than 30 ft. apart  
**DURATION:** 1 min./Caster Level  
**SAVING THROW:** Fortitude negates (DC 15)  
**SPELL RESISTANCE:** Yes

A number of target animals grow to twice their normal size and eight times their normal weight. This alteration changes each animal's size category to the next largest, granting it the appropriate size bonuses for its new classification, including modifier to AC, attack rolls, and base damage. The spell also grants each subject damage reduction 10/magic and a +4 resistance bonus on saving throws.

If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it — the spell cannot be used to crush a creature by increasing its size.

Multiple magical effects that increase size do not stack.

**ANIMAL MESSENGER**

**ENCHANTMENT (COMPULSION) [MIND-AFFECTING]**

**CASTING DC:** 26  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET:** One Tiny animal  
**DURATION:** One day/Caster Level  
**SAVING THROW:** None  
**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. 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).

**ANIMAL SHAPES**

**TRANSMUTATION**

**CASTING DC:** 50  
**# OF SLOTS:** 3  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGETS:** Up to one willing creature per Caster Level, all within 30 ft. of each other  
**DURATION:** 1 hour/Caster Level (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** Yes (harmless)

As polymorph, except the caster polymorphs up to one willing creature per Caster Level into an animal of your choice; the spell has no effect on unwilling creatures. All creatures must take the same kind of animal form. Recipients remain in the animal form until the spell expires or until you dismiss it for all recipients. In addition, an individual subject may choose to resume its normal form as a full-round action; doing so ends the spell for that subject alone. The maximum HD of an assumed form is equal to the subject's HD or your Caster Level, whichever is lower, to a maximum of 20 HD at 20th level.

**ANIMAL TRANCE**

**ENCHANTMENT (COMPULSION) [MIND-AFFECTING, SONIC]**

**CASTING DC:** 25  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGETS:** Animals or magical beasts with Intelligence 1 or 2  
**DURATION:** Concentration  
**SAVING THROW:** Will negates (DC 12); see text  
**SPELL RESISTANCE:** Yes

You 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.

**ANIMATE DEAD**

**NECROMANCY [EVIL]**

**CASTING DC:** 31  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGETS:** One or more corpses touched  
**DURATION:** Instantaneous  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow your spoken commands.

The undead can follow you, or they can remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed (a destroyed skeleton or zombie can't be animated again). Regardless of the type of undead you create with this spell, you can't create more HD of undead than twice your Caster Level in a single casting. The *desecrate* spell doubles this limit.

The undead you create remain under your control indefinitely. No matter how many times you use this spell, however, you can control only 4 HD worth of undead creatures per Caster Level. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled — you choose which creatures are released. If you are a cleric, any undead you might command by virtue of your power to command or rebuke undead do not count toward the limit.

**ANIMATE OBJECTS**

**TRANSMUTATION**

**CASTING DC:** 42  
**# OF SLOTS:** 2  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**TARGETS:** One Small object per Caster Level; see text  
**DURATION:** 1 round/Caster Level  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

You imbue inanimate objects with mobility and a semblance of life. Each such animated object then immediately attacks whomever or whatever you initially designate.

An animated object can be of any nonmagical material. You may animate one Small or smaller object per Caster Level. Larger items may also be animated but the number of items that can be controlled is reduced based on their size. A Medium object counts as two objects, a Large object as four, a Huge object as eight, a Gargantuan object as sixteen, and a Colossal object as thirty-two. You can change the designated target or targets as a move action, as if directing an active spell.

This spell cannot animate objects carried or worn by a creature.

**ANIMATE PLANTS**

**TRANSMUTATION**

**CASTING DC:** 45  
**# OF SLOTS:** 3  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGETS:** One Large plant per three Caster Levels or all plants within range; see text  
**DURATION:** 1 round/Caster Level or 1 hour/Caster Level; see text  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

You imbue inanimate plants with mobility and a semblance of life. Each animated plant then immediately attacks whomever or whatever you initially designate as though it were an animated object of the appropriate size category. You may animate one Large or smaller plant, or an equivalent number of larger plants, per three Caster Levels. A Huge plant counts as two, a Gargantuan plant as four, and a Colossal plant as eight. You can change the designated target or targets as a move action, as if directing an active spell.

Use the statistics for animated objects, except that plants smaller than Large usually don't have hardness.

**ANIMATE ROPE**

**TRANSMUTATION**

**CASTING DC:** 20  
**# OF SLOTS:** 1  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**TARGET:** One ropelike object, length up to 50 ft. + 5 ft./Caster Level; see text

**DURATION:** 1 round/Caster Level  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

You can animate a nonliving, non-magical, ropelike object roughly 1 inch in diameter.

The possible commands are “coil” (form a neat, coiled stack), “coil and knot,” “loop,” “loop and knot,” “tie and knot,” and the opposites of all of the above (“uncoil,” and so forth). You can give one command each round as a move action, as if directing an active spell.

The rope can enwrap only a creature or an object within 1 foot of it — it does not snake outward — so it must be thrown near the intended target. Doing so requires a successful ranged touch attack roll (range increment 10 feet). A typical 1-inch-diameter hempen rope has 2 Hit Points, AC 10, and requires a DC 23 Strength check to burst it. The rope does not deal damage, but it can be used as a trip line or to cause a single opponent that fails a Reflex saving throw to become entangled. A creature capable of spellcasting that is bound by this spell must make a DC 15 Concentration check to cast a spell. An entangled creature can slip free with a DC 20 Escape Artist check.

This spell grants a +2 bonus on any Use Rope checks you make when using the transmuted rope.

The spell cannot animate objects carried or worn by a creature.

**ANTILIFE SHELL**

**ABJURATION**  
**CASTING DC:** 45  
**# OF SLOTS:** 2  
**RANGE:** 10 ft.  
**AREA:** 10-ft.-radius emanation, centred on you  
**DURATION:** 10 min./Caster Level (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** Yes

You bring into being a mobile, hemispherical energy field that prevents the entrance of most types of living creatures. The effect hedges out animals, aberrations, dragons, fey, giants, humanoids, magical beasts, monstrous humanoids, oozes, plants, and vermin, but not constructs, elementals, outsiders, or undead.

**ANTIMAGIC FIELD**

**ABJURATION**  
**CASTING DC:** 43  
**# OF SLOTS:** 2  
**RANGE:** 10 ft.  
**AREA:** 10-ft.-radius emanation, centred on you  
**DURATION:** 10 min./Caster Level (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** See text

An invisible barrier surrounds you and moves with you. The space within this barrier is impervious to most magical effects, including spells, spell-like abilities, and supernatural abilities. Likewise, it prevents the functioning of any magic items or spells within its confines.

An *antimagic field* suppresses any spell or magical effect used within, brought into, or cast into the area, but does not dispel it. Time spent within an *antimagic field* counts against the suppressed spell’s duration.

**ANTIPATHY**

**ENCHANTMENT (COMPULSION) [MIND-AFFECTING]**  
**CASTING DC:** 64  
**# OF SLOTS:** 3  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET:** One location (up to a 10-ft. cube/Caster Level) or one object  
**DURATION:** 2 hours/Caster Level (D)  
**SAVING THROW:** Will partial (DC 21)  
**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 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.

**ANTIPLANT SHELL**

**ABJURATION**  
**CASTING DC:** 36  
**# OF SLOTS:** 2  
**RANGE:** 10 ft.  
**AREA:** 10-ft.-radius emanation, centred on you  
**DURATION:** 10 min./Caster Level (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** Yes

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

**ARCANE EYE**

**DIVINATION (SCRYING)**  
**CASTING DC:** 45  
**# OF SLOTS:** 2  
**RANGE:** Unlimited  
**EFFECT:** Magical sensor  
**DURATION:** 1 min./Caster Level (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

You create an invisible magical sensor that sends you visual information, exactly as if you were there. You can create the arcane eye at any point you can see, but it can then travel outside your line of sight without hindrance. An arcane eye travels at the same speed as the caster would if he or she were simply looking around — more slowly if it is looking carefully. You must concentrate to use an arcane eye. If you do not concentrate, the eye is inert until you again concentrate.

The eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter. It cannot pass into another plane or dimension.

**ARCANE LOCK**

**ABJURATION**  
**CASTING DC:** 26  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** The door, chest, or portal touched, up to 30 sq. ft./Caster Level in size  
**DURATION:** Permanent  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

An *arcane lock* spell cast upon a door, chest, or portal magically locks it for everyone except the caster. Anyone else must either break the object to open it, or cast a successful *dispel magic* or *knock* spell. Add 10 to the normal DC to break open a door or portal affected by this spell.

**ARCANE MARK**

**UNIVERSAL**  
**CASTING DC:** 15  
**# OF SLOTS:** 1  
**RANGE:** 0 ft.  
**EFFECT:** One personal rune or mark, all of which must fit within 1 sq. ft.  
**DURATION:** Permanent  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. An *arcane mark* spell enables you to etch the rune upon any substance without harm to the material upon which it is placed.

**ARCANE SIGHT**

**DIVINATION**  
**CASTING DC:** 30  
**# OF SLOTS:** 1  
**RANGE:** Personal  
**TARGET:** You  
**DURATION:** 1 min./Caster Level (D)

This spell makes your eyes glow blue and allows you to see magical auras within 120 feet of you. The effect is similar to that of a *detect magic* spell, but *arcane sight* does not require concentration and discerns aura location and power more quickly.

You know the location and power of all magical auras within your sight. If you concentrate on a specific creature within 120 feet of you as a standard action, you can determine whether it has any spellcasting or spell-like abilities, whether these are arcane or divine (spell-like abilities register as arcane), and the strength of the most powerful spell or spell-like ability the creature currently has available for use.

**ARCANE SIGHT, GREATER**

**DIVINATION**  
**CASTING DC:** 45  
**# OF SLOTS:** 3

This spell functions like *arcane sight*, except that you automatically know which spells or magical effects are active upon any individual or object you see. *Greater arcane sight* doesn't let you identify magic items.

**ASTRAL PROJECTION**

**NECROMANCY**  
**CASTING DC:** 65  
**# OF SLOTS:** 4  
**RANGE:** Touch  
**TARGETS:** You plus one additional willing creature touched per two Caster Levels  
**DURATION:** See text  
**SAVING THROW:** None  
**SPELL RESISTANCE:** Yes

By freeing your spirit from your physical body, this spell allows you to project an astral body onto another plane altogether.

You can bring the astral forms of other willing creatures with you, provided that these subjects are linked in a circle with you at the time of the casting. These fellow travellers are dependent upon you and must accompany you at all times. If something happens to you during the journey, your companions are stranded wherever you left them.

**ATONEMENT**

**ABJURATION**  
**CASTING DC:** 43  
**# OF SLOTS:** 2  
**RANGE:** Touch  
**TARGET:** Living creature touched  
**DURATION:** Instantaneous  
**SAVING THROW:** None  
**SPELL RESISTANCE:** Yes

This spell removes the burden of evil acts or misdeeds from the subject. The creature seeking atonement must be truly repentant and desirous of setting right its misdeeds. If the atoning creature committed the evil act unwittingly or under some form of compulsion, *atonement* operates normally at no cost to you. In the case of a creature atoning for deliberate misdeeds and acts of a knowing and wilful nature, you must intercede with your deity (requiring you to expend 500 XP) in order to expunge the subject's burden. Many casters first assign a subject of this sort a quest (see *geas/quest*) or similar penance to determine whether the creature is truly contrite before casting the *atonement* spell on its behalf. This spell may also be used to reverse a magical alignment change, to allow a sudden change to an alignment matching the casters, or to restore class abilities to a paladin, cleric, or druid.

**AUGURY**

**DIVINATION**  
**CASTING DC:** 33  
**# OF SLOTS:** 1  
**RANGE:** Personal  
**TARGET:** You  
**DURATION:** Instantaneous

An *augury* can tell you whether a particular action will bring good or bad results for you in the immediate future (roughly one half-hour). The base chance for receiving a meaningful reply is 70% + 1% per caster Caster Level, to a maximum of 90%; this roll is made secretly. A question may be so straightforward that a successful result is automatic, or so vague as to have no chance of success. A failed spell returns a result of "nothing," and is indistinguishable from a successful but unclear spell. A spellcaster can only query about the same set of events one time in any given scene. All answers during that scene will default to the initial response.

If the *augury* succeeds, you get one of four results: weal (if the action will probably bring good results), woe (for bad results), weal and woe (for both), or nothing (for actions that don't have especially good or bad results).

**AWAKEN**

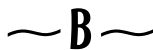
**TRANSMUTATION**

**CASTING DC:** 42  
**# OF SLOTS:** 2  
**RANGE:** Touch  
**TARGET:** Animal or tree touched  
**DURATION:** Instantaneous  
**SAVING THROW:** Will negates (DC 16)  
**SPELL RESISTANCE:** Yes

You awaken a tree or animal to humanlike sentience. To succeed, you must make a Will Save (DC 10 + the animal's current HD, or the HD the tree will have once awakened). The *awakened* animal or tree is friendly toward you. You have no special empathy or connection with a creature you awaken, although it serves you in specific tasks or endeavours if you communicate your desires to it. An *awakened* tree or animal can speak one language that you know, plus one additional language that you know per Point of Intelligence bonus (if any).

An *awakened* tree has characteristics as if it were an animated object, except that it gains the plant type and its Intelligence, Wisdom, and Charisma scores are each 3d6. An *awakened plant* gains the ability to move its limbs, roots, vines, creepers, and so forth, and has senses similar to a human's.

An *awakened animal* gets 3d6 Intelligence, +1d3 Charisma, and +2 HD. Its type becomes magical beast (augmented animal). An *awakened* animal can't serve as an animal companion, familiar, or special mount.



**BALEFUL POLYMORPH**

**TRANSMUTATION**

**CASTING DC:** 38  
**# OF SLOTS:** 2  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET:** One creature  
**DURATION:** Permanent  
**SAVING THROW:** Fortitude negates, Will partial (DC 15); see text  
**SPELL RESISTANCE:** Yes

As *polymorph*, except that you change the subject into a Small or smaller animal of no more than 1 HD. If the new form would prove fatal to the creature, the subject gets a +4 bonus on the Save.

If the spell succeeds, the subject must also make a Will Save. If this second Save fails, the creature loses its extraordinary, supernatural, and spell-like abilities, loses its ability to cast spells (if it had the ability), and gains the alignment, special abilities, and Intelligence, Wisdom, and Charisma scores of its new form in place of its own. It still retains its class and level (or HD), as well as all benefits deriving there from (such as base attack bonus, base Save bonuses, and Hit Points). It retains any class features (other than spellcasting) that aren't extraordinary, supernatural, or spell-like abilities.

**BANE**

**ENCHANTMENT (COMPULSION) [FEAR, MIND-AFFECTING]**

**CASTING DC:** 17  
**# OF SLOTS:** 1  
**RANGE:** 50 ft.  
**AREA:** All enemies within 50 ft.  
**DURATION:** 1 min./Caster Level  
**SAVING THROW:** Will negates (DC 12)  
**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.

**BANISHMENT**

**ABJURATION**

**CASTING DC:** 44  
**# OF SLOTS:** 2  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGETS:** One or more extraplanar creatures, no two of which can be more than 30 ft. apart  
**DURATION:** Instantaneous  
**SAVING THROW:** Will negates (DC 16)  
**SPELL RESISTANCE:** Yes

A *banishment* spell is a more powerful version of the *dismissal* spell. It enables you to force extraplanar creatures out of your home plane. As many as 2 Hit Dice of creatures per Caster Level can be banished.

**BARKSKIN**

**TRANSMUTATION**

**CASTING DC:** 27  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Living creature touched  
**DURATION:** 10 min./Caster Level  
**SAVING THROW:** None  
**SPELL RESISTANCE:** Yes (harmless)

*Barkskin* toughens a creature's skin. The effect grants a +2 enhancement bonus to the creature's existing natural armour bonus. This enhancement bonus increases by 1 for every three Caster Levels above 3rd, to a maximum of +5 at 12th Caster Level.

The enhancement bonus provided by *barkskin* stacks with the target's natural armour bonus, but not with other enhancement bonuses to natural armour. A creature without natural armour has an effective natural armour bonus of +0.

**BEAR'S ENDURANCE**

**TRANSMUTATION**

**CASTING DC:** 27  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Creature touched  
**DURATION:** 1 min./Caster Level  
**SAVING THROW:** Will negates (DC 12)  
**SPELL RESISTANCE:** Yes

The affected creature gains greater vitality and stamina. The spell grants the subject a +4 enhancement bonus to Constitution, which adds the usual benefits to Hit Points, Fortitude Saves, Constitution checks, and so forth.

**BEAR'S ENDURANCE, MASS**

**TRANSMUTATION**

**CASTING DC:** 44  
**# OF SLOTS:** 2  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGETS:** One creature/Caster Level, no two of which can be more than 30 ft. apart  
**SAVING THROW:** Will negates (DC 16)

*Mass bear's endurance* works like *bear's endurance*, except that it affects multiple creatures.







**BESTOW CURSE**

**NECROMANCY**

**CASTING DC:** 30  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Creature touched  
**DURATION:** Permanent  
**SAVING THROW:** Will negates (DC 13)  
**SPELL RESISTANCE:** Yes

You place a curse on the subject. Choose one of the following three effects.

- -6 decrease to an ability score (minimum 1).
- -4 penalty on attack rolls, Saves, ability checks, and skill checks.
- Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

You may also invent your own curse, but it should be no more powerful than those described above.

**BINDING**

**ENCHANTMENT (COMPULSION) [MIND-AFFECTING]**

**CASTING DC:** 62  
**# OF SLOTS:** 3  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET:** One living creature  
**DURATION:** See text (D)  
**SAVING THROW:** Will negates (DC 21); 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. The form the binding takes is specified by the caster at the time the spell is cast. Examples could include slumber, an avoidance field (see *antipathy*), a hedged prison, shrinking or transforming into something that can be imprisoned in a jar or other container. Any creature held by *binding* is magically sustained, does not age, and does not need to eat, sleep, or breathe for the duration of its confinement.

**BLACK TENTACLES**

**CONJURATION (CREATION)**

**CASTING DC:** 35  
**# OF SLOTS:** 2  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**AREA:** 20-ft.-radius spread  
**DURATION:** 1 round/Caster 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. Any creature that enters the area of the spell is immediately attacked by the tentacles. Even creatures that aren't grappling with the tentacles may move through the area at only half normal speed.

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.

**BLADE BARRIER**

**EVOCATION [FORCE]**

**CASTING DC:** 42  
**# OF SLOTS:** 2  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**EFFECT:** Wall of whirling blades up to 20 ft. long/Caster Level, or a ringed wall of whirling blades with a radius of up to 5 ft. per two Caster Levels; either form 20 ft. high

**DURATION:** 1 min./Caster Level (D)  
**SAVING THROW:** Reflex half or Reflex negates (DC 16); see text  
**SPELL RESISTANCE:** Yes

An immobile, vertical curtain of whirling blades shaped of pure force springs into existence. Any creature passing through the wall takes 1d6 points of damage per Caster Level (maximum 15d6), with a Reflex Save for half damage. A *blade barrier* provides cover (+4 bonus to AC, +2 bonus on Reflex Saves) against attacks made through it.

If you evoke the barrier so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall (ending up on the side of its choice) and thus take no damage by making a successful Reflex Save.

**BLASPHEMY**

**EVOCATION [EVIL, SONIC]**

**CASTING DC:** 45  
**# OF SLOTS:** 3  
**RANGE:** 40 ft.  
**AREA:** Nonevil creatures in a 40-ft.-radius spread centred on you

**DURATION:** Instantaneous  
**SAVING THROW:** None or Will negates (DC 18); see text  
**SPELL RESISTANCE:** Yes

Any nonevil creature within the area of a *blasphemy* spell suffers the following ill effects. Creatures whose Hit Dice exceed your Caster Level are unaffected by *blasphemy*.

HD	EFFECT
Equal to Caster Level	Dazed
Up to Caster Level -1	Weakened, dazed
Up to Caster Level -5	Paralyzed, weakened, dazed
Up to Caster Level -10	Killed, paralyzed, weakened, dazed

The effects are cumulative and concurrent. No saving throw is allowed against these effects.

**DAZED:** The creature can take no actions for 1 round, though it defends itself normally.

**WEAKENED:** The creature's Strength score decreases by 2d6 points for 2d4 rounds.

**PARALYZED:** The creature is paralyzed and helpless for 1d10 minutes.

**KILLED:** Living creatures die. Undead creatures are destroyed.

If you are on your home plane when you cast this spell, nonevil extraplanar creatures within the area are instantly banished back to their home planes and cannot return for 24 hours. The banishment effect allows a Will Save (at a -4 penalty) to negate.

**BLESS**

ENCHANTMENT (COMPULSION) [MIND-AFFECTING]

**CASTING DC:** 22  
**# OF SLOTS:** 1  
**RANGE:** 50 ft.  
**AREA:** The caster and all allies within a 50-ft. burst, centred on the caster  
**DURATION:** 1 min./Caster 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 WATER**

TRANSMUTATION [GOOD]

**CASTING DC:** 26  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Flask of water touched  
**DURATION:** Instantaneous  
**SAVING THROW:** Will negates (object; DC 12)  
**SPELL RESISTANCE:** Yes (object)

This transmutation imbues a flask (1 pint) of water with positive energy, turning it into holy water.

**BLESS WEAPON**

TRANSMUTATION

**CASTING DC:** 20  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Weapon touched  
**DURATION:** 1 min./Caster Level  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

This transmutation makes a weapon strike true against evil foes. The weapon is treated as having a +1 enhancement bonus for the purpose of bypassing the damage reduction of evil creatures or striking evil incorporeal creatures (though the spell doesn't grant an actual enhancement bonus). The weapon also becomes good, which means it can bypass the damage reduction of certain creatures. This effect overrides and suppresses any other alignment the weapon might have. Individual arrows or bolts can be transmuted, but affected projectile weapons (such as bows) don't confer the benefit to the projectiles they shoot.

**BLIGHT**

NECROMANCY

**CASTING DC:** 36  
**# OF SLOTS:** 2  
**RANGE:** Touch  
**DURATION:** Instantaneous  
**SAVING THROW:** Fortitude half (DC 15); see text  
**SPELL RESISTANCE:** Yes

This spell withers a single plant of any size. An affected plant creature takes 1d6 points of damage per Caster Level (maximum 15d6) and may attempt a Fortitude saving throw for half damage. A plant that isn't a creature receives no Save and immediately withers and dies.

**BLINDNESS/DEAFNESS**

NECROMANCY

**CASTING DC:** 25  
**# OF SLOTS:** 1

**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**TARGET:** One living creature  
**DURATION:** Permanent (D)  
**SAVING THROW:** Fortitude negates (DC 12)  
**SPELL RESISTANCE:** Yes

You call upon the powers of unlife to render the subject blinded or deafened, as you choose.

**BLINK**

TRANSMUTATION

**CASTING DC:** 30  
**# OF SLOTS:** 1  
**RANGE:** Personal  
**TARGET:** You  
**DURATION:** 1 round/Caster Level (D)

You "blink" back and forth between the Material Plane and the Ethereal Plane. You look as though you're winking in and out of reality very quickly and at random. Physical attacks against you have a 50% miss chance while *blinking*. If the attack is capable of striking ethereal creatures, the miss chance is only 20% (for concealment).

If the attacker can see invisible creatures, the miss chance is also only 20%. For an attacker who can both see and strike ethereal creatures, there is no miss chance. Likewise, your own attacks have a 20% miss chance, since you sometimes go ethereal just as you are about to strike.

Any individually targeted spell has a 50% chance to fail against you while you're *blinking* unless your attacker can target invisible, ethereal creatures. Your own spells have a 20% chance to activate just as you go ethereal, in which case they typically do not affect the Material Plane.

While *blinking*, you take only half damage from area attacks (but full damage from those that extend onto the Ethereal Plane). You strike as an invisible creature (with a +2 bonus on attack rolls), denying your target any Dexterity bonus to AC.

**BLUR**

ILLUSION (GLAMOUR)

**CASTING DC:** 25  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Creature touched  
**DURATION:** 1 min./Caster Level (D)  
**SAVING THROW:** Will negates (DC 12)  
**SPELL RESISTANCE:** Yes (harmless)

The subject's outline appears blurred, shifting and wavering. This distortion grants the subject concealment (20% miss chance).

**BREAK ENCHANTMENT**

ABJURATION

**CASTING DC:** 43  
**# OF SLOTS:** 2  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGETS:** Up to one creature per Caster Level, all within 30 ft. of each other  
**DURATION:** Instantaneous  
**SAVING THROW:** See text  
**SPELL RESISTANCE:** No

This spell frees victims from enchantments, transmutations, and curses. For each such effect, you make a Caster Level check (1d20 + Caster Level, maximum +15) against a DC of 11 + Caster Level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DC is 25.

If the effect comes from some permanent magic item, *break enchantment* does not remove the curse from the item, but it does free the victim from the item's effects.

**BULL'S STRENGTH**

TRANSMUTATION

**CASTING DC:** 26  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Creature touched  
**DURATION:** 1 min./Caster Level  
**SAVING THROW:** Will negates (DC 12)  
**SPELL RESISTANCE:** Yes (harmless)

The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits of the Strength modifier.

**BULL'S STRENGTH, MASS**

TRANSMUTATION

**CASTING DC:** 43  
**# OF SLOTS:** 2  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGETS:** One creature/Caster Level, no two of which can be more than 30 ft. apart  
**SAVING THROW:** Will negates (DC 16)

This spell functions like *bull's strength*, except that it affects multiple creatures.

**BURNING HANDS**

EVOCATION [FIRE]

**CASTING DC:** 20  
**# OF SLOTS:** 1  
**RANGE:** 15 ft.  
**AREA:** Cone-shaped burst  
**DURATION:** Instantaneous  
**SAVING THROW:** Reflex half (DC 11)  
**SPELL RESISTANCE:** Yes

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per Caster Level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.



**CALL LIGHTNING**

EVOCATION [ELECTRICITY]

**CASTING DC:** 31  
**# OF SLOTS:** 1  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**EFFECT:** One or more 30-ft.-long vertical lines of lightning  
**DURATION:** 1 min./Caster Level  
**SAVING THROW:** Reflex half (DC 13)  
**SPELL RESISTANCE:** Yes

Immediately upon completion of the spell, and once per round thereafter, you may call down a 5-foot-wide, 30-foot-long, vertical bolt of lightning that deals 3d6 points of electricity damage. The bolt of lightning flashes down in a vertical stroke at whatever target point you choose within the spell's range (measured from your position at the time). Any creature in the path of the bolt is affected. You may call a total number of bolts equal to your Caster Level (maximum 10 bolts). If you are outdoors and in a stormy

area — a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado — each bolt deals 3d10 points of electricity damage instead of 3d6.

**CALL LIGHTNING STORM**

EVOCATION [ELECTRICITY]

**CASTING DC:** 39  
**# OF SLOTS:** 2  
**RANGE:** Long (400 ft. + 40 ft./Caster Level)  
**SAVING THROW:** Reflex half (DC 15)

This spell functions like *call lightning*, except that each bolt deals 5d6 points of electricity damage (or 5d10 if created outdoors in a stormy area), and you may call a maximum of 15 bolts.

**CALM ANIMALS**

ENCHANTMENT (COMPULSION) [MIND-AFFECTING]

**CASTING DC:** 20  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGETS:** Animals within 30 ft. of each other  
**DURATION:** 1 min./Caster Level  
**SAVING THROW:** Will negates (DC 11); see text  
**SPELL RESISTANCE:** Yes

This spell soothes and quiets animals, rendering them docile and harmless unless attacked or threatened. 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.

**CALM EMOTIONS**

ENCHANTMENT (COMPULSION) [MIND-AFFECTING]

**CASTING DC:** 27  
**# OF SLOTS:** 1  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**AREA:** Creatures in a 20-ft.-radius spread  
**DURATION:** Concentration, up to 1 round/Caster Level (D)  
**SAVING THROW:** Will negates (DC 12)  
**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 revelling. 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, 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.

**CAT'S GRACE**

TRANSMUTATION

**CASTING DC:** 26  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Creature touched  
**DURATION:** 1 min./Caster Level  
**SAVING THROW:** Will negates (DC 12)  
**SPELL RESISTANCE:** Yes

The transmuted creature becomes more graceful, agile, and coordinated. The spell grants a +4 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex Saves, and other uses of the Dexterity modifier.

**CAT'S GRACE, MASS**

TRANSMUTATION

**CASTING DC:** 43  
**# OF SLOTS:** 2  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGETS:** One creature/Caster Level, no two of which can be more than 30 ft. apart  
**SAVING THROW:** Will negates (DC 16)

This spell functions like *cat's grace*, except that it affects multiple creatures.

**CAUSE FEAR**

NECROMANCY [FEAR, MIND-AFFECTING]

**CASTING DC:** 20  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET:** One living creature with 5 or fewer HD  
**DURATION:** 1d4 rounds or 1 round; see text  
**SAVING THROW:** Will partial (DC 11)  
**SPELL RESISTANCE:** Yes

The affected creature becomes frightened. If the subject succeeds on a Will Save, it is shaken for 1 round. Creatures with 6 or more Hit Dice are immune to this effect.

**CHAIN LIGHTNING**

EVOCATION [ELECTRICITY]

**CASTING DC:** 44  
**# OF SLOTS:** 2  
**RANGE:** Long (400 ft. + 40 ft./Caster Level)  
**TARGETS:** One primary target, plus one secondary target/Caster Level (each of which must be within 30 ft. of the primary target)  
**DURATION:** Instantaneous  
**SAVING THROW:** Reflex half (DC 16)  
**SPELL RESISTANCE:** Yes

This spell creates an electrical discharge that begins as a single stroke commencing from your fingertips. *Chain lightning* strikes one object or creature initially, then arcs to other targets.

The bolt deals 1d6 points of electricity damage per Caster Level (maximum 20d6) to the primary target. After it strikes, lightning can arc to a number of secondary targets equal to your Caster Level (maximum 20). The secondary bolts each strike one target and deal half as much damage as the primary one did (rounded down). You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum.

**CHANGESTAFF**

TRANSMUTATION

**CASTING DC:** 48  
**# OF SLOTS:** 3  
**RANGE:** Touch  
**TARGET:** Your touched staff  
**DURATION:** 1 hour/Caster Level (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

You stick a specially prepared quarterstaff into the ground and change it into a Huge treantlike creature, about 24 feet tall. The staff-treant defends you and obeys any spoken commands. It is by no means a true treant, however; it cannot converse with actual treants or control trees. If the staff-treant is reduced to 0 or fewer Hit Points, it crumbles to powder and the staff is destroyed. Otherwise, the staff returns to its normal form when the spell duration expires (or when the spell is dismissed), and it can be used as the focus for another casting of the spell. The staff-treant is always at full strength when created, despite any wounds it may have incurred the last time it appeared.

Note: The use of the staff for this spell is a requirement and it does not serve as a foci — it is the target of the spell, not a focus for it. The caster may, however, wish to use foci to make the casting of this spell easier.

**CHAOS HAMMER**

EVOCATION [CHAOTIC]

**CASTING DC:** 34  
**# OF SLOTS:** 2  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**AREA:** 20-ft.-radius burst  
**DURATION:** Instantaneous (1d6 rounds); see text  
**SAVING THROW:** Will partial (DC 14); see text  
**SPELL RESISTANCE:** Yes

You unleash chaotic power to smite your enemies. The power takes the form of a multicoloured explosion of leaping, ricocheting energy. Only lawful and neutral (not chaotic) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two Caster Levels (maximum 5d8) to lawful creatures (or 1d6 points of damage per Caster Level, maximum 10d6, to lawful outsiders) and slows them for 1d6 rounds (see the *slow* spell). A successful Will Save reduces the damage by half and negates the slow effect.

The spell deals only half damage against creatures who are neither lawful nor chaotic, and they are not slowed. Such a creature can reduce the damage by half again (down to one-quarter) with a successful Will Save.

**CHARM ANIMAL**

ENCHANTMENT (CHARM) [MIND-AFFECTING]

**CASTING DC:** 20  
**# OF SLOTS:** 1  
**TARGET:** One animal  
**SAVING THROW:** Will negates (DC 11)

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

**CHARM MONSTER**

ENCHANTMENT (CHARM) [MIND-AFFECTING]

**CASTING DC:** 34  
**# OF SLOTS:** 1  
**TARGET:** One living creature  
**DURATION:** One day/Caster Level  
**SAVING THROW:** Will negates (DC 13)

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

**CHARM MONSTER, MASS**

ENCHANTMENT (CHARM) [MIND-AFFECTING]

**CASTING DC:** 48  
**# OF SLOTS:** 3

**TARGETS:** One or more creatures, no two of which can be more than 30 ft. apart  
**DURATION:** One day/Caster Level  
**SAVING THROW:** Will negates (DC 18)

This spell functions like *charm monster*, except that *mass charm monster* affects a number of creatures whose combined HD do not exceed twice your Caster 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**

**ENCHANTMENT (CHARM) [MIND-AFFECTING]**

**CASTING DC:** 20  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET:** One humanoid creature  
**DURATION:** 1 hour/Caster Level  
**SAVING THROW:** Will negates (DC 11)  
**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.

**CHILL METAL**

**TRANSMUTATION [COLD]**

**CASTING DC:** 27  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET:** Metal equipment of one creature per two Caster Levels, no two of which can be more than 30 ft. apart; or 25 lb. of metal/Caster Level, none of which can be more than 30 ft. away from any of the rest  
**DURATION:** 7 rounds  
**SAVING THROW:** Will negates (DC 12)  
**SPELL RESISTANCE:** Yes (object)

*Chill metal* makes metal extremely cold. Unattended, nonmagical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. An item in a creature's possession uses the creature's saving throw bonus unless its own is higher.

A creature takes cold damage if its equipment is chilled. It takes full damage if its armour is affected or if it is holding, touching, wearing, or carrying metal weighing one-fifth of its weight. The creature takes minimum damage (1 Point or 2 points; see the table) if it's not wearing metal armour and the metal that it's carrying weighs less than one-fifth of its weight. Damage varies depending on how long the effect has been in place. See the table for more information.

ROUND	METAL TEMPERATURE	DAMAGE
1	Cold	None
2	Icy	1d4 points
3-5	Freezing	2d4 points
6	Icy	1d4 points
7	Cold	None

**CHILL TOUCH**

**NECROMANCY**  
**CASTING DC:** 20  
**# OF SLOTS:** 1  
**RANGE:** Touch

**TARGETS:** Creature or creatures touched (up to one/Caster Level)  
**DURATION:** Instantaneous  
**SAVING THROW:** Fortitude partial or Will negates (DC 11); see text  
**SPELL RESISTANCE:** Yes

A touch from your hand, which glows with blue energy, disrupts the life force of living creatures. Each touch channels negative energy that deals 1d6 points of damage. The touched creature also takes 1 Point of Strength damage unless it makes a successful Fortitude saving throw. You can use this melee touch attack up to one time per Caster Level. An undead creature you touch takes no damage of either sort, but it must make a successful Will saving throw or flee as if panicked for 1d4 rounds +1 round per Caster Level.

**CIRCLE OF DEATH**

**NECROMANCY [DEATH]**

**CASTING DC:** 44  
**# OF SLOTS:** 2  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**AREA:** Several living creatures within a 40-ft.-radius burst  
**DURATION:** Instantaneous  
**SAVING THROW:** Fortitude negates (DC 16)  
**SPELL RESISTANCE:** Yes

A circle of death snuffs out the life force of living creatures, killing them instantly.

The spell slays 1d4 HD worth of living creatures per Caster Level (maximum 20d4). Creatures with the fewest HD are affected first; among creatures with equal HD, those who are closest to the burst's point of origin are affected first. No creature of 9 or more HD can be affected; Hit Dice that are not sufficient to affect a creature are wasted.

**CLAIRAUDIENCE/CLAIRVOYANCE**

**DIVINATION (SCRYING)**

**CASTING DC:** 42  
**# OF SLOTS:** 1  
**RANGE:** Long (400 ft. + 40 ft./Caster Level)  
**EFFECT:** Magical sensor  
**DURATION:** 1 min./Caster Level (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

*Clairaudience/clairvoyance* creates an invisible magical sensor at a specific location that enables you to hear or see (your choice) almost as if you were there. You don't need line of sight or line of effect, but the locale must be known — a place familiar to you or an obvious one. Once you have selected the locale, the sensor doesn't move, but you can rotate it in all directions to view the area as desired. Unlike other scrying spells, this spell does not allow magically or supernaturally enhanced senses to work through it. If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see in a 10-foot radius around the centre of the spell's effect.

**CLENCHED FIST**

**EVOCATION [FORCE]**

**CASTING DC:** 50  
**# OF SLOTS:** 3  
**COMPONENTS:** V, S, F/DF  
**SAVING THROW:** Fortitude Save (DC 19); see text

This spell functions like *interposing hand*, except that the hand can interpose itself, push, or strike one opponent that you select. The floating hand can move as far as 60 feet and can attack in the same round.

The hand attacks once per round; its attack bonus equals your Caster Level + your Intelligence, Wisdom, or Charisma modifier (for a wizard, cleric, or sorcerer, respectively), +11 for the hand's Strength score (33), -1 for being Large. The hand deals 1d8+11 points of damage on each attack, and any creature struck must make a Fortitude Save (against this spell's Save DC) or be stunned for 1 round.

The *clenched fist* can also interpose itself as *interposing hand* does, or it can bull rush an opponent as *forceful hand* does, but at a +15 bonus on the Strength check.

### CLOAK OF CHAOS

#### ABJURATION [CHAOTIC]

**CASTING DC:** 50  
**# OF SLOTS:** 3  
**RANGE:** 20 ft.  
**TARGETS:** One creature/Caster Level in a 20-ft.-radius burst centred on you  
**DURATION:** 1 round/Caster Level (D)  
**SAVING THROW:** Will negates (DC 19); see text  
**SPELL RESISTANCE:** Yes (harmless)

A random pattern of colour surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by lawful creatures, and causing lawful creatures that strike the subjects to become *confused*. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on Saves. Second, each warded creature gains spell resistance 25 against lawful spells and spells cast by lawful creatures. Third, the abjuration blocks possession and mental influence, just as *protection from law* does. Finally, if a lawful creature succeeds on a melee attack against a warded creature, the offending attacker is *confused* for 1 round (Will Save negates).

### CLONE

#### NECROMANCY

**CASTING DC:** 62  
**# OF SLOTS:** 3  
**RANGE:** 0 ft.  
**EFFECT:** One clone  
**DURATION:** Instantaneous  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

This spell makes an inert duplicate of a creature. If the original individual has been slain, its soul immediately transfers to the clone (provided that the soul is free and willing to return). The original's physical remains, should they still exist, become inert and cannot thereafter be restored to life. If the original creature has reached the end of its natural life span (that is, it has died of natural causes), any cloning attempt fails.

The clone is physically identical with the original and possesses the same personality and memories as the original. In other respects, treat the clone as if it were the original character raised from the dead, including the loss of one level or 2 points of Constitution (if the original was a 1st-level character). If this Constitution adjustment would give the clone a Constitution score of 0, the spell fails. If the original creature has lost levels since the flesh sample was taken and died at a lower level than the clone would otherwise be, the clone is one level below the level at which the original died.

The spell duplicates only the original's body and mind, not its equipment. A duplicate can be grown while the original still lives, or when the original soul is unavailable, but the resulting body is merely a soulless bit of inert flesh, which rots if not preserved.

### CLOUDKILL

#### CONJURATION (CREATION)

**CASTING DC:** 38  
**# OF SLOTS:** 2  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**EFFECT:** Cloud spreads in 20-ft. radius, 20 ft. high  
**DURATION:** 1 min./Caster Level  
**SAVING THROW:** Fortitude partial (DC 15); see text  
**SPELL RESISTANCE:** No

This spell generates a bank of fog similar to a *fog cloud*, except that its vapours are yellowish green and poisonous. These vapours 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).

Holding one's breath doesn't help, but creatures immune to poison are unaffected by the spell.

### COLOUR SPRAY

#### ILLUSION (PATTERN) [MIND-AFFECTING]

**CASTING DC:** 21  
**# OF SLOTS:** 1  
**RANGE:** 15 ft.  
**AREA:** Cone-shaped burst  
**DURATION:** Instantaneous; see text  
**SAVING THROW:** Will negates (DC 11)  
**SPELL RESISTANCE:** Yes

A vivid cone of clashing colours springs forth from your hand, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious. Sightless creatures are not affected by *colour spray*.

Each creature within the cone is affected according to its Hit Dice.

**2 HD OR LESS:** The creature is unconscious, blinded, and stunned for 2d4 rounds, then blinded and stunned for 1d4 rounds, and then stunned for 1 round. Only living creatures are knocked unconscious.

**3 OR 4 HD:** The creature is blinded and stunned for 1d4 rounds, then stunned for 1 round.

**5 OR MORE HD:** The creature is stunned for 1 round.

### COMMAND

#### ENCHANTMENT (COMPULSION) [LANGUAGE-DEPENDENT, MIND-AFFECTING]

**CASTING DC:** 20  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET:** One living creature  
**DURATION:** 1 round  
**SAVING THROW:** Will negates (DC 11)  
**SPELL RESISTANCE:** Yes

You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity. If the subject can't carry out your command on its next turn, the spell automatically fails. 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.

**COMMAND, GREATER**

**ENCHANTMENT (COMPULSION) [LANGUAGE-DEPENDENT, MIND-AFFECTING]**

**CASTING DC:** 38  
**# OF SLOTS:** 2  
**TARGETS:** One creature/Caster Level, no two of which can be more than 30 ft. apart  
**DURATION:** 1 round/Caster Level  
**SAVING THROW:** Will negates (DC 15)

This spell functions like *command*, except that up to one creature per Caster 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.

**COMMAND PLANTS**

**TRANSMUTATION**

**CASTING DC:** 34  
**# OF SLOTS:** 2  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGETS:** Up to 2 HD/Caster Level of plant creatures, no two of which can be more than 30 ft. apart  
**DURATION:** One day/Caster Level  
**SAVING THROW:** Will negates (DC 14)  
**SPELL RESISTANCE:** Yes

This spell allows you some degree of control over a number of plant creatures whose combined Caster Level or HD do not exceed twice your Caster Level. Affected plant creatures can understand you, and they perceive your words and actions in the most favourable way (treat their attitude as friendly). They will not attack you while the spell lasts. You can try to give a subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. Retries are not allowed. A commanded plant never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing.

**COMMAND UNDEAD**

**NECROMANCY**

**CASTING DC:** 26  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGETS:** One undead creature  
**DURATION:** One day/Caster Level  
**SAVING THROW:** Will negates (DC 12); see text  
**SPELL RESISTANCE:** Yes

This spell allows you some degree of control over an undead creature. Assuming the subject is intelligent, it perceives your words and actions in the most favourable way (treat its attitude as friendly). It will not attack you while the spell lasts. You can try to give the subject verbal 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 intelligent commanded undead never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing.

A nonintelligent undead creature gets no saving throw against this spell. When you control a mindless being, you can communicate only basic commands, such as "come here," "go there," "fight," "stand still," and so on. Nonintelligent undead won't resist suicidal or obviously harmful orders.

Any act by you or your apparent allies that threatens the commanded undead (regardless of its Intelligence) breaks the spell.

**COMMUNE**

**DIVINATION**

**CASTING DC:** 52  
**# OF SLOTS:** 2  
**RANGE:** Personal  
**TARGET:** You  
**DURATION:** 1 round/Caster Level

You contact your deity — or agents thereof — and ask questions that can be answered by a simple yes or no. You are allowed one such question per Caster Level. The answers given are correct within the limits of the entity's knowledge. "Unclear" is a legitimate answer, because powerful beings of the Outer Planes are not necessarily omniscient. In cases where a one-word answer would be misleading or contrary to the deity's interests, a short phrase (five words or less) may be given as an answer instead. Any delay causes the spell to end. Deities may very well slant their answer to their own benefit.

**COMMUNE WITH NATURE**

**DIVINATION**

**CASTING DC:** 48  
**# OF SLOTS:** 2  
**RANGE:** Personal  
**TARGET:** You  
**DURATION:** Instantaneous

You become one with nature, attaining knowledge of the surrounding territory. You instantly gain knowledge of as many as three facts from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or even the general state of the natural setting.

In outdoor settings, the spell operates in a radius of 1 mile per Caster Level. In natural underground settings — caves, caverns, and the like — the radius is limited to 100 feet per Caster Level. The spell does not function in an urban or constructed setting.

**COMPREHEND LANGUAGES**

**DIVINATION**

**CASTING DC:** 21  
**# OF SLOTS:** 1  
**RANGE:** Personal  
**TARGET:** You  
**DURATION:** 10 min./Caster Level

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. In either case, you must touch the creature or the writing. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it. Magical writing cannot be read, though the spell reveals that it is magical. It does not decipher codes or reveal messages concealed in otherwise normal text.

**CONE OF COLD**

**EVOCATION [COLD]**

**CASTING DC:** 39  
**# OF SLOTS:** 2  
**RANGE:** 60 ft.  
**AREA:** Cone-shaped burst  
**DURATION:** Instantaneous  
**SAVING THROW:** Reflex half (DC 15)  
**SPELL RESISTANCE:** Yes

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

**CONFUSION**

**ENCHANTMENT (COMPULSION) [MIND-AFFECTING]**

**CASTING DC:** 35  
**# OF SLOTS:** 2  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**TARGETS:** All creatures in a 15-ft. radius burst  
**DURATION:** 1 round/Caster Level  
**SAVING THROW:** Will negates (DC 15)  
**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%	BEHAVIOUR
01–10	Attack caster (or close with caster if attack is not possible)
11–20	Act normally.
21–50	Do nothing but babble incoherently
51–70	Flee from caster at top speed
71–100	Attack nearest creature

A *confused* character who can't carry out the indicated action does nothing but babble incoherently. Any *confused* character who is attacked automatically goes after 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.

**CONFUSION, LESSER**

**ENCHANTMENT (COMPULSION) [MIND-AFFECTING]**

**CASTING DC:** 21  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET:** One living creature  
**DURATION:** 1 round  
**SAVING THROW:** Will negates (DC 11)

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.

**CONSECRATE**

**EVOCATION [GOOD]**

**CASTING DC:** 28  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**AREA:** 20-ft.-radius emanation  
**DURATION:** 2 hours/Caster Level  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

This spell blesses an area with positive energy. Each Charisma check made to turn undead within this area gains a +3 sacred bonus. Every undead creature entering a *consecrated* area suffers minor disruption, giving it a –1 penalty on attack rolls, damage rolls, and Saves. Undead cannot be created within or summoned into a *consecrated* area.

If the consecrated area contains an altar, shrine, or other permanent fixture dedicated to your deity, pantheon, or aligned higher power, the modifiers given above are doubled (+6 sacred bonus on turning checks, –2 penalties for undead in the area).

If the area contains an altar, shrine, or other permanent fixture of a deity, pantheon, or higher power other than your patron, *consecrate* instead curses the area, cutting off its connection with the associated deity or power and providing no other benefits.

**CONTACT OTHER PLANE**

**DIVINATION**

**CASTING DC:** 48  
**# OF SLOTS:** 2  
**RANGE:** Personal  
**TARGET:** You  
**DURATION:** Concentration

You send your mind to another plane of existence (an Elemental Plane or some plane farther removed) in order to receive advice and information from powers there. The powers reply in a language you understand, but they resent such contact and give only brief answers to your questions. All questions are answered with “yes,” “no,” “maybe,” “never,” “irrelevant,” or some other one-word answer.

You must concentrate on maintaining the spell (a standard action) in order to ask questions at the rate of one per round. A question is answered by the power during the same round. For every two Caster Levels, you may ask one question.

Contact with minds far removed from your home plane increases the probability that you will incur a decrease to Intelligence and Charisma, but the chance of the power knowing the answer, as well as the probability of the entity answering correctly, is likewise increased by moving to distant planes.

CONTACT OTHER PLANE					
PLANE CONTACTED	AVOID ABILITY DECREASE	TRUTH	DON'T KNOW	LIE	RANDOM ANSWER
Elemental (appropriate)	DC 7/1 week (DC 7/1 week)	01–34 (01–68)	35–62 (69–75)	63–83 (76–98)	84–100 (99–100)
Pos/Neg Energy	DC 8/1 week	01–39	40–65	66–86	87–100
Astral	DC 9/1 week	01–44	45–67	68–88	89–100
Outer (demideity)	DC 10/2 weeks	01–49	50–70	71–91	92–100
Outer (lesser deity)	DC 12/3 weeks	01–60	61–75	76–95	96–100
Outer (intermediate deity)	DC 14/4 weeks	01–73	74–81	82–98	99–100
Outer (greater deity)	DC 16/5 weeks	01–88	89–90	91–99	100

Once the Outer Planes are reached, the power of the deity contacted determines the effects. Random results obtained from the table are subject to the personalities of individual deities. On rare occasions, this divination may be blocked by an act of certain deities or forces.

**AVOID INT/CHA DECREASE:** You must succeed on an Intelligence check against this DC to avoid a decrease in Intelligence and Charisma. If the check fails, your Intelligence and Charisma scores each fall to 8 for the stated duration, and you become unable to cast arcane spells. If you lose Intelligence and Charisma, the effect strikes as soon as the first question is asked, and no answer is received. The entries in parentheses are for questions that pertain to the appropriate Elemental Plane.

Results of a Successful Contact: d% is rolled for the result shown on the table. Truth indicates a true one-word answer. Don't Know means the entity says it doesn't know the answer. Lie means it intentionally lies to you, and with random, the entity simply makes up an answer.

**CONTAGION**

**NECROMANCY [EVIL]**

**CASTING DC:** 30  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Living creature touched  
**DURATION:** Instantaneous  
**SAVING THROW:** Fortitude negates (DC 13)  
**SPELL RESISTANCE:** Yes

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

DISEASE	DC	DAMAGE
Blinding sickness	16	1d4 Str1
Cackle fever	16	1d6 Wis
Filth fever	12	1d3 Dex and 1d3 Con
Mindfire	12	1d4 Int
Red ache	15	1d6 Str
Shakes	13	1d8 Dex
Slimy doom	14	1d4 con

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

**CONTINGENCY**

**EVOCATION**  
**CASTING DC:** 55  
**# OF SLOTS:** 2  
**RANGE:** Personal  
**TARGET:** You  
**DURATION:** One day/Caster Level (D) or until discharged

You can place another spell upon your person so that it comes into effect under some condition you dictate when casting *contingency*. The *contingency* spell and the companion spell are cast at the same time. The spell to be brought into effect by the contingency must be one that affects your person and be of a casting DC no higher than 10 + twice your Caster Level, to a maximum of 44.

The conditions needed to bring the spell into effect must be clear, although they can be general. In all cases, the *contingency* immediately brings into effect the companion spell, the latter being

“cast” instantaneously when the prescribed circumstances occur. If complicated or convoluted conditions are prescribed, the whole spell combination (*contingency* and the companion magic) may fail when called on. The companion spell occurs based solely on the stated conditions, regardless of whether you want it to or not.

You can use only one contingency spell at a time; if a second is cast, the first one (if still active) is dispelled.

**CONTINUAL FLAME**

**EVOCATION [LIGHT]**  
**CASTING DC:** 26  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Object touched  
**EFFECT:** Magical, heatless flame  
**DURATION:** Permanent  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A *continual flame* can be covered and hidden but not smothered or quenched.

**CONTROL PLANTS**

**TRANSMUTATION**  
**CASTING DC:** 50  
**# OF SLOTS:** 3  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGETS:** Up to 2 HD/Caster Level of plant creatures, no two of which can be more than 30 ft. apart  
**DURATION:** 1 min./Caster Level  
**SAVING THROW:** Will negates (DC 19)  
**SPELL RESISTANCE:** No

This spell enables you to control the actions of one or more plant creatures for a short period of time. You command the creatures by voice and they understand you, no matter what language you speak. Even if vocal communication is impossible, the controlled plants do not attack you. At the end of the spell, the subjects revert to their normal behaviour. Suicidal or self-destructive commands are ignored.

**CONTROL UNDEAD**

**NECROMANCY**  
**CASTING DC:** 46  
**# OF SLOTS:** 3  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGETS:** Up to 2 HD/Caster Level of undead creatures, no two of which can be more than 30 ft. apart  
**DURATION:** 1 min./Caster Level  
**SAVING THROW:** Will negates (DC 18)  
**SPELL RESISTANCE:** Yes

This spell enables you to command undead creatures for a short period of time. You command them by voice and they understand you, no matter what language you speak. Even if vocal communication is impossible, the controlled undead do not attack you. At the end of the spell, the subjects revert to their normal behaviour. Intelligent undead creatures will remember that you controlled them.

**CONTROL WATER**

**TRANSMUTATION [WATER]**  
**CASTING DC:** 35  
**# OF SLOTS:** 2

**RANGE:** Long (400 ft. + 40 ft./Caster Level)  
**AREA:** Water in a volume of 10 ft./Caster Level by 10 ft./Caster Level by 2 ft./Caster Level (S)  
**DURATION:** 10 min./Caster Level (D)  
**SAVING THROW:** None; see text  
**SPELL RESISTANCE:** No

Depending on the version you choose, the *control water* spell raises or lowers water.

*Lower Water:* This causes water or similar liquid to reduce its depth by as much as 2 feet per Caster Level (to a minimum depth of 1 inch). The water is lowered within a squarish depression whose sides are up to Caster Level x 10 feet long. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell.

*Raise Water:* This causes water or similar liquid to rise in height, just as the *lower water* version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land.

**CONTROL WEATHER**

**TRANSMUTATION**  
**CASTING DC:** 55  
**# OF SLOTS:** 3  
**RANGE:** 2 miles  
**AREA:** 2-mile-radius circle, centred on you; see text  
**DURATION:** 4d12 hours; see text  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

You change the weather in the local area. It takes 10 minutes for the effects to manifest. You can call forth weather appropriate to the climate and season of the area you are in.

SEASON	POSSIBLE WEATHER
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw
Late winter	Hurricane-force winds or early spring (coastal area)

You control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific applications of the weather — where lightning strikes, for example, or the exact path of a tornado. When you select a certain weather condition to occur, the weather assumes that condition in a gradual change, remaining that way until you use an action to designate a new kind of weather. Contradictory conditions are not possible simultaneously.

**CONTROL WINDS**

**TRANSMUTATION [AIR]**  
**CASTING DC:** 38  
**# OF SLOTS:** 2  
**RANGE:** 40 ft./Caster Level  
**AREA:** 40 ft./Caster Level radius cylinder 40 ft. high  
**DURATION:** 10 min./Caster Level  
**SAVING THROW:** Fortitude negates (DC 15)  
**SPELL RESISTANCE:** No

You alter wind force in the area surrounding you. You can make the wind blow in a certain direction or manner and increase or

decrease its strength. The new wind direction and strength persist until the spell ends or until you choose to alter it, which requires concentration. You may create an “eye” of calm air up to 80 feet in diameter at the centre of the area if you so desire; you may also choose to limit the area to any cylindrical area less than your full limit. Each round on your turn, all creatures caught in the wind must make a Fortitude Save or suffer the effects of being in the windy area.

**CREATE FOOD AND WATER**

**CONJURATION (CREATION)**  
**CASTING DC:** 40  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**EFFECT:** Food and water to sustain three humans or one horse/Caster 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 does not go bad.

**CREATE GREATER UNDEAD**

**NECROMANCY [EVIL]**  
**CASTING DC:** 49  
**# OF SLOTS:** 3

This spell functions like *create undead*, except that you can create more powerful and intelligent sorts of undead: shadows, wraiths, spectres, and devourers, depending on your Caster Level.

CASTER LEVEL	UNDEAD CREATED
15th or lower	Shadow
16th–17th	Wraith
18th–19th	Spectre
20th or higher	Devourer

**CREATE UNDEAD**

**NECROMANCY [EVIL]**  
**CASTING DC:** 43  
**# OF SLOTS:** 2  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET:** One corpse  
**DURATION:** Instantaneous  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

This evil spell allows you to create more powerful sorts of undead: ghouls, ghosts, mummies, and mohrgs, based on your Caster Level.

CASTER LEVEL	UNDEAD CREATED
11th or lower	Ghoul
12th–14th	Ghost
15th–17th	Mummy
18th or higher	Mohrg

You may create less powerful undead than your Caster Level would allow if you choose. Created undead are not automatically

under the control of their animator. If you are capable of commanding undead, you may attempt to command the undead creature as it forms.

**CREATE WATER**

**CONJURATION (CREATION) [WATER]**

**CASTING DC:** 15  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**EFFECT:** Up to 2 gallons of water/Caster Level  
**DURATION:** Instantaneous  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large — possibly creating a downpour or filling many small receptacles.

**CREEPING DOOM**

**CONJURATION (SUMMONING)**

**CASTING DC:** 46  
**# OF SLOTS:** 3  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)/ 100 ft.; see text  
**EFFECT:** One swarm of centipedes per two Caster Levels  
**DURATION:** 1 min./Caster Level  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

When you utter the spell of *creeping doom*, you call forth a mass of centipede swarms (one per two Caster Levels, to a maximum of ten swarms at 20th level), which need not appear adjacent to one another.

The swarms remain stationary and attack any creatures in their area unless commanded to move. During your action, you can command any number of the swarms to move toward any prey within 100 feet of you. They cannot be sent beyond 100 feet from the caster. Should the swarm be separated by more than that distance, they will remain stationary and attack any creatures in their area.

**CRUSHING DESPAIR**

**ENCHANTMENT (COMPULSION) [MIND-AFFECTING]**

**CASTING DC:** 35  
**# OF SLOTS:** 1  
**RANGE:** 30 ft.  
**AREA:** Cone-shaped burst  
**DURATION:** 1 min./Caster Level  
**SAVING THROW:** Will negate (DC 14)  
**SPELL RESISTANCE:** Yes

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 HAND**

**EVOCATION [FORCE]**

**CASTING DC:** 54  
**# OF SLOTS:** 4  
**SAVING THROW:** See text (DC 20)

This spell functions like *interposing hand*, except that the hand can interpose itself, push, or crush one opponent that you select. It takes one action to redirect the spell to a new target.

The *crushing hand* can grapple an opponent like *grasping hand* does. Its grapple bonus equals your Caster Level + your spellcasting Ability modifier, +12 for the hand's Strength score (35), +4 for being Large. The hand deals 2d6+12 points of damage (lethal, not nonlethal) on each successful grapple check against an opponent. The *crushing hand* can also interpose itself as *interposing hand* does, or bull rush an opponent as *forceful hand* does, but at a +18 bonus.

**CURE CRITICAL WOUNDS**

**CONJURATION (HEALING)**

**CASTING DC:** 34  
**# OF SLOTS:** 2  
**SAVING THROW:** Will half (14); see text

This spell functions like *cure light wounds*, except that it cures 4d8 points of damage +1 Point per Caster Level (maximum +20).

**CURE CRITICAL WOUNDS, MASS**

**CONJURATION (HEALING)**

**CASTING DC:** 48  
**# OF SLOTS:** 3  
**SAVING THROW:** Will half (DC 18); see text

This spell functions like *mass cure light wounds*, except that it cures 4d8 points of damage +1 Point per Caster Level (maximum +40).

**CURE LIGHT WOUNDS**

**CONJURATION (HEALING)**

**CASTING DC:** 20  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Creature touched  
**DURATION:** Instantaneous  
**SAVING THROW:** Will half (DC 11); see text  
**SPELL RESISTANCE:** Yes (harmless); see text

You channel positive energy that cures 1d8 points of damage +1 Point per Caster Level (maximum +5). Undead take this amount of damage from the spell rather than having their wounds cured. An undead creature can apply spell resistance and attempt a Will Save to take half damage.

**CURE LIGHT WOUNDS, MASS**

**CONJURATION (HEALING)**

**CASTING DC:** 38  
**# OF SLOTS:** 2  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET:** One creature/Caster Level, no two of which can be more than 30 ft. apart  
**DURATION:** Instantaneous  
**SAVING THROW:** Will half (DC 15); see text  
**SPELL RESISTANCE:** Yes; see text

You channel positive energy to cure 1d8 points of damage +1 Point per Caster Level (maximum +25) in each selected creature. Undead take this amount of damage from the spell rather than having their wounds cured. Each affected undead may attempt a Will Save for half damage.

**CURE MINOR WOUNDS**

**CONJURATION (HEALING)**

**CASTING DC:** 15  
**# OF SLOTS:** 1  
**SAVING THROW:** Will half (DC 10); see text

This spell functions like *cure light wounds*, except that it cures only 1 Point of damage.

**CURE MODERATE WOUNDS**

**CONJURATION (HEALING)**

**CASTING DC:** 25

**# OF SLOTS:** 1

**SAVING THROW:** Will half (DC 12); see text

This spell functions like *cure light wounds*, except that it cures 2d8 points of damage +1 Point per Caster Level (maximum +10).

**CURE MODERATE WOUNDS, MASS**

**CONJURATION (HEALING)**

**CASTING DC:** 42

**# OF SLOTS:** 2

**SAVING THROW:** Will half (DC 16); see text

This spell functions like *mass cure light wounds*, except that it cures 2d8 points of damage +1 Point per Caster Level (maximum +30).

**CURE SERIOUS WOUNDS**

**CONJURATION (HEALING)**

**CASTING DC:** 30

**# OF SLOTS:** 1

**SAVING THROW:** Will half (DC 13); see text

This spell functions like *cure light wounds*, except that it cures 3d8 points of damage +1 Point per Caster Level (maximum +15).

**CURE SERIOUS WOUNDS, MASS**

**CONJURATION (HEALING)**

**CASTING DC:** 45

**# OF SLOTS:** 3

**SAVING THROW:** Will half (DC 18); see text

This spell functions like *mass cure light wounds*, except that it cures 3d8 points of damage +1 Point per Caster Level (maximum +35).

**CURSE WATER**

**NECROMANCY [EVIL]**

**CASTING DC:** 21

**# OF SLOTS:** 1

**RANGE:** Touch

**TARGET:** Flask of water touched

**DURATION:** Instantaneous

**SAVING THROW:** Will negates (DC 11)

**SPELL RESISTANCE:** Yes (object)

This spell imbues a flask (1 pint) of water with negative energy, turning it into unholy water. Unholy water damages good outsiders the way holy water damages undead and evil outsiders.



**DANCING LIGHTS**

**EVOCATION [LIGHT]**

**CASTING DC:** 15

**# OF SLOTS:** 1

**RANGE:** Medium (100 ft. + 10 ft./Caster Level)

**EFFECT:** Up to four lights, all within a 10-ft.-radius area

**DURATION:** 1 minute (D)

**SAVING THROW:** None

**SPELL RESISTANCE:** No

Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wispes), or one faintly glowing, vaguely humanoid shape. The *dancing lights* must stay within a 10-foot-radius area in relation

to each other but otherwise move as you desire (no concentration required). A light winks out if the distance between you and it exceeds the spell's range.

**DARKNESS**

**EVOCATION [DARKNESS]**

**CASTING DC:** 26

**# OF SLOTS:** 1

**RANGE:** Touch

**TARGET:** Object touched

**DURATION:** 10 min./Caster Level (D)

**SAVING THROW:** None

**SPELL RESISTANCE:** No

This spell causes an object to radiate shadowy illumination out to a 20-foot radius. All creatures in the area gain concealment (20% miss chance). Even creatures that can normally see in such conditions (such as with darkvision or low-light vision) have the miss chance in an area shrouded in magical *darkness*. Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area.

**DARKVISION**

**TRANSMUTATION**

**CASTING DC:** 26

**# OF SLOTS:** 1

**RANGE:** Touch

**TARGET:** Creature touched

**DURATION:** 1 hour/Caster Level

**SAVING THROW:** Will negates (DC 12)

**SPELL RESISTANCE:** Yes (harmless)

The subject gains the ability to see 60 feet even in total darkness (nonmagical darkness only). *Darkvision* is black and white only but otherwise like normal sight.

**DAYLIGHT**

**EVOCATION [LIGHT]**

**CASTING DC:** 30

**# OF SLOTS:** 1

**RANGE:** Touch

**TARGET:** Object touched

**DURATION:** 10 min./Caster Level (D)

**SAVING THROW:** None

**SPELL RESISTANCE:** No

The object touched sheds light as bright as full daylight in a 60-foot radius, and dim light for an additional 60 feet beyond that. Creatures that take penalties in bright light also take them while within the radius of this magical light. This spell will not damage or destroy creatures who are vulnerable to bright light.

**DAZE**

**ENCHANTMENT (COMPULSION) [MIND-AFFECTING]**

**CASTING DC:** 16

**# OF SLOTS:** 1

**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)

**TARGET:** One humanoid creature of 4 HD or less

**DURATION:** 1 round

**SAVING THROW:** Will negates (DC 10)

**SPELL RESISTANCE:** Yes

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

**DAZE MONSTER**

ENCHANTMENT (COMPULSION) [MIND-AFFECTING]

**CASTING DC:** 26  
**# OF SLOTS:** 1  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**TARGET:** One living creature of 6 HD or less  
**SAVING THROW:** Will negates (DC 12)

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.

**DEATH KNELL**

NECROMANCY [DEATH, EVIL]

**CASTING DC:** 25  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Living creature touched  
**DURATION:** Instantaneous/10 minutes per HD of subject; see text  
**SAVING THROW:** Will negates (DC 12)  
**SPELL RESISTANCE:** Yes

Upon casting this spell, you touch a living creature that has -1 or fewer Hit Points. If the subject fails its saving throw, it dies, and you gain 1d8 temporary Hit Points and a +2 bonus to Strength. Additionally, your effective Caster Level goes up by +1, improving spell effects dependent on Caster Level but not granting additional spells. These effects last for 10 minutes per HD of the subject creature.

**DEATH WARD**

NECROMANCY

**CASTING DC:** 36  
**# OF SLOTS:** 2  
**RANGE:** Touch  
**TARGET:** Living creature touched  
**DURATION:** 1 min./Caster Level  
**SAVING THROW:** Will negates (DC 15)  
**SPELL RESISTANCE:** Yes (harmless)

The subject is immune to all death spells, magical death effects, energy drain, and any negative energy effects.

**DEATHWATCH**

NECROMANCY [EVIL]

**CASTING DC:** 20  
**# OF SLOTS:** 1  
**RANGE:** 30 ft.  
**AREA:** Cone-shaped emanation  
**DURATION:** 10 min./Caster Level  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

Using the foul sight granted by the powers of unlife, you can determine the condition of creatures near death within the spell's range. You instantly know whether each creature within the area is dead, fragile (alive and wounded, with 3 or fewer Hit Points left), fighting off death (alive with 4 or more Hit Points), undead, or neither alive nor dead (such as a construct). It cannot be fooled by any spell or ability that allows a target to feign death.

**DEEP SLUMBER**

ENCHANTMENT (COMPULSION) [MIND-AFFECTING]

**CASTING DC:** 31  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)

**SAVING THROW:** Will negates (DC 13)

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

**DEEPER DARKNESS**

EVOCATION [DARKNESS]

**CASTING DC:** 31  
**# OF SLOTS:** 1  
**DURATION:** One day/Caster Level (D)

This spell functions like *darkness*, except that the object radiates shadowy illumination in a 60-foot radius and the *darkness* lasts longer.

**DELAY POISON**

CONJURATION (HEALING)

**CASTING DC:** 27  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Creature touched  
**DURATION:** 1 hour/Caster Level  
**SAVING THROW:** Fortitude negates (DC 12)  
**SPELL RESISTANCE:** Yes (harmless)

The subject becomes temporarily immune to poison. Any poison, whether already in its system or to which it is exposed during the spell's duration does not affect the subject until the spell expires.

**DELAYED BLAST FIREBALL**

EVOCATION [FIRE]

**CASTING DC:** 46  
**# OF SLOTS:** 3  
**DURATION:** 5 rounds or less; see text  
**SAVING THROW:** Reflex half (DC 18)

This spell functions like *fireball*, except that it is more powerful and can detonate up to 5 rounds after the spell is cast. The burst of flame deals 1d6 points of fire damage per Caster Level (maximum 20d6).

The delay assigned to the spell is selected upon completion and cannot be changed. The spell creates a glowing bead that sits at its destination until it detonates. A creature can pick up and hurl the bead as a thrown weapon (range increment 10 feet). If a creature handles and moves the bead within 1 round of its detonation, there is a 25% chance that the bead detonates while being handled.

**DEMAND**

ENCHANTMENT (COMPULSION) [MIND-AFFECTING]

**CASTING DC:** 49  
**# OF SLOTS:** 3  
**SAVING THROW:** Will partial (DC 18)  
**SPELL RESISTANCE:** Yes

This spell functions like *sending*, but the message can also contain a *suggestion* (see the *suggestion* spell). A successful Will Save negates the suggestion effect but not the initial contact. The *demand* is always understood if received. If the message is impossible or meaningless 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. The creature can immediately give a short reply.

**DESECRATE**

EVOCATION [EVIL]

**CASTING DC:** 28  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)

**AREA:** 20-ft.-radius emanation  
**DURATION:** 2 hours/Caster Level  
**SAVING THROW:** None  
**SPELL RESISTANCE:** Yes

This spell imbues an area with negative energy. Each Charisma check made to turn undead within this area takes a -3 profane penalty; every undead creature entering a *desecrated* area gains a +1 profane bonus on attack rolls, damage rolls, and saving throws. An undead creature created within or summoned into such an area gains +1 Hit Points per HD.

If the *desecrated* area contains an altar, shrine, or other permanent fixture dedicated to your deity or aligned higher power, the modifiers given above are doubled (-6 profane penalty on turning checks, +2 profane bonus and +2 Hit Points per HD for undead in the area). Anyone who casts *animate dead* within this area may create 4 HD per Caster Level in undead rather than 2 HD per Caster Level.

If the area contains an altar, shrine, or other permanent fixture of a deity, pantheon, or higher power other than your patron, the *desecrate* spell instead curses the area, cutting off its connection with the associated deity or power and providing no additional benefits.

**DESTRUCTION**

**NECROMANCY [DEATH]**

**CASTING DC:** 47  
**# OF SLOTS:** 3  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET:** One creature  
**DURATION:** Instantaneous  
**SAVING THROW:** Fortitude partial (DC 18)  
**SPELL RESISTANCE:** Yes

This spell instantly slays the subject and consumes its remains (but not its equipment and possessions) utterly. If the target's Fortitude saving throw succeeds, it instead takes 10d6 points of damage.

**DETECT ANIMALS OR PLANTS**

**DIVINATION**  
**CASTING DC:** 20  
**# OF SLOTS:** 1  
**RANGE:** Long (400 ft. + 40 ft./Caster Level)  
**AREA:** Cone-shaped emanation  
**DURATION:** Concentration, up to 10 min./Caster Level (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

You can detect a particular kind of animal or plant in a cone emanating out from you in whatever direction you face. You must think of a kind of animal or plant when using the spell, but you can change the chosen animal or plant each round. You can also change the area of focus each round. The amount of information revealed depends on how long you search a particular area or focus on a specific kind of animal or plant. The spell is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

**DETECT CHAOS**

**DIVINATION**  
**CASTING DC:** 22  
**# OF SLOTS:** 1

This spell functions like *detect evil*, except that it detects chaotic auras. You are vulnerable to an overwhelming chaotic aura if you are lawful.

**DETECT EVIL**

**DIVINATION**  
**CASTING DC:** 22  
**# OF SLOTS:** 1  
**RANGE:** 60 ft.  
**AREA:** Cone-shaped emanation  
**DURATION:** Concentration, up to 10 min./Caster Level (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject. Each round, you can turn to detect evil in a new area. The spell is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

If you are of good alignment, you will be stunned for 1 round if the source of the evil is overwhelming. The GM must determine if a given aura is overwhelming, but an evil creature must have HD of at least twice yours. An evil spell or magical effect may be overwhelming if its Caster Level is at least twice your character level. If you are stunned, this spell ends.

A lingering presence of evil will also exist in places where events of great evil have occurred. It is also possible to detect the lingering presence of evil in a place where a powerful evil spell once was or where a potent evil creature was killed.

**DETECT GOOD**

**DIVINATION**  
**CASTING DC:** 22  
**# OF SLOTS:** 1

This spell functions like *detect evil*, except that it detects good auras. You are vulnerable to an overwhelming good aura if you are evil.

**DETECT LAW**

**DIVINATION**  
**CASTING DC:** 22  
**# OF SLOTS:** 1

This spell functions like *detect evil*, except that it detects lawful auras. You are vulnerable to an overwhelming lawful aura if you are chaotic.

**DETECT MAGIC**

**DIVINATION**  
**CASTING DC:** 15  
**# OF SLOTS:** 1  
**RANGE:** 60 ft.  
**AREA:** Cone-shaped emanation  
**DURATION:** Concentration, up to 1 min./Caster Level (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject. Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras. Each round, you can turn to detect magic in a new area. The spell is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Further study of the same area allows you to determine the number of magical auras, their strength, and the location of each. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. Make one check per aura; DC 15 + half Caster Level.



A magical aura lingers for a short time after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If *detect magic* is cast and directed at such a location, the spell indicates a dim aura.

**DETECT POISON**

**DIVINATION**  
**CASTING DC:** 15  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET OR AREA:** One creature, one object, or a 5-ft. cube  
**DURATION:** Instantaneous  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft (alchemy) skill may try a DC 20 Craft (alchemy) check if the Wisdom check fails, or may try the Craft (alchemy) check prior to the Wisdom check. The spell is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

**DETECT SCRYING**

**DIVINATION**  
**CASTING DC:** 35  
**# OF SLOTS:** 2  
**RANGE:** 40 ft.  
**AREA:** 40-ft.-radius emanation centred on you  
**DURATION:** 24 hours  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

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

If the scrying attempt originates within the area, you also know its location; otherwise, you and the scrier immediately make opposed Caster Level checks (1d20 + Caster Level). If you at least match the scrier's result, you get a visual image of the scrier and an accurate sense of his or her direction and distance from you.

**DETECT SECRET DOORS**

**DIVINATION**  
**CASTING DC:** 20  
**# OF SLOTS:** 1  
**RANGE:** 60 ft.  
**AREA:** Cone-shaped emanation  
**DURATION:** Concentration, up to 1 min./Caster Level (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

You can detect secret doors, compartments, caches, and so forth. Only passages, doors, or openings that have been specifically constructed to escape detection are detected by this spell. The amount of information revealed depends on how long you study a particular area or subject. Each round, you can turn to detect secret doors in a new area. The spell is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

If the same area is studied for a second round, you discern the number of secret doors and location of each. For each additional round, you can determine the mechanism or trigger for one particular secret portal you closely examine.

**DETECT SNARES AND PITS**

**DIVINATION**  
**CASTING DC:** 20  
**# OF SLOTS:** 1  
**RANGE:** 60 ft.  
**AREA:** Cone-shaped emanation  
**DURATION:** Concentration, up to 10 min./Caster Level (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

You can detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials. The spell does not detect complex traps (including trapdoor traps), magic traps (except those that operate by pit, deadfall, or snaring; see the spell *snares*), or those rendered safe or inactive. *Detect snares and pits* does detect certain natural hazards — quicksand (a snare), a sinkhole (a pit), or unsafe walls of natural rock (a deadfall). It does not reveal other potentially dangerous conditions. Each round, you can turn to detect snares and pits in a new area. The spell is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

The amount of information revealed depends on how long you study a particular area.

**DETECT THOUGHTS**

**DIVINATION [MIND-AFFECTING]**  
**CASTING DC:** 27  
**# OF SLOTS:** 1  
**RANGE:** 60 ft.  
**AREA:** Cone-shaped emanation  
**DURATION:** Concentration, up to 1 min./Caster Level (D)  
**SAVING THROW:** Will negates (DC 12); see text  
**SPELL RESISTANCE:** No

You detect surface thoughts. The amount of information revealed depends on how long you study a particular area or subject. Each round, you can turn to detect thoughts in a new area. The spell is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

*1st Round:* Presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).

*2nd Round:* Number of thinking minds and the Intelligence score of each. If the highest Intelligence is 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round and the spell ends. This spell does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting.

*3rd Round:* Surface thoughts of any mind in the area. A target's Will Save prevents you from reading its thoughts, and you must cast *detect thoughts* again to have another chance. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts that you can pick up.

**DETECT UNDEAD**

**DIVINATION**  
**CASTING DC:** 21  
**# OF SLOTS:** 1  
**RANGE:** 60 ft.  
**AREA:** Cone-shaped emanation  
**DURATION:** Concentration, up to 1 minute/ Caster Level (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

You can detect the aura that surrounds undead creatures. The amount of information revealed depends on how long you study

a particular area. Each round, you can turn to detect undead in a new area. The spell is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

If you are of good alignment, you will be stunned for 1 round if the undead aura is overwhelming. The GM must determine if a given aura is overwhelming, but an undead creature must have HD of at least twice yours. If you are stunned, this spell ends.

A lingering aura may also exist in places where powerful undead were created or destroyed.

**DICTUM**

**EVOCATION [LAWFUL, SONIC]**

**CASTING DC:** 45  
**# OF SLOTS:** 3  
**RANGE:** 40 ft.  
**AREA:** Nonlawful creatures in a 40-ft.-radius spread centred on you  
**DURATION:** Instantaneous  
**SAVING THROW:** None or Will negates (DC 18); see text  
**SPELL RESISTANCE:** Yes

Any nonlawful creature with HD equal to your Caster Level or lower within the area of a *dictum* spell suffers the following ill effects. Creatures whose HD exceed your Caster Level are unaffected.

HD	EFFECT
Equal to Caster Level	Deafened
Up to Caster Level -1	Slowed, deafened
Up to Caster Level -5	Paralyzed, slowed, deafened
Up to Caster Level -10	Killed, paralyzed, slowed, deafened

The effects are as follows: deafened indicates the creature is deafened for 1d4 rounds; *slowed* means the creature is affected as by the *slow* spell for 2d4 rounds; paralyzed means the creature is paralyzed and helpless for 1d10 minutes, and killed indicates that living creatures die while undead are destroyed.

The effects are cumulative and concurrent. No saving throw is allowed against these effects.

Nonlawful extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *dictum*. The banishment effect allows a Will Save (at a -4 penalty) to negate.

**DIMENSION DOOR**

**CONJURATION (TELEPORTATION)**

**CASTING DC:** 34  
**# OF SLOTS:** 2  
**RANGE:** Long (400 ft. + 40 ft./Caster Level)  
**TARGET:** You and touched objects or other touched willing creatures  
**DURATION:** Instantaneous  
**SAVING THROW:** None and Will negates (DC 14)  
**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 visualising 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, so long as you can carry them on your person. You may also bring one additional willing Medium or smaller creature 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.

**DIMENSIONAL ANCHOR**

**ABJURATION**  
**CASTING DC:** 34  
**# OF SLOTS:** 2  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**EFFECT:** Ray  
**DURATION:** 1 min./Caster Level  
**SAVING THROW:** None  
**SPELL RESISTANCE:** Yes (object)

A green ray springs from your outstretched hand. You must make a ranged touch attack to hit the target. Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extradimensional travel.

A *dimensional anchor* does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Summoned creatures affected by *dimensional anchor* will still disappear at the end of their spell's duration.

**DIMENSIONAL LOCK**

**ABJURATION**  
**CASTING DC:** 48  
**# OF SLOTS:** 3  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**AREA:** 20-ft.-radius emanation centred on a point in space  
**DURATION:** One day/Caster Level  
**SAVING THROW:** None  
**SPELL RESISTANCE:** Yes

You create a shimmering emerald barrier that completely blocks extradimensional travel. A *dimensional lock* does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Summoned creatures affected by *dimensional lock* will still disappear at the end of their spell's duration.

**DIMINISH PLANTS**

**TRANSMUTATION**  
**CASTING DC:** 32  
**# OF SLOTS:** 1  
**RANGE:** See text  
 Target or Area: See text  
**DURATION:** Instantaneous  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

This spell has two versions:

**Prune Growth:** This version causes normal vegetation within long range (400 feet + 40 feet per Caster Level) to shrink to about one-third of their normal size, becoming untangled and less bushy. The affected vegetation appears to have been carefully pruned and trimmed. You may also designate portions of the area that are not affected.

**Stunt Growth:** This version targets normal plants within a range of 1/2 mile, reducing their potential productivity over the course of the following year to one third below normal.





**DISCERN LIES**

**DIVINATION**  
**CASTING DC:** 36  
**# OF SLOTS:** 2  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGETS:** One creature/Caster Level, no two of which can be more than 30 ft. apart  
**DURATION:** Concentration, up to 1 round/Caster Level  
**SAVING THROW:** Will negates (DC 15)  
**SPELL RESISTANCE:** No

Each round, you can concentrate on one subject within range. You know if the subject deliberately and knowingly speaks a lie. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions.

**DISCERN LOCATION**

**DIVINATION**  
**CASTING DC:** 60  
**# OF SLOTS:** 3  
**RANGE:** Unlimited  
**TARGET:** One creature or object  
**DURATION:** Instantaneous  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

To find a creature with the spell, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched it at least once.

*Discern location* circumvents normal means of protection from spying or location. The spell reveals the name of the creature or object's location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target lies.

**DISGUISE SELF**

**ILLUSION (GLAMOUR)**  
**CASTING DC:** 20  
**# OF SLOTS:** 1  
**RANGE:** Personal  
**TARGET:** You  
**DURATION:** 10 min./Caster Level (D)  
**SAVING THROW:** Will negates (DC 11); see text

You make yourself — including clothing, armour, weapons, and equipment — look different. You can seem 1 foot shorter or taller, thin, fat, or in between, though you cannot change your body type. You could add or obscure a minor feature or look like an entirely different person. A creature that interacts with the glamour gets a Will Save to recognise it as an illusion.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. If you use this spell to create a disguise, you get a +10 bonus on the Disguise check.

**DISINTEGRATE**

**TRANSMUTATION**  
**CASTING DC:** 43  
**# OF SLOTS:** 2  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**EFFECT:** Ray  
**DURATION:** Instantaneous  
**SAVING THROW:** Fortitude partial (DC 16)  
**SPELL RESISTANCE:** Yes

A thin, green ray springs from your pointing finger. You must make a successful ranged touch attack to hit. Any creature struck by the ray takes 2d6 points of damage per Caster Level (to a maximum of 40d6). A disintegrated creature's equipment is unaffected. A creature or object that makes a successful Fortitude Save is partially affected, taking only 5d6 points of damage. Any creature reduced to 0 or fewer Hit Points by this spell is entirely disintegrated, leaving behind only a trace of fine dust. The ray affects only one target per casting.

When used against an object, the ray simply disintegrates as much as one 10-foot cube of nonliving matter, disintegrating only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, such as *forceful hand* or a *wall of force*, but not magical effects such as a *globe of invulnerability* or an *antimagic field*.

**DISMISSAL**

**ABJURATION**  
**CASTING DC:** 36  
**# OF SLOTS:** 2  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET:** One extraplanar creature  
**DURATION:** Instantaneous  
**SAVING THROW:** Will negates (DC 15); see text  
**SPELL RESISTANCE:** Yes

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

**DISPEL CHAOS**

**ABJURATION [LAWFUL]**  
**CASTING DC:** 40  
**# OF SLOTS:** 2

This spell functions like *dispel evil*, except that the spell affects chaotic creatures and spells rather than evil ones.

**DISPEL EVIL**

**ABJURATION [GOOD]**  
**CASTING DC:** 40  
**# OF SLOTS:** 2  
**RANGE:** Touch  
**TARGET OR TARGETS:** You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object  
**DURATION:** 1 round/Caster Level or until discharged, whichever comes first  
**SAVING THROW:** See text (DC 16)  
**SPELL RESISTANCE:** See text

This power has three effects. First, you gain a +4 deflection bonus to AC against attacks by evil creatures. Second, on making a successful melee touch attack against an evil creature from another plane, you can choose to drive that creature back to its home plane. The creature can negate the effects with a successful Will Save (spell resistance applies). This use discharges and ends the spell.

Third, you can automatically dispel any one enchantment spell cast by an evil creature or any one evil spell with a touch. Spells that can't be dispelled by *dispel magic* also can't be dispelled by *dispel evil*. Saving throws and spell resistance do not apply to this effect. This use discharges and ends the spell.

**DISPEL GOOD**

ABJURATION [EVIL]

CASTING DC: 40  
# OF SLOTS: 2

This spell functions like *dispel evil*, except that the spell affects good creatures and spells rather than evil ones.

**DISPEL LAW**

ABJURATION [CHAOTIC]

CASTING DC: 40  
# OF SLOTS: 2

This spell functions like *dispel evil*, except that the spell affects lawful creatures and spells rather than evil ones.

**DISPEL MAGIC**

ABJURATION

CASTING DC: 30  
# OF SLOTS: 1  
RANGE: Medium (100 ft. + 10 ft./Caster Level)  
TARGET OR AREA: One spellcaster, creature, or object; or 20-ft.-radius burst  
DURATION: Instantaneous  
SAVING THROW: None  
SPELL RESISTANCE: No

*Dispel magic* can end ongoing spells on a creature, object, or area; temporarily suppress the magical abilities of a magic item; dispel (but not counter) spell-like effects; or counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. When the spell is cast, you make a dispel check (1d20 + your Caster Level, maximum +10) against the ongoing spell or item (DC of 11 + the spell's or item's Caster Level). A successful check dispels a spell or suppresses an item's magical properties for 1d4 rounds. Artefacts and deities remain unaffected by this spell.

**DISPEL MAGIC, GREATER**

ABJURATION

CASTING DC: 42  
# OF SLOTS: 2

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

**DISPLACEMENT**

ILLUSION (GLAMOUR)

CASTING DC: 31  
# OF SLOTS: 1  
RANGE: Touch  
TARGET: Creature touched  
DURATION: 1 round/Caster Level (D)  
SAVING THROW: Will negates (DC 13)  
SPELL RESISTANCE: Yes (harmless)

The subject of this spell appears to be about 2 feet away from its true location. The creature benefits from a 50% miss chance as if it had total concealment. *Displacement* does not prevent enemies from targeting the creature normally.

**DISRUPT UNDEAD**

NECROMANCY

CASTING DC: 15  
# OF SLOTS: 1  
RANGE: Close (25 ft. + 5 ft./2 Caster Levels)

EFFECT: Ray  
DURATION: Instantaneous  
SAVING THROW: None  
SPELL RESISTANCE: Yes

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

**DISRUPTING WEAPON**

TRANSMUTATION

CASTING DC: 38  
# OF SLOTS: 2  
RANGE: Touch  
TARGETS: One melee weapon  
DURATION: 1 round/Caster Level  
SAVING THROW: Will negates (DC 15); see text  
SPELL RESISTANCE: Yes (harmless, object)

This spell makes a melee weapon deadly to undead. Any undead creature with HD equal to or less than your Caster Level must succeed on a Will Save or be destroyed utterly if struck in combat with this weapon. Spell resistance does not apply against the destruction effect.

**DIVINATION**

DIVINATION

CASTING DC: 45  
# OF SLOTS: 2  
RANGE: Personal  
TARGET: You  
DURATION: Instantaneous

A *divination spell* can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within one week. The advice can be a short phrase, cryptic rhyme or omen. If your party doesn't act on the information, the conditions may change so that the information is no longer useful. The base chance for a correct *divination* is 70% + 1% per Caster Level, to a maximum of 90%. If the dice roll fails, you know the spell failed unless specific magic yielding false information is at work.

Multiple *divinations* about the same topic by the same caster use the same dice result as the first *divination* spell and yield the same answer each time.

**DIVINE FAVOUR**

EVOCATION

CASTING DC: 22  
# OF SLOTS: 1  
RANGE: Personal  
TARGET: You  
DURATION: 1 minute

You gain a +1 luck bonus on attack and weapon damage rolls for every three Caster Levels you have (at least +1, maximum +6). The bonus doesn't apply to spell damage.

**DIVINE POWER**

EVOCATION

CASTING DC: 36  
# OF SLOTS: 2  
RANGE: Personal  
TARGET: You  
DURATION: 1 round/Caster Level

Your base attack bonus becomes equal to your character level (which may give you additional attacks), you gain a +6

enhancement bonus to Strength, and you gain 1 temporary hit Point per Caster Level.

**DOMINATE ANIMAL**

**ENCHANTMENT (COMPULSION) [MIND-AFFECTING]**

**CASTING DC:** 30  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET:** One animal  
**DURATION:** 1 round/Caster Level  
**SAVING THROW:** Will negates (DC 13)  
**SPELL RESISTANCE:** Yes

You can enchant an animal and direct it with simple mental commands such as "Attack," "Run," and "Fetch." Suicidal or self-destructive commands are simply ignored. 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.

**DOMINATE MONSTER**

**ENCHANTMENT (COMPULSION) [MIND-AFFECTING]**

**CASTING DC:** 51  
**# OF SLOTS:** 4  
**TARGET:** One creature  
**SAVING THROW:** Will negates (DC 20)

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

**DOMINATE PERSON**

**ENCHANTMENT (COMPULSION) [MIND-AFFECTING]**

**CASTING DC:** 38  
**# OF SLOTS:** 2  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET:** One humanoid  
**DURATION:** One day/Caster Level  
**SAVING THROW:** Will negates (DC 15)  
**SPELL RESISTANCE:** Yes

You can control the actions of any humanoid creature through a telepathic link that you establish with the subject's mind. You need not see the subject to control it. 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. By concentrating fully on the spell (a standard action), however, you can receive full sensory input as interpreted by the mind of the subject, though it still can't communicate with you.

If you don't spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw to overcome the domination.

**DOOM**

**NECROMANCY [FEAR, MIND-AFFECTING]**

**CASTING DC:** 22  
**# OF SLOTS:** 1  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)

**TARGET:** One living creature  
**DURATION:** 1 min./Caster Level  
**SAVING THROW:** Will negates (DC 11)  
**SPELL RESISTANCE:** Yes

This spell fills a single subject with a feeling of horrible dread that causes it to become shaken.

**DREAM**

**ILLUSION (PHANTASM) [MIND-AFFECTING]**

**CASTING DC:** 43  
**# OF SLOTS:** 2  
**RANGE:** Unlimited  
**TARGET:** One living creature touched  
**DURATION:** See text  
**SAVING THROW:** None  
**SPELL RESISTANCE:** Yes

You, or a messenger touched by you, sends a phantasmal message to others in the form of a dream. At the beginning of the spell, you must name the recipient or identify him or her by some title that leaves no doubt as to identity. The messenger then enters a trance, appears in the intended recipient's dream, and delivers the message. The message can be of any length and the recipient remembers it perfectly upon waking. The communication is one-way. The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient.

Once the message is delivered, the messenger's mind returns instantly to its body. The duration of the spell is the time required for the messenger to enter the recipient's dream and deliver the message. The messenger is unaware of its own surroundings or of the activities around it while in the trance. It is defenceless both physically and mentally (always fails any saving throw) while in the trance.



**EAGLE'S SPLENDOR**

**TRANSMUTATION**

**CASTING DC:** 26  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Creature touched  
**DURATION:** 1 min./Caster Level  
**SAVING THROW:** Will negates (DC 12)  
**SPELL RESISTANCE:** Yes

The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants a +4 enhancement bonus to Charisma, adding the usual benefits to Charisma-based skill checks and other uses of the Charisma modifier. Sorcerers and bards (and other spellcasters who rely on Charisma) affected by this spell do not gain any additional bonus spells for the increased Charisma.

**EAGLE'S SPLENDOR, MASS**

**TRANSMUTATION**

**CASTING DC:** 43  
**# OF SLOTS:** 2  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET:** One creature/Caster Level, no two of which can be more than 30 ft. apart  
**SAVING THROW:** Will negates (DC 16)

This spell functions like *eagle's splendor*, except that it affects multiple creatures.

**EARTHQUAKE**

**EVOCATION [EARTH]**

**CASTING DC:** 48  
**# OF SLOTS:** 3  
**RANGE:** Long (400 ft. + 40 ft./Caster Level)  
**AREA:** 80-ft.-radius spread (S)  
**DURATION:** 1 round  
**SAVING THROW:** See text  
**SPELL RESISTANCE:** No

When you cast *earthquake*, an intense but highly localised tremor rips the ground. The shock knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground can't move or attack. A spellcaster on the ground must make a Concentration check (DC 20 + spell level) or lose any spell he or she tries to cast. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an *earthquake* spell depends on the nature of the terrain where it is cast.

For caves, caverns, tunnels, and cliffs, creatures caught in the area of effect take 8d6 points of bludgeoning damage from collapsing ceilings, landslides, and walls (Reflex DC 15 half) and are pinned beneath the rubble.

Any creature pinned beneath rubble takes 1d6 points of nonlethal damage per minute while pinned. If a pinned character falls unconscious, he or she must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

Structures take 100 points of damage, enough to collapse wooden or masonry buildings but not stone or reinforced masonry buildings. Should the building collapse, creatures inside also take 8d6 points of bludgeoning damage (Reflex DC 15 half) and are pinned beneath the rubble as well.

On open ground, each creature standing in the area must make a DC 15 Reflex Save or fall down. Fissures open in the earth. Every creature on the ground has a 25% chance to fall into one (Reflex DC 20 to avoid a fissure). At the end of the spell, all fissures grind shut, killing any creatures still trapped within.

In rivers, lakes, and marshes, fissures open underneath the water, draining away the water and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. Each creature in the area must make a DC 15 Reflex Save or sink down in the mud and quicksand. At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

**ELEMENTAL SWARM**

**CONJURATION (SUMMONING) [SEE TEXT]**

**CASTING DC:** 61  
**# OF SLOTS:** 4  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**EFFECT:** Two or more summoned creatures, no two of which can be more than 30 ft. apart  
**DURATION:** 10 min./Caster Level (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

This spell opens a portal to an Elemental Plane and summons elementals from it. Some character may choose any element, others will be more limited. For example, 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.

**ENDURE ELEMENTS**

**ABJURATION**

**CASTING DC:** 20  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Creature touched  
**DURATION:** 24 hours  
**SAVING THROW:** Will negates (DC 11)  
**SPELL RESISTANCE:** Yes (harmless)

A creature protected by *endure elements* suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude Saves. The creature's equipment is likewise protected.

**ENERGY DRAIN**

**NECROMANCY**

**CASTING DC:** 51  
**# OF SLOTS:** 4  
**SAVING THROW:** Fortitude partial (DC 20); see text for enervation

This spell functions like *enervation*, except that the creature struck gains 2d4 negative levels, and the negative levels last longer.

There is no saving throw to avoid gaining the negative levels, but 24 hours after gaining them, the subject must make a Fortitude saving throw for each negative level. If the Save succeeds, that negative level is removed. If it fails, the negative level also goes away, but one of the subject's character levels is permanently drained.

An undead creature struck by the ray gains 2d4x5 temporary Hit Points for 1 hour.

**ENERVATION**

**NECROMANCY**

**CASTING DC:** 34  
**# OF SLOTS:** 2  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**EFFECT:** Ray of negative energy  
**DURATION:** Instantaneous  
**SAVING THROW:** None  
**SPELL RESISTANCE:** Yes

You release a black ray of crackling negative energy that suppresses the life force of any living creature it strikes. You must make a ranged touch attack to hit. If the attack succeeds, the subject gains 1d4 negative levels. If the subject has at least as many negative levels as HD, it dies.

Each negative level gives a creature a -1 penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of spells or special abilities). A spellcaster also suffers this penalty on all spellcasting checks. Negative levels stack.

Assuming the subject survives, it regains lost levels after a number of hours equal to your Caster Level (maximum 15 hours).

An undead creature struck by the ray gains 1d4x5 temporary Hit Points for 1 hour.



**ENLARGE PERSON**

**TRANSMUTATION**

**CASTING DC:** 22  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET:** One humanoid creature  
**DURATION:** 1 min./Caster Level (D)  
**SAVING THROW:** Fortitude negates (DC 11)  
**SPELL RESISTANCE:** Yes

This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to its increased size.

All equipment worn or carried by a creature is similarly enlarged by the spell. Melee and projectile weapons affected by this spell deal more damage. Other magical properties are not affected by this spell. Any *enlarged* item that leaves an *enlarged* creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage, and projectiles deal damage based on the size of the weapon that fired them. Multiple magical effects that increase size do not stack.

**ENLARGE PERSON, MASS**

**TRANSMUTATION**

**CASTING DC:** 36  
**# OF SLOTS:** 2  
**SAVING THROW:** Fortitude negates (DC 15)  
**TARGET:** One humanoid creature/Caster Level, no two of which can be more than 30 ft. apart

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

**ENTANGLE**

**TRANSMUTATION**

**CASTING DC:** 22  
**# OF SLOTS:** 1  
**RANGE:** Long (400 ft. + 40 ft./Caster Level)  
**AREA:** Plants in a 40-ft.-radius spread  
**DURATION:** 1 min./Caster Level (D)  
**SAVING THROW:** Reflex partial (DC 11); see text  
**SPELL RESISTANCE:** No

Grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures in or entering the area. The creature can break free and move sy half its normal speed by using a full-round action to make a DC 20 Strength check or a DC 20 Escape Artist check. A creature that succeeds on a Reflex Save is not entangled, but can still move at only half speed through the area. Each round on your turn, the plants once again attempt to entangle all creatures that have avoided or escaped entanglement.

**ENTHRALL**

**ENCHANTMENT (CHARM) [LANGUAGE DEPENDENT, MIND-AFFECTING, SONIC]**

**CASTING DC:** 26  
**# OF SLOTS:** 1  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**TARGETS:** Any number of creatures  
**DURATION:** 1 hour or less  
**SAVING THROW:** Will negates (DC 12); see text  
**SPELL RESISTANCE:** Yes

If you have the attention of a group of creatures, you can use this spell to hold them spellbound. Thereafter, those affected give you their undivided attention, ignoring their surroundings. Any potentially affected creature of a race or religion unfriendly to yours gets a +4 bonus on the saving throw.

The effect lasts as long as you speak or sing, to a maximum of 1 hour. Those *enthralled* by your words take no action during that time 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.

**ENTROPIC SHIELD**

**ABJURATION**

**CASTING DC:** 20  
**# OF SLOTS:** 1  
**RANGE:** Personal  
**TARGET:** You  
**DURATION:** 1 min./Caster Level (D)

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

**ERASE**

**TRANSMUTATION**

**CASTING DC:** 20  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET:** One scroll or two pages  
**DURATION:** Instantaneous  
**SAVING THROW:** See text  
**SPELL RESISTANCE:** No

*Erase* removes writings of either magical or mundane nature from a scroll or from one or two pages of paper, parchment, or similar surfaces. Nonmagical writing is automatically erased if you touch it. Magic writing must be touched to be erased, and you also must succeed on a Caster Level check (1d20 + Caster Level) against DC 15. A natural 1 or 2 is always a failure on this check. If you fail to erase *explosive runes*, a *glyph of warding*, or a *sepia snake sigil*, you accidentally activate that writing instead.

**ETHEREAL JAUNT**

**TRANSMUTATION**

**CASTING DC:** 45  
**RANGE:** Personal  
**TARGET:** You  
**DURATION:** 1 round/Caster Level (D)

You become ethereal, along with your equipment. For the duration of the spell, you are in a place called the Ethereal Plane, which overlaps the normal, physical, Material Plane. When the spell expires, you return to material existence.

If you end the spell and become material while inside a material object (such as a solid wall), you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you so travel.

**ETHEREALNESS**

**TRANSMUTATION**

**CASTING DC:** 51

**# OF SLOTS:** 4  
**RANGE:** Touch; see text  
**TARGETS:** You and one other touched creature per three Caster Levels  
**DURATION:** 1 min./Caster Level (D)  
**SPELL RESISTANCE:** Yes

This spell functions like *ethereal jaunt*, except that you and other willing creatures joined by linked hands (along with their equipment) become ethereal. Besides yourself, you can bring one creature per three Caster Levels to the Ethereal Plane. Once ethereal, the subjects need not stay together.

When the spell expires, all affected creatures on the Ethereal Plane return to material existence.

**EXPEDITIOUS RETREAT**

**TRANSMUTATION**  
**CASTING DC:** 20  
**# OF SLOTS:** 1  
**RANGE:** Personal  
**TARGET:** You  
**DURATION:** 1 min./Caster Level (D)

This spell increases your base land speed by 30 feet. This adjustment is treated as an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (see the Jump skill).

**EXPLOSIVE RUNES**

**ABJURATION [FORCE]**  
**CASTING DC:** 30  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** One touched object weighing no more than 10 lb.  
**DURATION:** Permanent until discharged (D)  
**SAVING THROW:** See text (DC 13)  
**SPELL RESISTANCE:** Yes

You trace these mystic runes upon a book, map, scroll, or similar object bearing written information. The *runes* detonate when read, dealing 6d6 points of force damage. Anyone next to the *runes* (close enough to read them) takes the full damage with no saving throw; any other creature within 10 feet of the runes is entitled to a Reflex Save for half damage. The object on which the *runes* were written also takes full damage (no saving throw).

You and any characters you specifically instruct can read the protected writing without triggering the *runes*. Likewise, you can remove the *runes* whenever desired. A failed attempt to do so by someone else causes the *runes* to explode.

**EYEBITE**

**NECROMANCY [EVIL]**  
**CASTING DC:** 42  
**# OF SLOTS:** 2  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET:** One living creature  
**DURATION:** 1 round per three Caster Levels; see text  
**SAVING THROW:** Fortitude negates (DC 16)  
**SPELL RESISTANCE:** Yes

Each round, you may target a single living creature, striking it with waves of evil power. Depending on the target's HD, this attack has as many as three effects. The effects are cumulative and concurrent. The spell lasts for 1 round per three Caster Levels. You must spend a move action each round after the first to target a foe.

HD	EFFECT
10 or more	Sickened
5-9	Panicked, sickened
4 or less	Comatose, panicked, sickened

**Sickened:** Sudden pain and fever sweeps over the subject's body. A sickened creature takes a -2 penalty on attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks. A creature affected by this spell remains sickened for 10 minutes per Caster Level.

**Panicked:** The subject becomes panicked for 1d4 rounds. Even after the panic ends, the creature remains shaken for 10 minutes per Caster Level. It automatically becomes panicked again if it comes within sight of you during that time. This is a fear effect.

**Comatose:** The subject falls into a catatonic coma for 10 minutes per Caster Level. During this time, it cannot be awakened by any means short of dispelling the effect.



**FABRICATE**

**TRANSMUTATION**  
**CASTING DC:** 45  
**# OF SLOTS:** 2  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET:** Up to 10 cu. ft./Caster Level; see text  
**DURATION:** Instantaneous  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

You convert raw materials of one sort into a finished product. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication. If you work with a mineral, the target is reduced to 1 cubic foot per Caster Level instead of 10 cubic feet. You must make an appropriate Craft check to fabricate articles requiring a high degree of craftsmanship. You must begin with sufficient raw materials of an appropriate quality to create the finished product.

**FAERIE FIRE**

**EVOCATION [LIGHT]**  
**CASTING DC:** 22  
**# OF SLOTS:** 1  
**RANGE:** Long (400 ft. + 40 ft./Caster Level)  
**AREA:** Creatures and objects within a 5-ft.-radius burst  
**DURATION:** 1 min./Caster Level (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** Yes

A pale glow, roughly the strength of a candle flame, surrounds and outlines the subjects without harming them. Outlined creatures do not benefit from the concealment normally provided by darkness, *blur*, displacement, invisibility, or similar effects. Magical *darkness* is unaffected. The *faerie fire* can be blue, green, or violet, according to your choice at the time of casting.

**FALSE LIFE**

**NECROMANCY**  
**CASTING DC:** 26  
**# OF SLOTS:** 1  
**RANGE:** Personal  
**TARGET:** You  
**DURATION:** 1 hour/Caster Level or until discharged; see text

SPELLS

You harness the power of unlife to grant yourself a limited ability to avoid death. While this spell is in effect, you gain temporary Hit Points equal to 1d10 +1 per Caster Level (maximum +10).

**FALSE VISION**

**ILLUSION (GLAMOUR)**

- CASTING DC:** 40
- # OF SLOTS:** 2
- RANGE:** Touch
- AREA:** 40-ft.-radius emanation
- DURATION:** 1 hour/Caster Level (D)
- SAVING THROW:** None
- SPELL RESISTANCE:** No

Any divination (screying) spell used to view anything within the area of this spell instead receives a false image (as the *major image* spell), as defined by you at the time of casting. As long as the duration lasts, you can concentrate to change the image as desired. While you aren't concentrating, the image remains static.

**FEAR**

**NECROMANCY [FEAR, MIND-AFFECTING]**

- CASTING DC:** 35
- # OF SLOTS:** 2
- RANGE:** 30 ft.
- AREA:** Cone-shaped burst
- DURATION:** 1 round/Caster Level or 1 round; see text
- SAVING THROW:** Will partial (DC 15)
- SPELL RESISTANCE:** Yes

An invisible cone of terror causes each living creature in the area to become panicked unless it succeeds on a Will Save. If cornered, a panicked creature begins cowering. If the Will Save succeeds, the creature is shaken for 1 round.

**FEATHER FALL**

**TRANSMUTATION**

- CASTING DC:** 20
- # OF SLOTS:** 1
- RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)
- TARGETS:** One Medium or smaller freefalling object or creature/Caster Level, no two of which may be more than 20 ft. apart
- DURATION:** Until landing or 1 round/Caster Level
- SAVING THROW:** Will negates (DC 11)
- SPELL RESISTANCE:** Yes (object)

The affected creatures or objects fall slowly. *Feather fall* instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. When the spell duration expires, a normal rate of falling resumes.

**FEEBLEMIN**

**ENCHANTMENT (COMPULSION) [MIND-AFFECTING]**

- CASTING DC:** 39
- # OF SLOTS:** 2
- RANGE:** Medium (100 ft. + 10 ft./Caster Level)
- TARGET:** One creature
- DURATION:** Instantaneous
- SAVING THROW:** Will negates (DC 15); see text
- SPELL RESISTANCE:** Yes

If the target creature fails a Will saving throw, its Intelligence and Charisma scores each drop to 1 with the resultant limitations that confers. The subject remains in this state until a *beal*, *limited wish*, *miracle*, or *wish* spell is used to cancel the effect of the

*feblemind*. A creature that can cast arcane spells, such as a sorcerer or a wizard, takes a -4 penalty on its saving throw.

**FIND THE PATH**

**DIVINATION**

- CASTING DC:** 46
- # OF SLOTS:** 2
- RANGE:** Personal or touch
- TARGET:** You or creature touched
- DURATION:** 10 min./Caster Level
- SAVING THROW:** None or Will negates (DC 17)
- SPELL RESISTANCE:** No or Yes (harmless)

The recipient of this spell can find the shortest, most direct physical route to a specified destination, indicating at appropriate times the exact path to follow or physical actions to take (even sensing traps and obstacles). The locale can be outdoors, underground, or even inside a *maze* spell. *Find the path* works with respect to locations, not objects or creatures at a locale. The spell ends when the destination is reached or the duration expires, whichever comes first.

This divination is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures (including guardians).

**FIND TRAPS**

**DIVINATION**

- CASTING DC:** 25
- # OF SLOTS:** 1
- RANGE:** Personal
- TARGET:** You
- DURATION:** 1 min./Caster Level

You gain intuitive insight into the workings of traps. You can use the Search skill to detect (but not disarm) traps just as a rogue can. In addition, you gain an insight bonus equal to one-half your Caster Level (maximum +10) on Search checks made to find traps while the spell is in effect.

**FINGER OF DEATH**

**NECROMANCY [DEATH]**

- CASTING DC:** 45
- # OF SLOTS:** 3
- RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)
- TARGET:** One living creature
- DURATION:** Instantaneous
- SAVING THROW:** Fortitude partial (DC 18)
- SPELL RESISTANCE:** Yes

You can slay any one living creature within range. The target is entitled to a Fortitude saving throw to survive the attack. If the Save is successful, the creature instead takes 3d6 points of damage +1 Point per Caster Level (maximum +25). The subject may die from damage even if it succeeds on its saving throw.

**FIRE SEEDS**

**CONJURATION (CREATION) [FIRE]**

- CASTING DC:** 43
- # OF SLOTS:** 2
- RANGE:** Touch
- TARGETS:** Up to four touched acorns or up to eight touched holly berries
- DURATION:** 10 min./Caster Level or until used
- SAVING THROW:** None or Reflex half (DC 16); 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 turn holly berries into bombs 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 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.

**FIRE SHIELD**

EVOCATION [FIRE OR COLD]

**CASTING DC:** 34  
**# OF SLOTS:** 2  
**RANGE:** Personal  
**TARGET:** You  
**DURATION:** 1 round/Caster Level (D)

This spell wreathes you in flame and causes damage to each creature that attacks you in melee. The flames also protect you from either cold-based or fire-based attacks (your choice). When casting this spell, you appear to immolate yourself, but the flames are thin and wispy, giving off light equal to only half the illumination of a normal torch (10 feet). The colour of the flames is determined randomly — blue or green if the chill *shield* is cast, violet or blue if the warm *shield* is employed. Each shield allows you to take only half damage from the specified damage type. If the attack allows a Reflex Save for half damage, you take no damage on a successful Save.

For a warm shield, the flames are warm to the touch and protect against cold-based attacks. For a chill shield, the flames are cool to the touch and protect against fire-based attacks.

Any creature striking you with its body or a handheld weapon deals normal damage, but also takes 1d6 points of damage +1 Point per Caster Level (maximum +15). This damage is either cold damage (if the *shield* protects against fire-based attacks) or fire damage (if the *shield* protects against cold-based attacks). If the attacker has spell resistance, it applies to this effect.

**FIRE STORM**

EVOCATION [FIRE]

**CASTING DC:** 49  
**# OF SLOTS:** 3  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**AREA:** Two 10-ft. cubes per Caster Level (S)  
**DURATION:** Instantaneous  
**SAVING THROW:** Reflex half (DC 18)  
**SPELL RESISTANCE:** Yes

When a *fire storm* spell is cast, the whole area is shot through with sheets of roaring flame, dealing 1d6 points of fire damage per Caster Level (maximum 20d6) to any creature in the area. The raging flames do not harm natural vegetation, ground cover, and any plant creatures in the area that you wish to exclude from damage.

**FIRE TRAP**

ABJURATION [FIRE]

**CASTING DC:** 45  
**# OF SLOTS:** 2  
**RANGE:** Touch  
**TARGET:** Object touched  
**DURATION:** Permanent until discharged (D)  
**SAVING THROW:** Reflex half (DC 17); see text  
**SPELL RESISTANCE:** Yes

*Fire trap* creates a fiery explosion when an intruder opens the item that the trap protects. A *fire trap* can ward any object that can be opened and closed. You can use the fire trapped object without discharging it, as can any individual to whom the object was specifically attuned when cast. Attuning a fire trapped object to an individual usually involves setting a password that you can share with friends.

When casting fire trap, you select a point on the object as the spell's centre. When someone other than you opens the object, a fiery explosion fills the area within a 5-foot radius around the spell's centre. The flames deal 1d4 points of fire damage +1 Point per Caster Level (maximum +20). The item protected by the trap is not harmed by this explosion.

**FIREBALL**

EVOCATION [FIRE]

**CASTING DC:** 31  
**# OF SLOTS:** 1  
**RANGE:** Long (400 ft. + 40 ft./Caster Level)  
**AREA:** 20-ft.-radius spread  
**DURATION:** Instantaneous  
**SAVING THROW:** Reflex half (DC 13)  
**SPELL RESISTANCE:** Yes

A fireball spell is an explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per Caster Level (maximum 10d6) to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure.

You point your finger and determine where you want it to detonate. The range (distance and height) at which the *fireball* is to burst. A glowing, pea-sized bead streaks to that location and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the *fireball* at that point. An early impact results in an early detonation.

**FLAME ARROW**

TRANSMUTATION [FIRE]

**CASTING DC:** 31  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET:** Fifty projectiles, all of which must be in contact with each other at the time of casting  
**DURATION:** 10 min./Caster Level  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

You turn ammunition (such as arrows, bolts, shuriken, and stones) into fiery projectiles. Each piece of ammunition deals an

extra 1d6 points of fire damage to any target it hits. A flaming projectile can easily ignite a flammable object or structure, but it won't ignite a creature it strikes.

**FLAME BLADE**

**EVOCATION [FIRE]**  
**CASTING DC:** 27  
**# OF SLOTS:** 1  
**RANGE:** 0 ft.  
**EFFECT:** Sword-like beam  
**DURATION:** 1 min./Caster Level (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** Yes

A 3-foot-long, blazing beam of red-hot fire springs forth from your hand. You wield this bladelike beam as if it were a scimitar. Attacks with the *flame blade* are melee touch attacks. The blade deals 1d8 points of fire damage +1 Point per two Caster Levels (maximum +10). A *flame blade* can ignite combustible materials such as parchment, straw, dry sticks, and cloth.

**FLAME STRIKE**

**EVOCATION [FIRE]**  
**CASTING DC:** 40  
**# OF SLOTS:** 2  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**AREA:** Cylinder (10-ft. radius, 40 ft. high)  
**DURATION:** Instantaneous  
**SAVING THROW:** Reflex half (DC 16)  
**SPELL RESISTANCE:** Yes

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

**FLAMING SPHERE**

**EVOCATION [FIRE]**  
**CASTING DC:** 26  
**# OF SLOTS:** 1  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**EFFECT:** 5-ft.-diameter sphere  
**DURATION:** 1 round/Caster Level  
**SAVING THROW:** Reflex negates (DC 12)  
**SPELL RESISTANCE:** Yes

A burning globe of fire rolls in whichever direction you point and burns those it strikes. It moves 30 feet per round. It can ascend or jump up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 2d6 points of fire damage to that creature, though a successful Reflex Save negates that damage. A *flaming sphere* rolls over barriers less than 4 feet tall. It ignites flammable substances it touches and illuminates the same area as a torch would.

The sphere can be extinguished by any means that would put out a normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push aside unwilling creatures or batter down large obstacles. A *flaming sphere* winks out if it exceeds the spell's range.

**FLARE**

**EVOCATION [LIGHT]**  
**CASTING DC:** 15  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)

**EFFECT:** Burst of light  
**DURATION:** Instantaneous  
**SAVING THROW:** Fortitude negates (DC 10)  
**SPELL RESISTANCE:** Yes

This cantrip creates a burst of light. If you cause the light to burst directly in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Fortitude Save. Sightless creatures, as well as creatures already dazzled, are not affected by *flare*.

**FLESH TO STONE**

**TRANSMUTATION**  
**CASTING DC:** 43  
**# OF SLOTS:** 2  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**TARGET:** One creature  
**DURATION:** Instantaneous  
**SAVING THROW:** Fortitude negates (DC 16)  
**SPELL RESISTANCE:** Yes

The subject, along with all its carried gear, turns into a mindless, inert statue. If the statue resulting from this spell is broken or damaged, the subject (if ever returned to its original state) has similar damage or deformities. Only creatures made of flesh are affected by this spell.

**FLY**

**TRANSMUTATION**  
**CASTING DC:** 31  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Creature touched  
**DURATION:** 1 min./Caster Level  
**SAVING THROW:** Will negates (DC 13)  
**SPELL RESISTANCE:** Yes (harmless)

The subject can fly at a speed of 60 feet per round with good manoeuvrability, ascending at half speed and descending at double speed. Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round until it reaches the ground. Since dispelling a spell effectively ends it, the subject also descends in this way if the *fly* spell is dispelled.

**FLOATING DISK**

**EVOCATION [FORCE]**  
**CASTING DC:** 21  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**EFFECT:** 3-ft.-diameter disk of force  
**DURATION:** 1 hour/Caster Level  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

You create a slightly concave, circular plane of force that follows you about and carries loads for you. The disk is 3 feet in diameter and 1 inch deep at its centre. It can hold 100 pounds of weight per Caster Level or two gallons of liquid. The disk floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within spell range and will accompany you at a rate of no more than your normal speed each round. If not otherwise directed, it maintains a constant interval of 5 feet between itself and you. The disk winks out of existence when the spell duration expires, if you move beyond range, or if you try to take the disk more than 3 feet away from the surface beneath it. When the disk winks out, whatever it was supporting falls to the surface.

**FOG CLOUD**

**CONJURATION (CREATION)**

**CASTING DC:** 25  
**# OF SLOTS:** 1  
**RANGE:** Medium (100 ft. + 10 ft. Caster Level)  
**EFFECT:** Fog spreads in 20-ft. radius, 20 ft. high  
**DURATION:** 10 min./Caster 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.

**FORBIDDANCE**

**ABJURATION**

**CASTING DC:** 54  
**# OF SLOTS:** 2  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**AREA:** 60-ft. cube/Caster Level (S)  
**DURATION:** Permanent  
**SAVING THROW:** See text (DC 18)  
**SPELL RESISTANCE:** Yes

*Forbiddance* seals an area against all planar travel into or within it. This includes all teleportation spells, *plane shifting*, astral travel, ethereal travel, and all summoning spells. Such effects simply fail automatically. In addition, it damages entering creatures whose alignments are different from yours. The effect on those attempting to enter the warded area is based on their alignment relative to yours. A creature inside the area when the spell is cast takes no damage unless it exits the area and attempts to re-enter, at which time it is affected as normal.

*Alignments identical:* No effect.

*Alignments different with respect to either law/chaos or good/evil:* The creature takes 6d6 points of damage. A successful Will Save halves the damage, and spell resistance applies.

*Alignments different with respect to both law/chaos and good/evil:* The creature takes 12d6 points of damage. A successful Will Save halves the damage, and spell resistance applies.

At your option, the abjuration can include a password, in which case creatures of alignments different from yours can avoid the damage by speaking the password as they enter the area. You must select this option (and the password) at the time of casting.

**FORCECAGE**

**EVOCATION [FORCE]**

**CASTING DC:** 48  
**# OF SLOTS:** 3  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**AREA:** Barred cage (20-ft. cube) or windowless cell (10-ft. cube)  
**DURATION:** 2 hours/Caster Level (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

This powerful spell brings into being an immobile, invisible cubical prison composed of either bars of force or solid walls of force (your choice). Creatures within the area are caught and

contained unless they are too big to fit inside, in which case the spell automatically fails. Teleportation and other forms of astral travel provide a means of escape, but the force walls or bars extend into the Ethereal Plane, blocking ethereal travel.

**FORCEFUL HAND**

**EVOCATION [FORCE]**

**CASTING DC:** 44  
**# OF SLOTS:** 2

This spell functions like *interposing hand*, except that the *forceful hand* pursues and pushes away the opponent that you designate. Treat this attack as a bull rush with a +14 bonus on the Strength check (+8 for Strength 27, +4 for being Large, and a +2 bonus for charging, which it always gets). The hand always moves with the opponent to push that target back the full distance allowed, and it has no speed limit.

**FORESIGHT**

**DIVINATION**

**CASTING DC:** 52  
**# OF SLOTS:** 4  
**RANGE:** Personal or touch  
**TARGET:** See text  
**DURATION:** 10 min./Caster Level  
**SAVING THROW:** None or Will negates (DC 20)  
**SPELL RESISTANCE:** No or Yes (harmless)

This spell grants you a powerful sixth sense in relation to yourself or another. Once *foresight* is cast, you receive instantaneous warnings of impending danger or harm to the subject of the spell. You are never surprised or flat-footed. In addition, the spell gives you a general idea of what action you might take to best protect yourself and gives you a +2 insight bonus to AC and Reflex Saves. This insight bonus is lost whenever you would lose a Dexterity bonus to AC.

When another creature is the subject of the spell, you receive warnings about that creature. You must communicate what you learn to the other creature for the warning to be useful, and the creature can be caught unprepared in the absence of such a warning. Shouting a warning, yanking a person back, and even telepathically communicating (via an appropriate spell) can all be accomplished before some danger befalls the subject, provided you act on the warning without delay. The subject does not gain the insight bonus to AC and Reflex Saves.

**FOX'S CUNNING**

**TRANSMUTATION**

**CASTING DC:** 26  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Creature touched  
**DURATION:** 1 min./Caster Level  
**SAVING THROW:** Will negates (DC 12)  
**SPELL RESISTANCE:** Yes

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

**FOX'S CUNNING, MASS**

**TRANSMUTATION**

**CASTING DC:** 43  
**# OF SLOTS:** 2  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET:** One creature/Caster Level, no two of which can be more than 30 ft. apart  
**SAVING THROW:** Will negates (DC 16)

This spell functions like *fox's cunning*, except that it affects multiple creatures.

**FREEDOM**

**ABJURATION**

**CASTING DC:** 51  
**# OF SLOTS:** 4  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels) or see text  
**TARGET:** One creature  
**DURATION:** Instantaneous  
**SAVING THROW:** Will negates (DC 20)  
**SPELL RESISTANCE:** Yes

The subject is freed from spells and effects that restrict its movement.

**FREEDOM OF MOVEMENT**

**ABJURATION**

**CASTING DC:** 34  
**# OF SLOTS:** 2  
**RANGE:** Personal or touch  
**TARGET:** You or creature touched  
**DURATION:** 10 min./Caster Level  
**SAVING THROW:** Will negates (DC 14)  
**SPELL RESISTANCE:** Yes (harmless)

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement. The subject automatically succeeds on any grapple check made to resist a grapple attempt, as well as on grapple checks or Escape Artist checks made to escape a grapple or a pin.

**FREEZING SPHERE**

**EVOCATION [COLD]**

**CASTING DC:** 44  
**# OF SLOTS:** 2  
**RANGE:** Long (400 ft. + 40 ft./Caster Level)  
**TARGET, EFFECT, OR AREA:** See text  
**DURATION:** Instantaneous or 1 round/Caster Level; see text  
**SAVING THROW:** Reflex half (DC 16); see text  
**SPELL RESISTANCE:** Yes

*Freezing sphere* creates a frigid globe of cold energy that streaks from your fingertips to the location you select, where it explodes in a 10-foot-radius burst, dealing 1d6 points of cold damage per Caster Level (maximum 15d6) to each creature in the area. An elemental (water) creature instead takes 1d8 points of cold damage per Caster Level (maximum 15d8).

If the *freezing sphere* strikes a body of water or a liquid that is principally water (not including water-based creatures), it freezes the liquid to a depth of 6 inches over an area equal to 100 square feet (a 10 foot square) per Caster Level (maximum 1,500 square feet). This ice lasts for 1 round per Caster Level. Creatures that were swimming on the surface of frozen water become trapped in the ice. Attempting to break free is a full-round action. A trapped creature must make a DC 25 Strength check or a DC 25 Escape Artist check to do so.

**GASEOUS FORM**

**TRANSMUTATION**

**CASTING DC:** 31  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Willing corporeal creature touched  
**DURATION:** 2 min./Caster Level (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

The subject and all its gear become insubstantial, misty, and translucent. Its material armour (including natural armour) becomes worthless, though its size, Dexterity, deflection bonuses, and armour bonuses from force effects still apply. The subject gains damage reduction 10/magic and becomes immune to poison and critical hits. It can't attack or cast spells with forms or foci while in gaseous form. The subject also loses supernatural abilities while in gaseous form. If it has a touch spell ready to use, that spell is discharged harmlessly when the *gaseous form* spell takes effect.

**GATE**

**CONJURATION (CREATION OR CALLING)**

**CASTING DC:** 61  
**# OF SLOTS:** 4  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**EFFECT:** See text  
**DURATION:** Instantaneous or concentration (up to 1 round/Caster 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*. See PHB for more details on these two functions.

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.

**GEAS/QUEST**

**ENCHANTMENT (COMPULSION) [LANGUAGE-DEPENDENT, MIND-AFFECTING]**

**CASTING DC:** 52  
**# OF SLOTS:** 2  
**TARGET:** One living creature  
**SAVING THROW:** See text (DC 18)

This spell functions similarly to *lesser geas*, except that it affects a creature of any HD and allows no saving throw.

Instead of taking penalties to ability scores (as with *lesser geas*), the subject takes 3d6 points of damage each day it does not attempt to follow the *geas/quest*. Additionally, it must make a Fortitude saving throw each day or become sickened. These effects end 24 hours after the creature attempts to resume the *geas/quest*.

**GEAS, LESSER**

ENCHANTMENT (COMPULSION) [LANGUAGE-DEPENDENT, MIND-AFFECTING]

- CASTING DC: 35
- # OF SLOTS: 2
- RANGE: Close (25 ft. + 5 ft./2 Caster Levels)
- TARGET: One living creature with 7 HD or less
- DURATION: One day/Caster Level or until discharged (D)
- SAVING THROW: Will negates (DC 15)
- SPELL RESISTANCE: Yes

A *lesser geas* places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by you. The creature must have 7 or fewer Hit Dice and be able to understand you. While a *geas* cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity. The *geased* creature must follow the given instructions until the *geas* is completed or the spell broken, no matter how long it takes.

If the instructions involve some open-ended task that the recipient cannot complete through his own actions, the spell remains in effect for a maximum of one day per Caster Level. A clever recipient can subvert some instructions. If the subject is prevented from obeying the *lesser geas* for 24 hours, it takes a -2 penalty to each of its ability scores. Each day, another -2 penalty accumulates, up to a total of -8. No ability score can be reduced to less than 1 by this effect. The ability score penalties are removed 24 hours after the subject resumes obeying the *lesser geas*.

**GENTLE REPOSE**

NECROMANCY

- CASTING DC: 31
- # OF SLOTS: 1
- RANGE: Touch
- TARGET: Corpse touched
- DURATION: One day/Caster Level
- SAVING THROW: Will negates (DC 13)
- SPELL RESISTANCE: Yes (object)

You preserve the remains of a dead creature so that they do not decay. Doing so effectively extends the time limit on raising that creature from the dead. Days spent under the influence of this spell don't count against the time limit. Additionally, this spell makes transporting a fallen comrade more pleasant. The spell also works on severed body parts and the like.

**GHOST SOUND**

ILLUSION (FIGMENT)

- CASTING DC: 16
- # OF SLOTS: 1
- RANGE: Close (25 ft. + 5 ft./2 Caster Levels)
- EFFECT: Illusory sounds
- DURATION: 1 round/Caster Level (D)
- SAVING THROW: Will disbelief (if interacted with, DC 10)
- SPELL RESISTANCE: No

*Ghost sound* allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound *ghost sound* creates when casting it and cannot thereafter change the sound's basic character.

The volume of sound created depends on your Caster Level. You can produce as much noise as four normal humans per Caster Level (maximum twenty humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a *ghost sound* spell produces can be virtually any type of sound within the volume limit.

**GHOUL TOUCH**

NECROMANCY

- CASTING DC: 26
- # OF SLOTS: 1
- RANGE: Touch
- TARGET: Living humanoid touched
- DURATION: 1d6+2 rounds
- SAVING THROW: Fortitude negates (DC 12)
- SPELL RESISTANCE: Yes

Imbuing you with negative energy, this spell allows you to paralyze a single living humanoid for the duration of the spell with a successful melee touch attack. Additionally, the paralyzed subject exudes a carrion stench that causes all living creatures (except you) in a 10-foot-radius spread to become sickened (Fortitude negates). A *neutralise poison* spell removes the effect from a sickened creature; creatures immune to poison are unaffected by the stench.

**GIANT VERMIN**

TRANSMUTATION

- CASTING DC: 36
- # OF SLOTS: 2
- RANGE: Close (25 ft. + 5 ft./2 Caster Levels)
- TARGETS: Up to three vermin, no two of which can be more than 30 ft. apart
- DURATION: 1 min./Caster Level
- SAVING THROW: None
- SPELL RESISTANCE: Yes

You turn three normal-sized centipedes, two normal-sized spiders, or a single normal-sized scorpion into larger forms. Only one type of vermin can be transmuted (so a single casting cannot affect both a centipede and a spider), and all must be grown to the same size. The size to which the vermin can be grown depends on your Caster Level; see the table below.

Any giant vermin created by this spell do not attempt to harm you, but your control of such creatures is limited to simple commands ("Attack," "Defend," "Stop," and so forth). Unless commanded to do otherwise, the giant vermin attack whoever or whatever is near them.

CASTER LEVEL	VERMIN SIZE
9th or lower	Medium
10th–13th	Large
14th–17th	Huge
18th–19th	Gargantuan
20th or higher	Colossal

**GLIBNESS**

TRANSMUTATION

- CASTING DC: 30
- # OF SLOTS: 1
- RANGE: Personal
- TARGET: You
- DURATION: 10 min./Caster Level (D)

Your speech becomes fluent and more believable. You gain a +30 bonus on Bluff checks made to convince another of the truth of your words. This bonus doesn't apply to nonverbal or indirect uses of the Bluff skill. If a magical effect is used against you that would detect your lies or force you to speak the truth, the user of the effect must succeed on a Caster Level check (1d20 + Caster Level) against a DC of 15 + your Caster Level to succeed. Failure means the effect does not detect your lies or force you to speak only the truth.



**GLITTERDUST**

**CONJURATION (CREATION)**

**CASTING DC:** 26  
**# OF SLOTS:** 1  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**AREA:** Creatures and objects within 10-ft.-radius spread  
**DURATION:** 1 round/Caster Level  
**SAVING THROW:** Will negates (blinding only, DC 12)  
**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.

**GLOBE OF INVULNERABILITY**

**ABJURATION**

**CASTING DC:** 43  
**# OF SLOTS:** 2

This spell functions like *lesser globe of invulnerability*, except that it excludes spells and spell-like effects of casting DC less than 38.

**GLOBE OF INVULNERABILITY, LESSER**

**ABJURATION**

**CASTING DC:** 35  
**# OF SLOTS:** 2  
**RANGE:** 10 ft.  
**AREA:** 10-ft.-radius spherical emanation, centred on you  
**DURATION:** 1 round/Caster Level (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

An immobile, faintly shimmering magical sphere surrounds you and excludes all spell effects of casting DC less than 34. The area or effect of any such spells does not include the area of the *lesser globe of invulnerability*. Such spells fail to affect any target located within the globe. Excluded effects include spell-like abilities and spells or spell-like effects from items.

Any type of spell can be cast through or out of the magical globe. Spells of casting DC 34 or higher are not affected by the globe, nor are spells already in effect when the globe is cast. You can leave and return to the globe without penalty. Note that spell effects are not disrupted unless their effects enter the globe, and even then they are merely suppressed, not dispelled.

**GLYPH OF WARDING**

**ABJURATION**

**CASTING DC:** 42  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET OR AREA:** Object touched or up to 5 sq. ft./Caster Level  
**DURATION:** Permanent until discharged (D)  
**SAVING THROW:** See text (DC 15)  
**SPELL RESISTANCE:** No (object) and Yes; see text

This powerful inscription harms those who enter, pass, or open the warded area or object. A *glyph of warding* can guard a bridge or passage, ward a portal, trap a chest or box, and so on. Typically, any creature entering the warded area or opening the warded object without speaking a password (set when casting the spell) is subject to the magic it stores. Alternatively or in addition to a password

trigger, *glyphs* can be set according to physical characteristics (such as height or weight) or creature type, subtype, religion, alignment, or kind. *Glyphs* respond to invisible creatures normally but are not triggered by those who travel past them ethereally. Multiple *glyphs* cannot be cast on the same area, but three small areas (such as three cabinet drawers) can be warded separately.

Depending on the version selected, a *glyph* either blasts the intruder or activates a spell. A *blast glyph* deals 1d8 points of damage per two Caster Levels (maximum 5d8) to the intruder and to all within 5 feet of him or her. This damage is acid, cold, fire, electricity, or sonic (caster's choice, made at time of casting). Each creature affected can attempt a Reflex Save to take half damage. Spell resistance applies against this effect.

Alternatively, you can store any harmful spell of casting DC less than 34 that you know. All level-dependent features of the spell are based on your Caster Level at the time of casting the *glyph*. If the spell has a target, it targets the intruder. If the spell has an area or an amorphous effect, the area or effect is centred on the intruder. If the spell summons creatures, they appear as close as possible to the intruder and attack. Saving throws and spell resistance operate as normal, except that the DC is based on the spell stored in the *glyph*.

**GLYPH OF WARDING, GREATER**

**ABJURATION**

**CASTING DC:** 56  
**# OF SLOTS:** 2

This spell functions like *glyph of warding*, except that a *greater blast glyph* deals up to 10d8 points of damage, and a *greater spell glyph* can store a spell of casting DC less than 45.

**GOODBERRY**

**TRANSMUTATION**

**CASTING DC:** 22  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGETS:** 2d4 fresh berries touched  
**DURATION:** One day/Caster Level  
**SAVING THROW:** None  
**SPELL RESISTANCE:** Yes

Casting *goodberry* upon a handful of freshly picked berries makes 2d4 of them magical. You (as well as any other character who knows this spell) can immediately discern which berries are affected. Each transmuted berry provides nourishment as if it were a normal meal for a Medium creature. The berry also cures 1 Point of damage when eaten, subject to a maximum of 8 points of such curing in any 24-hour period.

**GOOD HOPE**

**ENCHANTMENT (COMPULSION) [MIND-AFFECTING]**

**CASTING DC:** 30  
**# OF SLOTS:** 1  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**TARGETS:** One living creature/Caster Level, no two of which may be more than 30 ft. apart  
**DURATION:** 1 min./Caster Level  
**SAVING THROW:** Will negates (DC 13))  
**SPELL RESISTANCE:** Yes (harmless)

This spell instils powerful hope in the subjects. Each affected creature gains a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

**GRASPING HAND**

EVOCATION [FORCE]

CASTING DC: 47  
# OF SLOTS: 3

This spell functions like *interposing hand*, except the hand can also grapple one opponent that you select. The *grasping hand* gets one grapple attack per round.

Its attack bonus to make contact equals your Caster Level + your spellcasting Ability modifier, +10 for the hand's Strength score (31), -1 for being Large. Its grapple bonus is this same figure, except with a +4 modifier for being Large instead of -1. The hand holds but does not harm creatures it grapples.

The *grasping hand* can also bull rush an opponent as *forceful hand* does, but at a +16 bonus on the Strength check (+10 for Strength 35, +4 for being Large, and a +2 bonus for charging, which it always gets), or interpose itself as *interposing hand* does.

**GREASE**

CONJURATION (CREATION)

CASTING DC: 22  
# OF SLOTS: 1  
RANGE: Close (25 ft. + 5 ft./2 Caster Levels)  
TARGET OR AREA: One object or a 10-ft. square  
DURATION: 1 round/Caster Level (D)  
SAVING THROW: See text (DC 11)  
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* armour 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.

**GUARDS AND WARDS**

ABJURATION

CASTING DC: 55  
# OF SLOTS: 2  
RANGE: Anywhere within the area to be warded  
AREA: Up to 200 sq. ft./Caster Level (S)  
DURATION: 2 hours/Caster Level (D)  
SAVING THROW: See text (DC 18)  
SPELL RESISTANCE: See text

This powerful spell is primarily used to defend your stronghold. The ward protects 200 square feet per Caster Level. The warded area can be as much as 20 feet high, and shaped as you desire. You can ward several stories of a stronghold by dividing the area among them; you must be somewhere within the area to be warded to cast the spell. See the PHB for more information on the magical effects that can be created with this spell.

**GUIDANCE**

DIVINATION

CASTING DC: 15  
# OF SLOTS: 1  
RANGE: Touch  
TARGET: Creature touched  
DURATION: 1 minute or until discharged  
SAVING THROW: Will negates (DC 10)  
SPELL RESISTANCE: Yes

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

**GUST OF WIND**

EVOCATION [AIR]

CASTING DC: 25  
# OF SLOTS: 1  
RANGE: 60 ft.  
EFFECT: Line-shaped gust of severe wind emanating out from you to the extreme of the range  
DURATION: 1 round  
SAVING THROW: Fortitude negates (DC 12)  
SPELL RESISTANCE: Yes

This spell creates a severe blast of air (approximately 50 mph) that originates from you, affecting all creatures in its path. A Tiny or smaller creature on the ground is knocked down and rolled 1d4x10 feet, taking 1d4 points of nonlethal damage per 10 feet. If flying, a Tiny or smaller creature is blown back 2d6x10 feet and takes 2d6 points of nonlethal damage due to battering and buffeting. Small creatures are knocked prone by the force of the wind, or if flying are blown back 1d6x10 feet. Medium creatures are unable to move forward against the force of the wind, or if flying are blown back 1d6x5 feet. Large or larger creatures may move normally within a *gust of wind* effect.

Any creature, regardless of size, takes a -4 penalty on ranged attacks and Listen checks in the area of a *gust of wind*.



**HALLOW**

EVOCATION [GOOD]

CASTING DC: 62  
# OF SLOTS: 2  
RANGE: Touch  
AREA: 40-ft. radius emanating from the touched point  
DURATION: Instantaneous  
SAVING THROW: None  
SPELL RESISTANCE: See text

*Hallow* makes a particular site, building, or structure a holy site. An area can receive only one *hallow* spell (and its associated spell effect) at a time.

This has four major effects.

First, the site or structure is guarded by a *magic circle against evil* effect.

Second, all Charisma checks made to turn undead gain a +4 sacred bonus, and Charisma checks to command undead take a -4 penalty. Spell resistance does not apply to this effect. This provision applies only if the spellcaster has the ability to turn undead.

Third, any dead body interred in a *hallowed* site cannot be turned into an undead creature.

Finally, you may choose to fix a single spell effect to the *ballowed* site. The spell effect lasts for one year and functions throughout the entire site, regardless of the normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures who share your faith or alignment, or creatures who adhere to another faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting *ballow* again. See the PHB for more information as to the specific spells that can be included.

**HALLUCINATORY TERRAIN**

**ILLUSION (GLAMOUR)**

**CASTING DC:** 45  
**# OF SLOTS:** 2  
**RANGE:** Long (400 ft. + 40 ft./Caster Level)  
**AREA:** One 30-ft. cube/Caster Level (S)  
**DURATION:** 2 hours/Caster Level (D)  
**SAVING THROW:** Will disbelief (if interacted with, DC 17)  
**SPELL RESISTANCE:** No

You make natural terrain look, sound, and smell like some other sort of natural terrain. Structures, equipment, and creatures within the area are not hidden or changed in appearance.

**HALT UNDEAD**

**NECROMANCY**

**CASTING DC:** 31  
**# OF SLOTS:** 1  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**TARGETS:** Up to three undead creatures, no two of which can be more than 30 ft. apart  
**DURATION:** 1 round/Caster Level  
**SAVING THROW:** Will negates (see text, DC 13)  
**SPELL RESISTANCE:** Yes

This spell renders as many as three undead creatures immobile. A nonintelligent undead creature gets no saving throw; an intelligent undead creature does. If the spell is successful, it renders the undead creature immobile for the duration of the spell (similar to the effect of *hold person* on a living creature). The effect is broken if the *halted* creatures are attacked or take damage.

**HARM**

**NECROMANCY**

**CASTING DC:** 42  
**# OF SLOTS:** 2  
**RANGE:** Touch  
**TARGET:** Creature touched  
**DURATION:** Instantaneous  
**SAVING THROW:** Will half (DC 16); see text  
**SPELL RESISTANCE:** Yes

*Harm* charges a subject with negative energy that deals 10 points of damage per Caster Level (to a maximum of 150 points at 15th level). If the creature successfully Saves, *harm* deals half this amount, but it cannot reduce the target's Hit Points to less than 1. If used on an undead creature, *harm* acts like *beal*.

**HASTE**

**TRANSMUTATION**

**CASTING DC:** 31  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGETS:** One creature/Caster Level, no two of which can be more than 30 ft. apart  
**DURATION:** 1 round/Caster Level

**SAVING THROW:** Fortitude negates (DC 13)

**SPELL RESISTANCE:** Yes (harmless)

The transmuted creatures move and act more quickly than normal. This extra speed has several effects. Multiple *haste* effects don't stack.

When making a full attack action, a *hasted* creature may make one extra attack with any weapon he is holding. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. This effect is not cumulative with similar effects, such as that provided by a weapon of speed, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.

A *hasted* creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex Saves. Any condition that makes you lose your Dexterity bonus to Armour Class (if any) also makes you lose dodge bonuses.

All of the *hasted* creature's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed.

**HEAL**

**CONJURATION (HEALING)**

**CASTING DC:** 42  
**# OF SLOTS:** 2  
**RANGE:** Touch  
**TARGET:** Creature touched  
**DURATION:** Instantaneous  
**SAVING THROW:** Will negates (DC 16)  
**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, dazed, dazed, 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. If used against an undead creature, *beal* instead acts like *harm*.

**HEAL, MASS**

**CONJURATION (HEALING)**

**CASTING DC:** 51  
**# OF SLOTS:** 4  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGETS:** One or more creatures, no two of which can be more than 30 ft. apart  
**SAVING THROW:** Will negates (DC 20)

This spell functions like *beal*, except as noted above. The maximum number of Hit Points restored to each creature is 250.

**HEAL MOUNT**

**CONJURATION (HEALING)**

**CASTING DC:** 30  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Your mount touched  
**DURATION:** Instantaneous  
**SAVING THROW:** Will negates (DC 13)  
**SPELL RESISTANCE:** Yes (harmless)

This spell functions like *beal*, but it affects only the paladin's special mount.

**HEAT METAL**

**TRANSMUTATION [FIRE]**

**CASTING DC:** 27  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET:** Metal equipment of one creature per two Caster Levels, no two of which can be more than 30 ft. apart; or 25 lb. of metal/Caster Level, all of which must be within a 30-ft. circle  
**DURATION:** 7 rounds  
**SAVING THROW:** Will negates (DC 12)  
**SPELL RESISTANCE:** Yes (object)

*Heat metal* makes metal extremely warm. Unattended, nonmagical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. An item in a creature's possession uses the creature's saving throw bonus unless its own is higher.

A creature takes fire damage if its equipment is heated. It takes full damage if its armour is affected or if it is holding, touching, wearing, or carrying metal weighing one-fifth of its weight. The creature takes minimum damage (1 Point or 2 Points; see the table) if it's not wearing metal armour and the metal that it's carrying weighs less than one-fifth of its weight. The damage varies by round according to the table below.

ROUND	METAL TEMPERATURE	DAMAGE
1	Warm	None
2	Hot	1d4 points
3-5	Searing	2d4 points
6	Hot	1d4 points
7	Warm	None

Any cold intense enough to damage the creature negates fire damage from the spell (and vice versa) on a point-for-point basis.

**HELPING HAND**

**EVOCATION**

**CASTING DC:** 32  
**# OF SLOTS:** 1  
**RANGE:** 5 miles  
**EFFECT:** Ghostly hand  
**DURATION:** 1 hour/Caster Level  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

You create the ghostly image of a hand, which you can send to find a creature within 5 miles of your location. The hand then beckons to that creature and leads it to you, if the creature is willing to follow.

When the spell is cast, the hand appears in front of you. You then specify a person (or any creature) by physical description, which can include race, gender, and appearance only. When the description is complete, the hand streaks off in search of a subject that fits the description. The amount of time it takes to find the subject depends on how far away she is.

DISTANCE	TIME TO LOCATE
100 ft. or less	1 round
1,000 ft.	1 minute
1 mile	10 minutes
2 miles	1 hour
3 miles	2 hours
4 miles	3 hours
5 miles	4 hours

If more than one subject in a 5-mile radius meets the description, the hand locates the closest creature. If that creature refuses to follow the hand, the hand does not seek out a second subject.

If, at the end of 4 hours of searching, the hand has found no subject that matches the description within 5 miles, it returns to you, displays an outstretched palm (indicating that no such creature was found), and disappears.

The ghostly hand has no physical form. It is invisible to anyone except you and a potential subject. It cannot engage in combat or execute any other task aside from locating a subject and leading it back to you. The hand can't pass through solid objects but can ooze through small cracks and slits.

**HEROES' FEAST**

**CONJURATION [CREATION]**

**CASTING DC:** 54  
**# OF SLOTS:** 2  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**EFFECT:** Feast for one creature/Caster 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.

**HEROISM**

**ENCHANTMENT (COMPULSION) [MIND-AFFECTING]**

**CASTING DC:** 30  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Creature touched  
**DURATION:** 10 min./Caster Level  
**SAVING THROW:** Will negates (DC 13)  
**SPELL RESISTANCE:** Yes (harmless)

This spell imbues a single creature with great bravery and morale in battle. The target gains a +2 morale bonus on attack rolls, Saves, and skill checks.

**HEROISM, GREATER**

**ENCHANTMENT (COMPULSION) [MIND-AFFECTING]**

**CASTING DC:** 42  
**# OF SLOTS:** 2  
**DURATION:** 1 min./Caster Level  
**SAVING THROW:** Will negates (DC 16)

This spell functions like *heroism*, except the creature gains a +4 morale bonus on attack rolls, Saves, and skill checks, immunity to fear effects, and temporary Hit Points equal to your Caster Level (maximum 20).





**HIDE FROM ANIMALS**

**ABJURATION**  
**CASTING DC:** 22  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGETS:** One creature touched/Caster Level  
**DURATION:** 10 min./Caster Level (D)  
**SAVING THROW:** Will negates (DC 11)  
**SPELL RESISTANCE:** Yes

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

**HIDE FROM UNDEAD**

**ABJURATION**  
**CASTING DC:** 22  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGETS:** One touched creature/Caster Level  
**DURATION:** 10 min./Caster Level (D)  
**SAVING THROW:** Will negates (DC 11); see text  
**SPELL RESISTANCE:** Yes

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

**HIDEOUS LAUGHTER**

**ENCHANTMENT (COMPULSION) [MIND-AFFECTING]**  
**CASTING DC:** 26  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET:** One creature; see text  
**DURATION:** 1 round/Caster Level  
**SAVING THROW:** Will negates (DC 12)  
**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 humour doesn't "translate" well.

**HOLD ANIMAL**

**ENCHANTMENT (COMPULSION) [MIND-AFFECTING]**  
**CASTING DC:** 26  
**# OF SLOTS:** 1  
**TARGET:** One animal  
**SAVING THROW:** Will negates (DC 12)

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

**HOLD MONSTER**

**ENCHANTMENT (COMPULSION) [MIND-AFFECTING]**  
**CASTING DC:** 39  
**# OF SLOTS:** 2  
**TARGET:** One living creature  
**SAVING THROW:** Will negates (DC 15)

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

**HOLD MONSTER, MASS**

**ENCHANTMENT (COMPULSION) [MIND-AFFECTING]**  
**CASTING DC:** 52  
**# OF SLOTS:** 4  
**TARGETS:** One or more creatures, no two of which can be more than 30 ft. apart  
**SAVING THROW:** Will negates (DC 20)

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

**HOLD PERSON**

**ENCHANTMENT (COMPULSION) [MIND-AFFECTING]**  
**CASTING DC:** 26  
**# OF SLOTS:** 1  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**TARGET:** One humanoid creature  
**DURATION:** 1 round/Caster Level (D); see text  
**SAVING THROW:** Will negates (DC12); 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.

**HOLD PERSON, MASS**

**ENCHANTMENT (COMPULSION) [MIND-AFFECTING]**  
**CASTING DC:** 46  
**# OF SLOTS:** 3  
**TARGETS:** One or more humanoid creatures, no two of which can be more than 30 ft. apart  
**SAVING THROW:** Will negates (DC 18)

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

**HOLD PORTAL**

**ABJURATION**  
**CASTING DC:** 20  
**# OF SLOTS:** 1  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**TARGET:** One portal, up to 20 sq. ft./Caster Level  
**DURATION:** 1 min./Caster Level (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

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

**HOLY AURA**

**ABJURATION [GOOD]**  
**CASTING DC:** 50  
**# OF SLOTS:** 3  
**RANGE:** 20 ft.  
**TARGETS:** One creature/Caster Level in a 20-ft.-radius burst centred on you

**DURATION:** 1 round/Caster Level (D)  
**SAVING THROW:** See text (DC 19)  
**SPELL RESISTANCE:** Yes (harmless)

A brilliant divine radiance surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by evil creatures, and causing evil creatures to become blinded when they strike the subjects. This abjuration has four effects. First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on Saves against all attacks. Second, each warded creature gains spell resistance 25 against evil spells and spells cast by evil creatures. Third, the abjuration blocks possession and mental influence, just as *protection from evil* does.

Finally, if an evil creature succeeds on a melee attack against a warded creature, the offending attacker is blinded (Fortitude Save negates as with *blindness/deafness*, but against *holy aura's* Save DC).

**HOLY SMITE**

**EVOCATION [GOOD]**  
**CASTING DC:** 34  
**# OF SLOTS:** 2  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**AREA:** 20-ft.-radius burst  
**DURATION:** Instantaneous (1 round); see text  
**SAVING THROW:** Will partial (DC 12); see text  
**SPELL RESISTANCE:** Yes

You draw down holy power to smite your enemies. Only evil and neutral creatures are harmed by the spell; good creatures are unaffected. The spell deals 1d8 points of damage per two Caster Levels (maximum 5d8) to each evil creature in the area (or 1d6 points of damage per Caster Level, maximum 10d6, to an evil outsider) and causes it to become blinded for 1 round. A successful Will saving throw reduces damage to half and negates the blinded effect.

The spell deals only half damage to creatures who are neither good nor evil, and they are not blinded. Such a creature can reduce that damage by half (down to one-quarter of the roll) with a successful Will Save.

**HOLY SWORD**

**EVOCATION [GOOD]**  
**CASTING DC:** 34  
**# OF SLOTS:** 2  
**RANGE:** Touch  
**TARGET:** Melee weapon touched  
**DURATION:** 1 round/Caster Level  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

This spell allows you to channel holy power into your sword or any other melee weapon you choose. The weapon acts as a +5 *holy weapon* (+5 enhancement bonus on attack and damage rolls, extra 2d6 damage against evil opponents). It also emits a *magic circle against evil* effect (as the spell). If the *magic circle* ends, the sword creates a new one on your turn as a free action. The spell is automatically cancelled 1 round after the weapon leaves your hand. You cannot have more than one *holy sword* at a time.

If this spell is cast on a magic weapon, the powers of the spell supersede any that the weapon normally has, rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the spell. This spell is not cumulative with *bless weapon* or any other spell that might modify the weapon in any way.

**HOLY WORD**

**EVOCATION [GOOD, SONIC]**  
**CASTING DC:** 45  
**# OF SLOTS:** 3  
**RANGE:** 40 ft.  
**AREA:** Nongood creatures in a 40-ft.-radius spread centred on you  
**DURATION:** Instantaneous  
**SAVING THROW:** None or Will negates (DC 18); see text  
**SPELL RESISTANCE:** Yes

Any nongood creature with hit dice less than or equal to your Caster Level within the area that hears the *holy word* suffers the following ill effects, depending on their hit die.

HD	EFFECT
Equal to Caster Level	Deafened
Up to Caster Level -1	Blinded, deafened
Up to Caster Level -5	Paralysed, blinded, deafened
Up to Caster Level -10	Killed, paralysed, blinded, deafened

The effects are cumulative and concurrent. No saving throw is allowed against these effects.

*Deafened:* The creature is deafened for 1d4 rounds.

*Blinded:* The creature is blinded for 2d4 rounds.

*Paralysed:* The creature is paralysed and helpless for 1d10 minutes.

*Killed:* Living creatures die. Undead creatures are destroyed.

Furthermore, if you are on your home plane when you cast this spell, nongood extraplanar creatures within the area are instantly banished back to their home planes. The banishment effect allows a Will Save (at a -4 penalty) to negate.

**HORRID WILTING**

**NECROMANCY**  
**CASTING DC:** 49  
**# OF SLOTS:** 3  
**RANGE:** Long (400 ft. + 40 ft./Caster Level)  
**TARGETS:** Living creatures, no two of which can be more than 60 ft. apart  
**DURATION:** Instantaneous  
**SAVING THROW:** Fortitude half (DC 18)  
**SPELL RESISTANCE:** Yes

This spell evaporates moisture from the body of each subject living creature, dealing 1d6 points of damage per Caster Level (maximum 20d6). Water elementals and plant creatures instead take 1d8 points of damage per Caster Level (maximum 20d8).

**HYPNOTIC PATTERN**

**ILLUSION (PATTERN) [MIND-AFFECTING]**  
**CASTING DC:** 26  
**# OF SLOTS:** 1  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**EFFECT:** Colourful lights in a 10-ft.-radius spread  
**DURATION:** Concentration + 2 rounds  
**SAVING THROW:** Will negates (DC 12)  
**SPELL RESISTANCE:** Yes

A twisting pattern of subtle, shifting colours weaves through the air, fascinating creatures within it. Roll 2d4 and add your Caster Level (maximum 10) to determine the total number of Hit Dice of creatures affected. 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. Sightless creatures are not affected.

SPELLS



**HYPNOTISM**

**ENCHANTMENT (COMPULSION) [MIND-AFFECTING]**

**CASTING DC:** 21  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**AREA:** Several living creatures, no two of which may be more than 30 ft. apart  
**DURATION:** 2d4 rounds (D)  
**SAVING THROW:** Will negates (DC 11)  
**SPELL RESISTANCE:** Yes

Your gestures and droning incantation fascinate nearby creatures, causing them to stop and stare blankly at you. In addition, you can use their rapt attention to make your suggestions and requests seem more plausible. Roll 2d4 to see how many total Hit Dice of creatures you affect. Creatures with fewer HD are affected before creatures with more HD. Only creatures that can see or hear you are affected, but they do not need to understand you to be fascinated.

If you use this spell in combat, each target gains a +2 bonus on its saving throw. If the spell affects only a single creature not in combat at the time, the saving throw has a penalty of -2.

While the subject is fascinated by this spell, it reacts as though it were two steps more friendly in attitude. This allows you to make a single request of the affected creature (provided you can communicate with it). The request must be brief and reasonable. Even after the spell ends, the creature retains its new attitude toward you, but only with respect to that particular request.

A creature that fails its saving throw does not remember that you enspelled it.



**ICE STORM**

**EVOCATION [COLD]**

**CASTING DC:** 35  
**# OF SLOTS:** 2  
**RANGE:** Long (400 ft. + 40 ft./Caster Level)  
**AREA:** Cylinder (20-ft. radius, 40 ft. high)  
**DURATION:** 1 full round  
**SAVING THROW:** None  
**SPELL RESISTANCE:** Yes

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

**IDENTIFY**

**DIVINATION**

**CASTING DC:** 37  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGETS:** One touched object  
**DURATION:** Instantaneous  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

The spell determines all magic properties of a single magic item, including how to activate those functions (if appropriate), and how many charges are left (if any). *Identify* does not function when used on an artefact.

**ILLUSORY SCRIPT**

**ILLUSION (PHANTASM) [MIND-AFFECTING]**

**CASTING DC:** 36  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** One touched object weighing no more than 10 lb.  
**DURATION:** One day/Caster Level (D)  
**SAVING THROW:** Will negates (DC 14); see text  
**SPELL RESISTANCE:** Yes

You write instructions or other information on parchment, paper, or any suitable writing material. The *illusory script* appears to be some form of foreign or magical writing. Only the person (or people) designated by you at the time of the casting are able to read the writing; it's unintelligible to any other character, although an illusionist recognises it as *illusory script*.

Any unauthorized creature attempting to read the script triggers a potent illusory effect and must make a saving throw. A successful saving throw means the creature can look away with only a mild sense of disorientation. Failure means the creature is subject to a suggestion implanted in the script by you at the time the illusory script spell was cast. The suggestion lasts only 30 minutes. If successfully dispelled, the *illusory script* and its secret message disappear.

**ILLUSORY WALL**

**ILLUSION (FIGMENT)**

**CASTING DC:** 34  
**# OF SLOTS:** 2  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**EFFECT:** Image 1 ft. by 10 ft. by 10 ft.  
**DURATION:** Permanent  
**SAVING THROW:** Will disbelief (if interacted with, DC 14)  
**SPELL RESISTANCE:** No

This spell creates the illusion of a wall, floor, ceiling, or similar surface. It appears absolutely real when viewed, but physical objects can pass through it without difficulty. When the spell is used to hide pits, traps, or normal doors, any detection abilities that do not require sight work normally. Touch or a probing search reveals the true nature of the surface, though such measures do not cause the illusion to disappear.

**IMPLOSION**

**EVOCATION**

**CASTING DC:** 51  
**# OF SLOTS:** 4  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGETS:** One corporeal creature/round  
**DURATION:** Concentration (up to 4 rounds)  
**SAVING THROW:** Fortitude negates (DC 20)  
**SPELL RESISTANCE:** Yes

You create a destructive resonance in a corporeal creature's body. For each round you concentrate, you cause one creature to collapse in on itself, killing it. You can target a particular creature only once with each casting of the spell.

**IMPRISONMENT**

**ABJURATION**

**CASTING DC:** 51  
**# OF SLOTS:** 4  
**RANGE:** Touch  
**TARGET:** Creature touched  
**DURATION:** Instantaneous  
**SAVING THROW:** Will negates (DC 20); see text  
**SPELL RESISTANCE:** Yes

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

**INCENDIARY CLOUD**

**CONJURATION (CREATION) [FIRE]**

**CASTING DC:** 48  
**# OF SLOTS:** 3  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**EFFECT:** Cloud spreads in 20-ft. radius, 20 ft. high  
**DURATION:** 1 round/Caster Level  
**SAVING THROW:** Reflex half (DC 18); see text  
**SPELL RESISTANCE:** No

An *incendiary cloud* spell creates a cloud of roiling smoke shot through with white-hot embers that obscures all sight. 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.

The smoke moves away from you at 10 feet per round. 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.

**INFLECT CRITICAL WOUNDS**

**NECROMANCY**  
**CASTING DC:** 34  
**# OF SLOTS:** 2  
**SAVING THROW:** Will half (DC 14)

This spell functions like *inflict light wounds*, except that you deal 4d8 points of damage +1 point per Caster Level (maximum +20).

**INFLECT CRITICAL WOUNDS, MASS**

**NECROMANCY**  
**CASTING DC:** 48  
**# OF SLOTS:** 3  
**SAVING THROW:** Will half (DC 18)

This spell functions like *mass inflict light wounds* except that it deals 4d8 points of damage +1 point per Caster Level (maximum +40).

**INFLECT LIGHT WOUNDS**

**NECROMANCY**  
**CASTING DC:** 20  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Creature touched  
**DURATION:** Instantaneous  
**SAVING THROW:** Will half (DC 11)  
**SPELL RESISTANCE:** Yes

When laying your hand upon a creature, you channel negative energy that deals 1d8 points of damage +1 point per Caster Level (maximum +5). This spell cures an undead creature of a like amount of damage, rather than harming it.

**INFLECT LIGHT WOUNDS, MASS**

**NECROMANCY**  
**CASTING DC:** 38  
**# OF SLOTS:** 2  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET:** One creature/Caster Level, no two of which can be more than 30 ft. apart  
**DURATION:** Instantaneous  
**SAVING THROW:** Will half (DC 15)  
**SPELL RESISTANCE:** Yes

Negative energy spreads out in all directions from the point of origin, dealing 1d8 points of damage +1 point per Caster Level (maximum +25) to nearby living enemies. *Mass inflict light wounds* cures undead in its area rather than damaging them.

**INFLECT MINOR WOUNDS**

**NECROMANCY**  
**CASTING DC:** 15  
**# OF SLOTS:** 1  
**SAVING THROW:** Will negates (DC 10)

This spell functions like *inflict light wounds*, except that you deal only 1 point of damage.

**INFLECT MODERATE WOUNDS**

**NECROMANCY**  
**CASTING DC:** 25  
**# OF SLOTS:** 1  
**SAVING THROW:** Will half (DC 12)

This spell functions like *inflict light wounds*, except that you deal 2d8 points of damage +1 point per Caster Level (maximum +10).

**INFLECT MODERATE WOUNDS, MASS**

**NECROMANCY**  
**CASTING DC:** 42  
**# OF SLOTS:** 2  
**SAVING THROW:** Will half (DC 16)

This spell functions like *mass inflict light wounds*, except that it deals 2d8 points of damage +1 point per Caster Level (maximum +30).

**INFLECT SERIOUS WOUNDS**

**NECROMANCY**  
**CASTING DC:** 30  
**# OF SLOTS:** 1  
**SAVING THROW:** Will half (DC 13)

This spell functions like *inflict light wounds*, except that you deal 3d8 points of damage +1 point per Caster Level (maximum +15).

**INFLECT SERIOUS WOUNDS, MASS**

**NECROMANCY**  
**CASTING DC:** 45  
**# OF SLOTS:** 3  
**SAVING THROW:** Will half (DC 18)

This spell functions like *mass inflict light wounds*, except that it deals 3d8 points of damage +1 point per Caster Level (maximum +35).

**INSANITY**

**ENCHANTMENT (COMPULSION) [MIND-AFFECTING]**  
**CASTING DC:** 45  
**# OF SLOTS:** 3

**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**TARGET:** One living creature  
**DURATION:** Instantaneous  
**SAVING THROW:** Will negates (DC 18)  
**SPELL RESISTANCE:** Yes  
 The affected creature suffers from a continuous *confusion* effect, as per the spell.

**INSECT PLAGUE**

**CONJURATION (SUMMONING)**  
**CASTING DC:** 41  
**# OF SLOTS:** 2  
**RANGE:** Long (400 ft. + 40 ft./Caster Level)  
**EFFECT:** One swarm of locusts per three Caster Levels, each of which must be adjacent to at least one other swarm  
**DURATION:** 1 min./Caster Level  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

You summon a number of swarms of locusts (one per three Caster 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). Each swarm attacks any creatures occupying its area. The swarms are stationary after being summoned, and won't pursue creatures that flee.

**INSTANT SUMMONS**

**CONJURATION (SUMMONING)**  
**CASTING DC:** 47  
**# OF SLOTS:** 3  
**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. At any time 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.

**INTERPOSING HAND**

**EVOCATION [FORCE]**  
**CASTING DC:** 40  
**# OF SLOTS:** 2  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**EFFECT:** 10-ft. hand  
**DURATION:** 1 round/Caster Level (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** Yes

*Interposing hand* creates a Large magic hand that appears between you and one opponent. This floating, disembodied hand then moves to remain between the two of you, regardless of where you move or how the opponent tries to get around it,

providing cover (+4 AC) for you against that opponent. Nothing can fool the hand — it sticks with the selected opponent in spite of darkness, invisibility, polymorphing, or any other attempt at hiding or disguise. The hand does not pursue an opponent.

An *interposing hand* is 10 feet long and about that wide with its fingers outstretched. It has as many Hit Points as you do when you're undamaged, and its AC is 20 (-1 size, +11 natural). It takes damage as a normal creature, but most non-damaging magical effects do not affect it. The hand makes saving throws as its caster.

**INVISIBILITY**

**ILLUSION (GLAMOUR)**  
**CASTING DC:** 26  
**# OF SLOTS:** 1  
**RANGE:** Personal or touch  
**TARGET:** You or a creature or object weighing no more than 100 lb./Caster Level  
**DURATION:** 1 min./Caster Level (D)  
**SAVING THROW:** Will negates (DC 12)  
**SPELL RESISTANCE:** Yes (harmless) or Yes (harmless, object)

The creature or object touched becomes invisible, vanishing from sight, even from darkvision. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so. The spell ends if the subject attacks any creature. Actions directed at unattended objects do not break the spell.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

**INVISIBILITY, GREATER**

**ILLUSION (GLAMOUR)**  
**CASTING DC:** 35  
**# OF SLOTS:** 2  
**DURATION:** 1 round/Caster Level (D)  
**SAVING THROW:** Will negates (DC 15)

This spell functions like *invisibility*, except that it doesn't end if the subject attacks.

**INVISIBILITY, MASS**

**ILLUSION (GLAMOUR)**  
**CASTING DC:** 46  
**# OF SLOTS:** 3  
**RANGE:** Long (400 ft. + 40 ft./Caster Level)  
**TARGETS:** Any number of creatures, no two of which can be more than 180 ft. apart  
**SAVING THROW:** Will negates (DC 18)

This spell functions like *invisibility*, except that the effect is mobile with the group and is broken when anyone in the group attacks. Individuals in the group cannot see each other. The spell is broken for any individual who moves more than 180 feet from the nearest member of the group. If only two individuals are affected, the one moving away from the other one loses its invisibility. If both are moving away from each other, they both become visible when the distance between them exceeds 180 feet.

**INVISIBILITY PURGE**

**EVOCATION**

**CASTING DC:** 30  
**# OF SLOTS:** 1  
**RANGE:** Personal  
**TARGET:** You  
**DURATION:** 1 min./Caster Level (D)

You surround yourself with a sphere of power with a radius of 5 feet per Caster Level that negates all forms of invisibility.

Anything invisible becomes visible while in the area.

**INVISIBILITY SPHERE**

**ILLUSION (GLAMOUR)**

**CASTING DC:** 31  
**# OF SLOTS:** 1  
**AREA:** 10-ft.-radius emanation around the creature or object touched  
**SAVING THROW:** Will negates (DC 13)

This spell functions like *invisibility*, except that this spell confers invisibility upon all creatures within 10 feet of the recipient. The centre of the effect is mobile with the recipient.

Those affected by this spell can see each other and themselves as if unaffected by the spell. Any affected creature moving out of the area becomes visible; creatures moving into the area after the spell is cast do not become invisible. Affected creatures (other than the recipient) who attack negate the invisibility only for themselves. If the spell recipient attacks, the *invisibility sphere* ends.

**IRON BODY**

**TRANSMUTATION**

**CASTING DC:** 49  
**# OF SLOTS:** 3  
**RANGE:** Personal  
**TARGET:** You  
**DURATION:** 1 min./Caster Level (D)

This spell transforms your body into living iron, which grants you several powerful resistances and abilities.

You gain damage reduction 15/adamantine. You are immune to blindness, critical hits, ability score damage, deafness, disease, drowning, electricity, poison, stunning, and all spells or attacks that affect your physiology or respiration. You may neither eat, drink, nor breathe, as your body has no need to do so and cannot ingest substances. You take only half damage from acid and fire of all kinds, but you also become vulnerable to all special attacks that affect iron golems.

You gain a +6 enhancement bonus to your Strength score, but you take a -6 penalty to Dexterity as well (to a minimum Dexterity score of 1), and your speed is reduced to half normal. You have an arcane spell failure chance of 50% and a -8 armour check penalty, just as if you were clad in full plate armour.

Your unarmed attacks deal damage equal to a club sized for you (1d4 for Small characters or 1d6 for Medium characters), and you are considered armed when making unarmed attacks.

Your weight increases by a factor of ten, causing you to sink in water like a stone. However, you could survive the crushing pressure and lack of air at the bottom of the ocean — at least until the spell duration expires.

**IRONWOOD**

**TRANSMUTATION**

**CASTING DC:** 43  
**# OF SLOTS:** 2  
**RANGE:** 0 ft.  
**EFFECT:** An *ironwood* object weighing up to 5 lb./Caster Level  
**DURATION:** One day/Caster Level (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

*Ironwood* is a magical substance created by druids from normal wood. While remaining natural wood in almost every way, ironwood is as strong, heavy, and resistant to fire as steel. These items are freely usable by druids. The items must be crafted before the *ironwood* spell is cast.

Further, if you make only half as much ironwood as the spell would normally allow, any weapon, shield, or suit of armour so created is treated as a magic item with a +1 enhancement bonus.

**IRRESISTIBLE DANCE**

**ENCHANTMENT (COMPULSION) [MIND-AFFECTING]**

**CASTING DC:** 48  
**# OF SLOTS:** 3  
**RANGE:** Touch  
**TARGET:** Living creature touched  
**DURATION:** 1d4+1 rounds  
**SAVING THROW:** None  
**SPELL RESISTANCE:** Yes

The subject feels an undeniable urge to dance and begins doing so, complete with foot shuffling and tapping. The spell effect makes it impossible for the subject to do anything other than caper and prance in place. The effect imposes a -4 penalty to Armour Class and a -10 penalty on Reflex Saves, and it negates any AC bonus granted by a shield the target holds. The dancing subject provokes attacks of opportunity each round on its turn.



**JUMP**

**TRANSMUTATION**

**CASTING DC:** 21  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Creature touched  
**DURATION:** 1 min./Caster Level (D)  
**SAVING THROW:** Will negates (DC 11)  
**SPELL RESISTANCE:** Yes

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



**KEEN EDGE**

**TRANSMUTATION**

**CASTING DC:** 30  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGETS:** One weapon or fifty projectiles, all of which must be in contact with each other at the time of casting  
**DURATION:** 10 min./Caster Level  
**SAVING THROW:** Will negates (DC 13)  
**SPELL RESISTANCE:** Yes (harmless, object)

This spell makes a weapon magically keen, improving its ability to deal telling blows. This transmutation doubles the threat range of the weapon. The spell can be cast only on piercing or slashing weapons. If cast on arrows or crossbow bolts, the *keen edge* on a particular projectile ends after one use, whether or not the missile strikes its intended target.

Multiple effects that increase a weapon's threat range do not stack. You can't cast this spell on a natural weapon, such as a claw.

**KNOCK**

**TRANSMUTATION**

**CASTING DC:** 25  
**# OF SLOTS:** 1  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**TARGET:** One door, box, or chest with an area of up to 10 sq. ft./Caster Level  
**DURATION:** Instantaneous; see text  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

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

**KNOW DIRECTION**

**DIVINATION**

**CASTING DC:** 15  
**# OF SLOTS:** 1  
**RANGE:** Personal  
**TARGET:** You  
**DURATION:** Instantaneous

You instantly know the direction of north from your current position. The spell is effective in any environment in which "north" exists. Your knowledge of north is correct at the moment of casting, but you can get lost again within moments if you don't find some external reference point to help you keep track of direction.



**LEGEND LORE**

**DIVINATION**

**CASTING DC:** 45+; see text  
**# OF SLOTS:** 2  
**RANGE:** Personal  
**TARGET:** You  
**DURATION:** See text

*Legend lore* brings to your mind legends about an important person, place, or thing. These may be legends that are still current, legends that have been forgotten, or even information that has never been generally known. If the person, place, or thing is not of legendary importance, you gain no information. As a rule of thumb, characters who are 11th level and higher are "legendary," as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.

The Casting DC listed is for very basic information. Casters may choose to raise the DC to attempt to get more detailed information

(or to get basic information on a topic about which they have only the vaguest hints to start with). Should the caster fail at an attempt with a higher DC, he or she still suffers the increased Drain for that DC and gains nothing.

**LEVITATE**

**TRANSMUTATION**

**CASTING DC:** 27  
**# OF SLOTS:** 1  
**RANGE:** Personal or close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET:** You or one willing creature or one object (total weight up to 100 lb./Caster Level)  
**DURATION:** 1 min./Caster Level (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

*Levitate* allows you to move yourself, another willing creature, or an object up and down as you wish. The object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed).

A *levitating* creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A full round spent stabilising allows the creature to begin again at -1.

**LIGHT**

**EVOCATION [LIGHT]**

**CASTING DC:** 16  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Object touched  
**DURATION:** 10 min./Caster Level (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

This spell causes an object to glow like a torch, shedding bright light in a 20-foot radius (and dim light for an additional 20 feet) from the point you touch. The effect is immobile, but it can be cast on a movable object. Light taken into an area of magical *darkness* does not function.

**LIGHTNING BOLT**

**EVOCATION [ELECTRICITY]**

**CASTING DC:** 31  
**# OF SLOTS:** 1  
**RANGE:** 120 ft.  
**AREA:** 120-ft. line  
**DURATION:** Instantaneous  
**SAVING THROW:** Reflex half (DC 13)  
**SPELL RESISTANCE:** Yes

You release a powerful stroke of electrical energy that deals 1d6 points of electricity damage per Caster Level (maximum 10d6) to each creature within its area. The bolt begins at your fingertips.

The *lightning bolt* sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

**LIMITED WISH**

**UNIVERSAL**

**CASTING DC:** 48  
**# OF SLOTS:** 3  
**RANGE:** See text  
**TARGET, EFFECT, AREA:** See text  
**DURATION:** See text  
**SAVING THROW:** None; see text (DC 18)  
**SPELL RESISTANCE:** Yes

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

- Duplicate any spell from the character's spell list with a casting DC of 45 or less, whether he or she knows that spell or not.
- Duplicate any other spell with a casting DC of 40 or less.
- Undo the harmful effects of many spells, such as *geas/quest* or *insanity*.
- Produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or taking a -7 penalty on its next saving throw.

A duplicated spell allows saving throws and spell resistance as normal (but the Save DC is as for *limited wish*).

**LIVEOAK**

**TRANSMUTATION**

**CASTING DC:** 52  
**# OF SLOTS:** 2  
**RANGE:** Touch  
**TARGET:** Tree touched  
**DURATION:** One day/Caster Level (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

This spell turns an oak tree into a protector or guardian. The spell can be cast on only a single tree at a time; while *liveoak* is in effect, you can't cast it again on another tree. The tree on which the spell is cast must be within 10 feet of your dwelling place, within a place sacred to you, or within 300 feet of something that you wish to guard or protect.

*Liveoak* must be cast on a healthy, Huge oak. A triggering phrase of up to one word per Caster Level is placed on the targeted oak. The *liveoak* spell triggers the tree into animating as a treant.

If *liveoak* is dispelled, the tree takes root immediately, wherever it happens to be. If released by you, the tree tries to return to its original location before taking root.

**LOCATE CREATURE**

**DIVINATION**

**CASTING DC:** 35  
**# OF SLOTS:** 2  
**DURATION:** 10 min./Caster Level

This spell functions like *locate object*, except this spell locates a known or familiar creature. After it is cast, you can slowly turn and sense when you are facing in the direction of the creature to be located, provided it is within range. You also know in which direction the creature is moving, if any.

The spell can locate a creature of a specific kind or a specific creature known to you. It cannot find a creature of a certain type. To find a kind of creature, you must have seen such a creature up close (within 30 feet) at least once. Running water blocks the spell.

**LOCATE OBJECT**

**DIVINATION**

**CASTING DC:** 26  
**# OF SLOTS:** 1  
**RANGE:** Long (400 ft. + 40 ft./Caster Level)  
**AREA:** Circle, centred on you, with a radius of 400 ft. + 40 ft./Caster Level  
**DURATION:** 1 min./Caster Level  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

You sense the direction of a well-known or clearly visualised object. You can search for general items, in which case you locate the nearest one of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. You cannot specify a unique item unless you have observed that particular item firsthand (not through divination). The spell is blocked by even a thin sheet of lead.

**LONGSTRIDER**

**TRANSMUTATION**

**CASTING DC:** 21  
**# OF SLOTS:** 1  
**RANGE:** Personal  
**TARGET:** You  
**DURATION:** 1 hour/Caster Level (D)

This spell increases your base land speed by 10 feet. This adjustment counts as an enhancement bonus. It has no effect on other modes of movement, such as burrow, climb, fly, or swim.

**LULLABY**

**ENCHANTMENT (COMPULSION) [MIND-AFFECTING]**

**CASTING DC:** 15  
**# OF SLOTS:** 1  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**AREA:** Living creatures within a 10-ft.-radius burst  
**DURATION:** Concentration + 1 round/Caster Level (D)  
**SAVING THROW:** Will negates (DC 10)  
**SPELL RESISTANCE:** Yes

Any creature within the area that fails a Will Save becomes drowsy and inattentive, taking a -5 penalty on Listen and Spot checks and a -2 penalty on Will Saves against *sleep* effects while the *lullaby* is in effect. *Lullaby* lasts for as long as the caster concentrates, plus up to 1 round per Caster Level thereafter.



**MAGE ARMOUR**

**CONJURATION (CREATION) [FORCE]**

**CASTING DC:** 22  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Creature touched  
**DURATION:** 1 hour/Caster Level (D)  
**SAVING THROW:** Will negates (DC 11)  
**SPELL RESISTANCE:** No

An invisible but tangible field of force surrounds the subject of a *mage armour* spell, providing a +4 armour bonus to AC. Unlike mundane armour, *mage armour* entails no armour check penalty, arcane spell failure chance, or speed reduction.

**MAGE HAND**

**TRANSMUTATION**

**CASTING DC:** 15  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET:** One nonmagical, unattended object weighing up to 5 lb.  
**DURATION:** Concentration  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

You point your finger at an object and can lift it and move it at will from a distance. You can propel the object as far as 15 feet in any direction on your action, though the spell ends if the distance between you and the object ever exceeds the spell's range.

**MAGE'S DISJUNCTION**

**ABJURATION**

**CASTING DC:** 51  
**# OF SLOTS:** 4  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**AREA:** All magical effects and magic items within a 40-ft.-radius burst  
**DURATION:** Instantaneous  
**SAVING THROW:** Will negates (DC 20)  
**SPELL RESISTANCE:** No

All magical effects and magic items within the radius of the spell are disjoined, except for those that you carry or touch. Spells and spell-like effects are separated into their individual components (ending the effect as a *dispel magic* spell does). Each permanent magic item must make a successful Will Save or be turned into a normal item. An item in a creature's possession uses its own Will Save bonus or its possessor's Will Save bonus, whichever is higher. You also have a 1% chance per Caster Level of destroying an *antimagic field*. If the *antimagic field* survives the *disjunction*, no items within it are disjoined.

Even artefacts are subject to *disjunction*, though there is only a 1% chance per Caster Level of actually affecting such powerful items. Additionally, if an artefact is destroyed, you must make a DC 25 Will Save or permanently lose all spellcasting abilities. These abilities cannot be recovered by mortal magic, not even *miracle* or *wish*. Destroying artefacts is a dangerous business. It is 95% likely to attract the attention of some powerful being who has an interest in or connection with the device.

**MAGE'S FAITHFUL HOUND**

**CONJURATION (CREATION)**

**CASTING DC:** 43  
**# OF SLOTS:** 2  
**RANGE:** Close (25 ft. + 5 ft./2 Caster 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 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.

**MAGE'S MAGNIFICENT MANSION**

**CONJURATION (CREATION)**

**CASTING DC:** 47  
**# OF SLOTS:** 3  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**EFFECT:** Extradimensional mansion, up to three 10-ft. cubes/Caster Level (S)  
**DURATION:** 2 hours/Caster Level (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

You conjure up an extradimensional dwelling that has a single entrance on the plane from which the spell was cast. The entry point looks like a faint shimmering in the air that is 4 feet wide and 8 feet high. Only those you designate may enter the mansion, and the portal is shut and made invisible behind you when you enter. You may open it again from your own side at will. Once observers have passed beyond the entrance, they are in a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and warm.

You can create any floor plan you desire to the limit of the spell's effect. The place is furnished and contains sufficient foodstuffs to serve a nine-course banquet to a dozen people per Caster Level. A staff of near-transparent servants (as many as two per Caster Level), liveried and obedient, wait upon all who enter. The servants function as *unseen servant* spells, except that they are visible and can go anywhere in the mansion.

Since the place can be entered only through its special portal, outside conditions do not affect the mansion, nor do conditions inside it pass to the plane beyond.

**MAGE'S PRIVATE SANCTUM**

**ABJURATION**

**CASTING DC:** 39  
**# OF SLOTS:** 2  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**AREA:** 30-ft. cube/Caster Level (S)  
**DURATION:** 24 hours (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

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

**MAGE'S SWORD**

**EVOCATION [FORCE]**

**CASTING DC:** 47  
**# OF SLOTS:** 3  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**EFFECT:** One sword  
**DURATION:** 1 round/Caster Level (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** Yes

This spell brings into being a shimmering, swordlike plane of force. The sword strikes at any opponent within its range, as you desire, starting in the round that you cast the spell. The sword attacks its designated target once each round on your turn. Its attack bonus is equal to your Caster Level + your spellcasting Ability modifier with an additional +3 enhancement bonus. As a force effect, it can strike ethereal and incorporeal creatures. It deals 4d6+3 points of force damage, with a threat range of 19–20 and a critical multiplier of x2.

The sword always strikes from your direction. It does not get a bonus for flanking or help a combatant get one. If the sword goes beyond the spell range from you, if it goes out of your sight, or if you are not directing it, the sword returns to you and hovers.

Each round after the first, you can switch the sword to a new target. If you do not, the sword continues to attack the previous round's target.

The sword cannot be attacked or harmed by physical attacks. The sword's AC is 13 (10, +0 size bonus for Medium object, +3 deflection bonus).

If an attacked creature has spell resistance, the resistance is checked the first time *mage's sword* strikes it. If the sword is successfully resisted, the spell is dispelled. If not, the sword has its normal full effect on that creature for the duration of the spell.

**MAGIC AURA**

**ILLUSION (GLAMOUR)**

**CASTING DC:** 22  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** One touched object weighing up to 5 lb./Caster Level  
**DURATION:** One day/Caster Level (D)  
**SAVING THROW:** None; see text (DC 11)  
**SPELL RESISTANCE:** No

You alter an item's aura so that it registers to detection spells as though it were either nonmagical, a magic item of a kind you specify, or the subject of a spell you specify.

If the object bearing *magic aura* has *identify* cast on it or is similarly examined, the examiner recognises that the aura is false and detects the object's actual qualities if he succeeds on a Will Save. Otherwise, he believes the aura and no amount of testing reveals what the true magic is. If the targeted item's own aura is exceptionally powerful (if it is an artifact, for instance), *magic aura* doesn't work.

**MAGIC CIRCLE AGAINST CHAOS**

**ABJURATION [LAWFUL]**

**CASTING DC:** 31  
**# OF SLOTS:** 1  
**SAVING THROW:** Will negates (DC 13)

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

**MAGIC CIRCLE AGAINST EVIL**

**ABJURATION [GOOD]**

**CASTING DC:** 31  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**AREA:** 10-ft.-radius emanation from touched creature  
**DURATION:** 10 min./Caster Level  
**SAVING THROW:** Will negates (DC 13)  
**SPELL RESISTANCE:** No; see text

All creatures within the area gain the effects of a *protection from evil* spell, and no nongood summoned creatures can enter the area. You must overcome a creature's spell resistance in order to keep it at bay (as in the third function of *protection from evil*), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' spell resistance.

This spell has an alternative version that you may choose when casting it. A *magic circle against evil* can be focused inward rather than outward. When focused inward, the spell binds a nongood called creature for a maximum of 24 hours per Caster Level, provided that you cast the spell that calls the creature within 1 round of casting the *magic circle*. The creature cannot cross the circle's boundaries. If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal *protection from evil* spell for that creature only.

This spell is not cumulative with *protection from evil* and vice versa.

**MAGIC CIRCLE AGAINST GOOD**

**ABJURATION [EVIL]**

**CASTING DC:** 31  
**# OF SLOTS:** 1  
**SAVING THROW:** Will negates (DC 13)

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

**MAGIC CIRCLE AGAINST LAW**

**ABJURATION [CHAOTIC]**

**CASTING DC:** 31  
**# OF SLOTS:** 1  
**SAVING THROW:** Will negates (DC 13)

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

**MAGIC FANG**

**TRANSMUTATION**

**CASTING DC:** 22  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Living creature touched  
**DURATION:** 1 min./Caster Level  
**SAVING THROW:** Will negates (DC 11)  
**SPELL RESISTANCE:** Yes (harmless)

*Magic fang* gives one natural weapon of the subject a +1 enhancement bonus on attack and damage rolls. The spell can affect a slam attack, fist, bite, or other natural weapon.



**MAGIC FANG, GREATER**

**TRANSMUTATION**

**CASTING DC:** 32  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET:** One living creature  
**DURATION:** 1 hour/Caster Level  
**SAVING THROW:** Will negates (DC 13)

This spell functions like *magic fang*, except that the enhancement bonus on attack and damage rolls is +1 per four Caster Levels (maximum +5). Alternatively, you may imbue all of the creature's natural weapons with a +1 enhancement bonus (regardless of your Caster Level).

**MAGIC JAR**

**NECROMANCY**

**CASTING DC:** 40  
**# OF SLOTS:** 2  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**TARGET:** One creature  
**DURATION:** 1 hour/Caster Level or until you return to your body  
**SAVING THROW:** Will negates (DC 16); see text  
**SPELL RESISTANCE:** Yes

By casting *magic jar*, you place your soul in a gem or large crystal (known as the *magic jar*), leaving your body lifeless. Then you can attempt to take control of a nearby body, forcing its soul into the *magic jar*. You may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when you send your soul back to your own body, leaving the receptacle empty. For more information, see the PHB.

**MAGIC MISSILE**

**EVOCATION [FORCE]**

**CASTING DC:** 20  
**# OF SLOTS:** 1  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**TARGETS:** Up to five creatures, no two of which can be more than 15 ft. apart  
**DURATION:** Instantaneous  
**SAVING THROW:** None  
**SPELL RESISTANCE:** Yes

A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage. The missile strikes unerringly, even if the target is in melee combat or has less than total cover or total concealment. Specific parts of a creature can't be singled out. Inanimate objects are not damaged by the spell.

For every two Caster Levels beyond 1st, you gain an additional missile — two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.

**MAGIC MOUTH**

**ILLUSION (GLAMOUR)**

**CASTING DC:** 26  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET:** One creature or object

**DURATION:** Permanent until discharged  
**SAVING THROW:** Will negates (DC 12)  
**SPELL RESISTANCE:** Yes (object)

This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be twenty-five or fewer words long, can be in any language known by you and can be delivered over a period of 10 minutes. It moves according to the words articulated; if it were placed upon a statue, the mouth of the statue would move and appear to speak. *Magic mouth* can be placed upon a tree, rock, or any other object or creature.

The range limit of a trigger is 15 feet per Caster Level, so a 6th-level caster can command a *magic mouth* to respond to triggers as far as 90 feet away. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

**MAGIC STONE**

**TRANSMUTATION**

**CASTING DC:** 22  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGETS:** Up to three pebbles touched  
**DURATION:** 30 minutes or until discharged  
**SAVING THROW:** Will negates (DC 11)  
**SPELL RESISTANCE:** Yes (harmless, object)

You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. If hurled, they have a range increment of 20 feet. If slung, treat them as sling bullets (range increment 50 feet). The spell gives them a +1 enhancement bonus on attack and damage rolls. The user of the stones makes a normal ranged attack. Each stone that hits deals 1d6+1 points of damage (including the spell's enhancement bonus), or 2d6+2 points against undead.

**MAGIC VESTMENT**

**TRANSMUTATION**

**CASTING DC:** 32  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Armour or shield touched  
**DURATION:** 1 hour/Caster Level  
**SAVING THROW:** Will negates (DC 13)  
**SPELL RESISTANCE:** Yes (harmless, object)

You imbue a suit of armour or a shield with an enhancement bonus of +1 per four Caster Levels (maximum +5 at 20th level). An outfit of regular clothing counts as armour that grants no AC bonus for the purpose of this spell.

**MAGIC WEAPON**

**TRANSMUTATION**

**CASTING DC:** 22  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Weapon touched  
**DURATION:** 1 min./Caster Level  
**SAVING THROW:** Will negates (DC 11)  
**SPELL RESISTANCE:** Yes (harmless, object)

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

**MAGIC WEAPON, GREATER**

**TRANSMUTATION**

**CASTING DC:** 31  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET:** One weapon or fifty projectiles (all of which must be in contact with each other at the time of casting)  
**DURATION:** 1 hour/Caster Level  
**SAVING THROW:** Will negates (DC 13)  
**SPELL RESISTANCE:** Yes (harmless, object)

This spell functions like *magic weapon*, except that it gives a weapon an enhancement bonus on attack and damage rolls of +1 per four Caster Levels (maximum +5).

Alternatively, you can affect as many as fifty arrows, bolts, or bullets. The projectiles must be of the same kind, and they have to be together (in the same quiver or other container). Projectiles, but not thrown weapons, lose their transmutation when used. Treat shuriken as projectiles, rather than as thrown weapons, for the purpose of this spell.

**MAJOR CREATION**

**CONJURATION (CREATION)**

**CASTING DC:** 49  
**# OF SLOTS:** 2  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**DURATION:** See text

HARDNESS AND RARITY EXAMPLES	DURATION
Vegetable matter	2 hr./Caster Level
Stone, crystal, base metals	1 hr./Caster Level
Precious metals	20 min./Caster Level
Gems	10 min./Caster Level
Rare metal*	1 round/Caster Level

\* Includes adamantite, alchemical silver, mithral, and similarly rare substances. You can't use major creation to create a cold iron item.

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

**MAJOR IMAGE**

**ILLUSION (FIGMENT)**

**CASTING DC:** 31  
**# OF SLOTS:** 1  
**DURATION:** Concentration + 3 rounds  
**SAVING THROW:** Will disbelief (DC 13)

This spell functions like *silent image*, except that sound, smell, and thermal illusions are included in the spell effect. While concentrating, you can move the image within the range.

The image disappears when struck by an opponent unless you cause the illusion to react appropriately.

**MAKE WHOLE**

**TRANSMUTATION**

**CASTING DC:** 25  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET:** One object of up to 10 cu. ft./ Caster Level

This spell functions like *mending*, except that *make whole* completely repairs an object made of any substance, even one with

multiple breaks, to be as strong as new. The spell does not restore the magical abilities of a broken magic item made whole, and it cannot mend broken magic rods, staves, or wands. The spell does not repair items that have been warped, burned, disintegrated, ground to powder, melted, or vapourized, nor does it affect creatures (including constructs).

**MARK OF JUSTICE**

**NECROMANCY**

**CASTING DC:** 50  
**# OF SLOTS:** 2  
**RANGE:** Touch  
**TARGET:** Creature touched  
**DURATION:** Permanent; see text  
**SAVING THROW:** None  
**SPELL RESISTANCE:** Yes

You draw an indelible mark on the subject and state some behaviour on the part of the subject that will activate the mark. When activated, the mark curses the subject. Typically, you designate some sort of criminal behaviour that activates the mark, but you can pick any act you please. The effect of the mark is identical with the effect of *bestow curse*. You can cast it only on a creature that is willing or restrained.

**MAZE**

**CONJURATION (TELEPORTATION)**

**CASTING DC:** 48  
**# OF SLOTS:** 3  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET:** One creature  
**DURATION:** See text  
**SAVING THROW:** None  
**SPELL RESISTANCE:** Yes

You banish the subject into an extradimensional labyrinth of force planes. Each round on its turn, it may attempt a DC 20 Intelligence check to escape the labyrinth as a full-round action. If the subject doesn't escape, the *maze* disappears after 10 minutes, forcing the subject to leave.

On escaping or leaving the maze, the subject reappears where it had been when the *maze* spell was cast. If this location is filled with a solid object, the subject appears in the nearest open space. Spells and abilities that move a creature within a plane do not help a creature escape a *maze* spell, although a *plane shift* spell allows it to exit to whatever plane is designated in that spell.

**MELD INTO STONE**

**TRANSMUTATION [EARTH]**

**CASTING DC:** 32  
**# OF SLOTS:** 1  
**RANGE:** Personal  
**TARGET:** You  
**DURATION:** 10 min./Caster Level

*Meld into stone* enables you to meld your body and possessions into a single block of stone. The stone must be large enough to accommodate your body in all three dimensions. When the casting is complete, you and not more than 100 pounds of nonliving gear merge with the stone. If either condition is violated, the spell fails and is wasted.

While in the stone, you remain in contact, however tenuous, with the face of the stone through which you melded. You remain aware of the passage of time and can cast spells on yourself while hiding in the stone. Nothing that goes on outside the stone can

be seen, but you can still hear what happens around you. Minor physical damage to the stone does not harm you, but its partial destruction (to the extent that you no longer fit within it) expels you and deals you 5d6 points of damage. The stone's complete destruction expels you and slays you instantly, unless you make a DC 18 Fortitude Save.

Any time before the duration expires, you can step out of the stone through the surface that you entered. If the spell's duration expires or the effect is dispelled before you voluntarily exit the stone, you are violently expelled and take 5d6 points of damage.

**MENDING**

**TRANSMUTATION**

- CASTING DC:** 15
- # OF SLOTS:** 1
- RANGE:** 10 ft.
- TARGET:** One object of up to 1 lb.
- DURATION:** Instantaneous
- SAVING THROW:** Will negates (DC 10)
- SPELL RESISTANCE:** Yes (harmless, object)

*Mending* repairs small breaks or tears in objects. It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, so long as not more than one break exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or a wineskin is completely healed over by *mending*. The spell can repair a magic item, but the item's magical abilities are not restored. The spell cannot mend broken magic rods, staves, or wands, nor does it affect creatures (including constructs).

**MESSAGE**

**TRANSMUTATION [LANGUAGE-DEPENDENT]**

- CASTING DC:** 17
- # OF SLOTS:** 1
- RANGE:** Medium (100 ft. + 10 ft./Caster Level)
- TARGETS:** One creature/Caster Level
- DURATION:** 10 min./Caster Level
- SAVING THROW:** None
- SPELL RESISTANCE:** No

You can whisper messages and receive whispered replies with little chance of being overheard. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical *silence*, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. The creatures that receive the message can whisper a reply that you hear.

**METEOR SWARM**

**EVOCATION [FIRE]**

- CASTING DC:** 51
- # OF SLOTS:** 4
- RANGE:** Long (400 ft. + 40 ft./Caster Level)
- AREA:** Four 40-ft.-radius spreads; see text
- DURATION:** Instantaneous
- SAVING THROW:** None or Reflex half (DC 20); see text
- SPELL RESISTANCE:** Yes

*Meteor swarm* is a very powerful and spectacular spell that is similar to *fireball* in many aspects. When you cast it, four 2-foot-diameter spheres spring from your outstretched hand and streak in straight lines to the spots you select. The meteor spheres leave a fiery trail of sparks.

If you aim a sphere at a specific creature, you may make a ranged touch attack to strike the target with the meteor. Any creature struck by one of these spheres takes 2d6 points of bludgeoning damage (no Save) and receives no saving throw against the sphere's fire damage (see below). If a targeted sphere misses its target, it simply explodes at the nearest corner of the target's space. You may aim more than one meteor at the same target.

Once a sphere reaches its destination, it explodes in a 40-foot-radius spread, dealing 6d6 points of fire damage to each creature in the area. If a creature is within the area of more than one sphere, it must Save separately against each. Fire resistance applies to each sphere's damage individually.

**MIND BLANK**

**ABJURATION**

- CASTING DC:** 48
- # OF SLOTS:** 3
- RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)
- TARGET:** One creature
- DURATION:** 24 hours
- SAVING THROW:** Will negates (DC 18)
- SPELL RESISTANCE:** Yes (harmless)

The subject is protected from all devices and spells that detect, influence, or read emotions or thoughts. This spell protects against all mind-affecting spells and effects as well as information gathering by divination spells or effects. In the case of scrying that scans an area the creature is in, such as *arcane eye*, the spell works but the creature simply isn't detected. Scrying attempts that are targeted specifically at the subject do not work at all.

**MIND FOG**

**ENCHANTMENT [COMPULSION] [MIND-AFFECTING]**

- CASTING DC:** 38
- # OF SLOTS:** 2
- RANGE:** Medium (100 ft. + 10 ft./Caster Level)
- EFFECT:** Fog spreads in 20-ft. radius, 20 ft. high
- DURATION:** 30 minutes and 2d6 rounds; see text
- SAVING THROW:** Will negates (DC 15)
- SPELL RESISTANCE:** Yes

*Mind fog* produces a bank of thin mist that weakens the mental resistance of those caught in it. Creatures in the *mind fog* take a -10 competence penalty on Wisdom checks and Will Saves. A creature that successfully Saves against the fog is not affected and need not make further Saves even if it remains in the fog. Affected creatures take the penalty as long as they remain in the fog and for 2d6 rounds thereafter. The fog is stationary and lasts for 30 minutes (or until dispersed by wind).

**MINOR CREATION**

**CONJURATION [CREATION]**

- CASTING DC:** 35
- # OF SLOTS:** 2
- RANGE:** 0 ft.
- EFFECT:** Unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./Caster Level
- DURATION:** 1 hour/Caster Level (D)
- SAVING THROW:** None
- SPELL RESISTANCE:** No

You create a nonmagical, unattended object of nonliving, vegetable matter. The volume of the item created cannot exceed 1 cubic foot per Caster Level. You must succeed on an appropriate skill check to make a complex item. Attempting to use any created object as a material component causes the spell to fail.

**MINOR IMAGE**

**ILLUSION (FIGMENT)**

**CASTING DC:** 27  
**# OF SLOTS:** 1  
**DURATION:** Concentration +2 rounds  
**SAVING THROW:** Will disbelief (DC 12)

This spell functions like *silent image*, except that *minor image* includes some minor sounds but not understandable speech.

**MIRACLE**

**EVOCATION**

**CASTING DC:** 51  
**# OF SLOTS:** 4  
**RANGE:** See text  
**TARGET, EFFECT, OR AREA:** See text  
**DURATION:** See text  
**SAVING THROW:** See text (DC 20)  
**SPELL RESISTANCE:** Yes

You don't so much cast a *miracle* as request one. You state what you would like to have happen and request that your deity (or the power you pray to for spells) intercede. More powerful effects can be granted, but the DC is increased (up to a maximum of 101).

A *miracle* can do any of the following things.

- Duplicate any divine spell of casting DC 50 or less (including spells to which you have access because of your domains).
- Duplicate any other spell of casting DC 47 or less.
- Undo the harmful effects of certain spells, such as *feblemind* or *insanity*.
- Have any effect whose power level is in line with the above effects.

Examples of especially powerful *miracles* could include the following.

- Swinging the tide of a battle in your favour by raising fallen allies to continue fighting.
- Moving you and your allies, with all of your gear, from one plane to another through planar barriers to a specific locale with no chance of error.
- Protecting a city from an earthquake, volcanic eruption, flood, or other major natural disaster.

In any event, a request that is out of line with the deity's (or alignment's) nature is refused.

A duplicated spell allows saving throws and spell resistance as normal, but the Save DCs are as for *miracle*.

**MIRAGE ARCANA**

**ILLUSION (GLAMOUR)**

**CASTING DC:** 49  
**# OF SLOTS:** 2  
**AREA:** One 20-ft. cube/Caster Level (S)  
**DURATION:** Concentration +1 hour/ Caster Level (D)  
**SAVING THROW:** Will disbelief (if interacted with, DC 17)

This spell functions like *hallucinatory terrain*, except that it enables you to make any area appear to be something other than it is. The illusion includes audible, visual, tactile, and olfactory elements. Unlike *hallucinatory terrain*, the spell can alter the appearance of structures (or add them where none are present). Still, it can't disguise, conceal, or add creatures (though creatures within the area might hide themselves within the illusion just as they can hide themselves within a real location).

**MIRROR IMAGE**

**ILLUSION (FIGMENT)**

**CASTING DC:** 25  
**# OF SLOTS:** 1  
**RANGE:** Personal; see text  
**TARGET:** You  
**DURATION:** 1 min./Caster Level (D)

Several illusory duplicates of you pop into being, making it difficult for enemies to know which target to attack. The figments stay near you and disappear when struck. *Mirror image* creates 1d4 images plus one image per three Caster Levels (maximum eight images total). These figments separate from you and remain in a cluster, each within 5 feet of at least one other figment or you. The figments mimic your actions, pretending to cast spells when you cast a spell, drink potions when you drink a potion, levitate when you levitate, and so on.

Enemies attempting to attack you or cast spells at you must select from among indistinguishable targets. Generally, roll randomly to see whether the selected target is real or a figment. Any successful attack against an image destroys it. An image's AC is 10 + your size modifier + your Dex modifier. Figments seem to react normally to area spells (such as looking like they're burned or dead after being hit by a *fireball*). While moving, you can merge with and split off from figments so that enemies who have learned which image is real are again confounded.

**MISDIRECTION**

**ILLUSION (GLAMOUR)**

**CASTING DC:** 25  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET:** One creature or object, up to a 10-ft. cube in size  
**DURATION:** 1 hour/Caster Level  
**SAVING THROW:** None or Will negates (DC 12); see text  
**SPELL RESISTANCE:** No

By means of this spell, you misdirect the information from divination spells that reveal auras. On casting the spell, you choose another object within range. For the duration of the spell, the subject of *misdirection* is detected as if it were the other object (neither the subject nor the other object gets a saving throw against this effect) unless the caster of the detection succeeds on a Will Save. This spell does not affect other types of divination magic.

**MISLEAD**

**ILLUSION (FIGMENT, GLAMOUR)**

**CASTING DC:** 42  
**# OF SLOTS:** 2  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET/EFFECT:** You/one illusory double  
**DURATION:** 1 round/Caster Level (D) and concentration + 3 rounds; see text  
**SAVING THROW:** None or Will disbelief (if interacted with); see text  
**SPELL RESISTANCE:** No

You become invisible (as *improved invisibility*, a glamour), and at the same time, an illusory double of you (as *major image*, a figment) appears. You are then free to go elsewhere while your double moves away. The double appears within range but thereafter moves as you direct it (which requires concentration beginning on the first round after the casting). You can make the figment appear





superimposed perfectly over your own body so that observers don't notice an image appearing and you turning invisible. You and the figment can then move in different directions. The double moves at your speed and can talk and gesture as if it were real. It cannot attack or cast spells, though it can pretend to do so.

The illusory double lasts as long as you concentrate upon it, plus 3 additional rounds. After you cease concentration, the illusory double continues to carry out the same activity until the duration expires. The *improved invisibility* lasts for 1 round per Caster Level, regardless of concentration.

**MODIFY MEMORY**

**ENCHANTMENT (COMPULSION) [MIND-AFFECTING]**

**CASTING DC:** 35  
**# OF SLOTS:** 2  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET:** One living creature  
**DURATION:** Permanent  
**SAVING THROW:** Will negates (DC 15)  
**SPELL RESISTANCE:** Yes

You reach into the subject's mind and modify as many as 5 minutes of its memories in one of the following ways:

- Eliminate all memory of an event the subject actually experienced.
- Allow the subject to recall with perfect clarity an event it actually experienced.
- Change the details of an event the subject actually experienced.
- Implant a memory of an event the subject never experienced.

If the subject fails to Save, you proceed with the spell after casting by spending as much as 5 minutes (a period of time equal to the amount of memory time you want to modify) visualising the memory you wish to modify in the subject. If your concentration is disturbed before the visualization is complete, or if the subject is ever beyond the spell's range during this time, the spell is lost.

A modified memory does not necessarily affect the subject's actions, particularly if it contradicts the creature's natural inclinations. An illogical modified memory is dismissed by the creature as a bad dream or a memory muddled by too much wine.

**MOMENT OF PRESCIENCE**

**DIVINATION**  
**CASTING DC:** 48  
**# OF SLOTS:** 3  
**RANGE:** Personal  
**TARGET:** You  
**DURATION:** 1 hour/Caster Level or until discharged

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

You can't have more than one *moment of prescience* active on you at the same time.

**MOUNT**

**CONJURATION (SUMMONING)**

**CASTING DC:** 22  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**EFFECT:** One mount  
**DURATION:** 2 hours/Caster Level (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

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

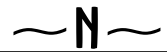
**MOVE EARTH**

**TRANSMUTATION [EARTH]**

**CASTING DC:** 53  
**# OF SLOTS:** 2  
**RANGE:** Long (400 ft. + 40 ft./Caster Level)  
**AREA:** Dirt in an area up to 750 ft. square and up to 10 ft. deep (S)  
**DURATION:** Instantaneous  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

*Move earth* moves dirt (clay, loam, sand), possibly collapsing embankments, moving hillocks, shifting dunes, and so forth. In no event can rock formations be collapsed or moved. It affects an area up to 750 square feet (and up to 10 feet deep).

This spell does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacier-like fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography.



**NEUTRALISE POISON**

**CONJURATION (HEALING)**

**CASTING DC:** 35  
**# OF SLOTS:** 2  
**RANGE:** Touch  
**TARGET:** Creature or object of up to 1 cu. ft./Caster Level touched  
**DURATION:** 10 min./Caster Level  
**SAVING THROW:** Will negates (DC 15)  
**SPELL RESISTANCE:** Yes (harmless, object)

You detoxify any sort of venom in the creature or object touched. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own. The creature is immune to any poison it is exposed to during the duration of the spell.

This spell can instead neutralise the poison in a poisonous creature or object for the duration of the spell, at the caster's option.

**NIGHTMARE**

**ILLUSION (PHANTASM) [MIND-AFFECTING, EVIL]**

**CASTING DC:** 48  
**# OF SLOTS:** 2  
**RANGE:** Unlimited  
**TARGET:** One living creature  
**DURATION:** Instantaneous  
**SAVING THROW:** Will negates (DC 17); see text  
**SPELL RESISTANCE:** Yes

KNOWLEDGE	WILL SAVE MODIFIER
None*	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5

\* You must have some sort of connection to a creature of whom you have no knowledge. See below.

CONNECTION	WILL SAVE MODIFIER
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, etc.	-10

You send a hideous and unsettling phantasmal vision to a specific creature that you name or otherwise specifically designate. The *nightmare* prevents restful sleep and causes 1d10 points of damage. The *nightmare* leaves the subject fatigued.

The difficulty of the Save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature.

*Dispel evil* cast on the subject while you are casting the spell dispels the *nightmare* and causes you to be stunned for 10 minutes per Caster Level of the *dispel evil*.

If the recipient is awake when the spell begins, you can choose to cease casting (ending the spell) or enter a trance until the recipient goes to sleep, whereupon you become alert again and complete the casting. If you are disturbed during the trance, you must succeed on a Concentration check as if you were in the midst of casting a spell or the spell ends.

If you choose to enter a trance, you are not aware of your surroundings or the activities around you while in the trance. You are defenceless, both physically and mentally, while in the trance. You always fail any saving throw, for example. Creatures who don't sleep or dream are immune to this spell.

**NONDETECTION**

**ABJURATION**

**CASTING DC:** 31  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Creature or object touched  
**DURATION:** 1 hour/Caster Level  
**SAVING THROW:** Will negates (DC 13)  
**SPELL RESISTANCE:** Yes (harmless, object)

The warded creature or object becomes difficult to detect by divination spells. It also prevents location by such magic items as crystal balls. If a divination is attempted against the warded creature or item, the caster of the divination must succeed on a Caster Level check (1d20 + Caster Level) against a DC of 11 + the Caster Level of the spellcaster who cast *nondetection*. If you cast *nondetection* on yourself or on an item currently in your possession, the DC is 15 + your Caster Level.

**OBSCURE OBJECT**

**ABJURATION**  
**CASTING DC:** 26  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** One object touched of up to 100 lb./Caster Level  
**DURATION:** 8 hours (D)  
**SAVING THROW:** Will negates (DC 12)  
**SPELL RESISTANCE:** Yes (object)

This spell hides an object from location by divination (scrying) effects, such as the *scrying* spell or a *crystal ball*. Such an attempt automatically fails if the divination is targeted on the object, or fails to perceive the object if the divination is targeted on a nearby location, object, or person.

**OBSCURING MIST**

**CONJURATION (CREATION)**

**CASTING DC:** 20  
**# OF SLOTS:** 1  
**RANGE:** 20 ft.  
**EFFECT:** Cloud spreads in 20-ft. radius from you, 20 ft. high  
**DURATION:** 1 min./Caster Level  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

A misty vapour arises around you and is stationary once created. The vapour obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment. Creatures farther away have total concealment.

A moderate wind (11+ mph) 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.

**OPEN/CLOSE**

**TRANSMUTATION**

**CASTING DC:** 17  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET:** Object weighing up to 30 lb. or portal that can be opened or closed  
**DURATION:** Instantaneous  
**SAVING THROW:** Will negates (DC 10)  
**SPELL RESISTANCE:** Yes (object)

You can open or close a door, chest, box, window, bag, pouch, bottle, barrel, or other container. If anything resists this activity (such as a bar on a door or a lock on a chest), the spell fails. In addition, the spell can only open and close things weighing 30 pounds or less.

**ORDER'S WRATH**

**EVOCATION [LAWFUL]**

**CASTING DC:** 34  
**# OF SLOTS:** 2  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**AREA:** Nonlawful creatures within a burst that fills a 30-ft. cube  
**DURATION:** Instantaneous (1 round); see text

SPELLS



**SAVING THROW:** Will partial (DC 14); see text  
**SPELL RESISTANCE:** Yes

You channel lawful power to smite enemies. The power takes the form of a three-dimensional grid of energy harming chaotic and neutral (not lawful) creatures.

The spell deals 1d8 points of damage per two Caster Levels (maximum 5d8) to chaotic creatures (or 1d6 points of damage per Caster Level, maximum 10d6, to chaotic outsiders) and causes them to be dazed for 1 round. A successful Will Save reduces the damage to half and negates the daze effect.

The spell deals only half damage to creatures who are neither chaotic nor lawful, and they are not dazed. They can reduce the damage in half again (down to one-quarter of the roll) with a successful Will Save.

**OVERLAND FLIGHT**

**TRANSMUTATION**  
**CASTING DC:** 39  
**# OF SLOTS:** 2  
**RANGE:** Personal  
**TARGET:** You  
**DURATION:** 1 hour/Caster Level

This spell functions like a *fly* spell, except you can fly at a speed of 40 feet with average manoeuvrability. When using this spell for long-distance movement, you can hustle without taking nonlethal damage. This means you can cover 64 miles in an eight-hour period of flight (or 48 miles at a speed of 30 feet).

**OWL'S WISDOM**

**TRANSMUTATION**  
**CASTING DC:** 26  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Creature touched  
**DURATION:** 1 min./Caster Level  
**SAVING THROW:** Will negates (DC 12)  
**SPELL RESISTANCE:** Yes

The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills. Clerics, druids, paladins, and rangers (and other Wisdom-based spellcasters) do not gain any additional bonus spells for the increased Wisdom, but the Save DCs for their spells increase.

**OWL'S WISDOM, MASS**

**TRANSMUTATION**  
**CASTING DC:** 43  
**# OF SLOTS:** 2  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET:** One creature/Caster Level, no two of which can be more than 30 ft. apart  
**SAVING THROW:** Will negates (DC 16)

This spell functions like *owl's wisdom*, except that it affects multiple creatures.

**PASSWALL**

**TRANSMUTATION**  
**CASTING DC:** 39  
**# OF SLOTS:** 2  
**RANGE:** Touch  
**EFFECT:** 5 ft. by 8 ft. opening, 10 ft. deep plus 5 ft. deep per three additional Caster Levels  
**DURATION:** 1 hour/Caster Level (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

You create a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. The passage is 10 feet deep plus an additional 5 feet deep per three Caster Levels above 9th (15 feet at 12th, 20 feet at 15th, and a maximum of 25 feet deep at 18th level). If the wall's thickness is more than the depth of the passage created, then a single *passwall* simply makes a niche or short tunnel.

When *passwall* ends, creatures within the passage are ejected out the nearest exit. If someone dispels the *passwall* or you dismiss it, creatures in the passage are ejected out the far exit, if there is one, or out the sole exit if there is only one.

**PASS WITHOUT TRACE**

**TRANSMUTATION**  
**CASTING DC:** 22  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGETS:** One creature/Caster Level touched  
**DURATION:** 1 hour/Caster Level (D)  
**SAVING THROW:** Will negates (DC 11)  
**SPELL RESISTANCE:** Yes (harmless)

The subject or subjects can move through any type of terrain and leave neither footprints nor scent. Tracking the subjects is impossible by nonmagical means.

**PERMANENCY**

**UNIVERSAL**  
**CASTING DC:** See text  
**# OF SLOTS:** 2  
**RANGE:** See text  
**TARGET/ EFFECT/AREA:** See text  
**DURATION:** Permanent; see text  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

This spell makes certain other spells permanent. The casting DC of the *permanency* spell is determined by the spell you wish to make permanent. The spells on which *permanency* can be cast are listed below, grouped by DC.

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

- DC 45: *Alarm, comprehend languages, dancing lights, detect magic, enlarge person, ghost sound, magic fang, read magic, reduce person.*
- DC 50: *Darkvision, invisibility, see invisibility, web.*
- DC 55: *Arcane sight, greater magic fang, gust of wind, shrink item, stinking cloud, tongues.*
- DC 60: *Solid fog, wall of fire.*
- DC 65: *Mage's private sanctum, symbol of pain, telepathic bond (only bonds two creatures per casting of permanency), wall of force.*
- DC 70: *Animate objects, symbol of fear, symbol of persuasion.*
- DC 75: *Phase door, symbol of stunning, symbol of weakness.*
- DC 80: *Prismatic wall, symbol of death, symbol of insanity, symbol of sleep.*
- DC 85: *Prismatic sphere, teleportation circle.*

**PERMANENT IMAGE**

**ILLUSION (FIGMENT)**

**CASTING DC:** 44  
**# OF SLOTS:** 2  
**EFFECT:** Figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/Caster Level (S)  
**DURATION:** Permanent (D)  
**SAVING THROW:** Will disbelieve (if interacted with, DC 16)

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

**PERSISTENT IMAGE**

**ILLUSION (FIGMENT)**

**CASTING DC:** 40  
**# OF SLOTS:** 2  
**DURATION:** 1 min./Caster Level (D)  
**SAVING THROW:** Will disbelieve (if interacted with, DC 16)

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

**PHANTASMAL KILLER**

**ILLUSION (PHANTASM) [FEAR, MIND-AFFECTING]**

**CASTING DC:** 34  
**# OF SLOTS:** 2  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**TARGET:** One living creature  
**DURATION:** Instantaneous  
**SAVING THROW:** Will disbelief (if interacted with), then Fortitude partial (DC 14); see text  
**SPELL RESISTANCE:** Yes

You create a phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize. Only the spell's subject can see the phantasmal killer; you see only a vague shape. The target first gets a Will Save to recognise the image as unreal. If that Save fails, the phantasm touches the subject, and the subject must succeed on a Fortitude Save or die from fear. Even if the Fortitude Save is successful, the subject takes 3d6 points of damage.

**PHANTOM STEED**

**CONJURATION (CREATION)**

**CASTING DC:** 40  
**# OF SLOTS:** 1  
**RANGE:** 0 ft.  
**EFFECT:** One quasi-real, horse-like creature  
**DURATION:** 1 hour/Caster Level (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

You conjure a Large, quasi-real, horse-like 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, grey mane and tail, and smoke-coloured, 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 armour, +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 manoeuvrability).

**PHANTOM TRAP**

**ILLUSION (GLAMOUR)**

**CASTING DC:** 26  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Object touched  
**DURATION:** Permanent (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

This spell makes a lock or other small mechanism seem to be trapped to anyone who can detect traps. You place the spell upon any small mechanism or device, such as a lock, hinge, hasp, cork, cap, or ratchet. Any character able to detect traps, or who uses any spell or device enabling trap detection, is 100% certain a real trap exists. The effect is illusory and nothing happens if the trap is "sprung;" its primary purpose is to frighten away thieves or make them waste precious time.

**PHASE DOOR**

**CONJURATION (CREATION)**

**CASTING DC:** 45  
**# OF SLOTS:** 3  
**RANGE:** 0 ft.  
**EFFECT:** Ethereal 5 ft. by 8 ft. opening, 10 ft. deep + 5 ft. deep per three Caster Levels  
**DURATION:** One usage per two Caster Levels  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

This spell creates an ethereal passage through wooden, plaster, or stone walls, but not other materials. It 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.

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.

**PLANAR ALLY**

**CONJURATION (CALLING)** [SEE TEXT FOR *LESSER PLANAR ALLY*]

**CASTING DC:** 56

**# OF SLOTS:** 2

**EFFECT:** One or two called elementals or outsiders, totalling no more than 12 HD, which cannot be more than 30 ft. apart when they appear

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, GREATER**

**CONJURATION (CALLING)** [SEE TEXT FOR *LESSER PLANAR ALLY*]

**CASTING DC:** 65

**# OF SLOTS:** 3

**EFFECT:** Up to three called elementals or outsiders, totalling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear.

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, LESSER**

**CONJURATION (CALLING)** [SEE TEXT]

**CASTING DC:** 47

**# OF SLOTS:** 2

**RANGE:** Close (25 ft. + 5 ft./2 Caster 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.

At the end of its task, or when the duration bargained for expires, the creature returns to its home plane (after reporting back to you, if appropriate and possible).

**PLANAR BINDING**

**CONJURATION (CALLING)** [SEE TEXT FOR *LESSER PLANAR BINDING*]

**CASTING DC:** 52

**# OF SLOTS:** 2

**TARGETS:**

Up to three elementals or outsiders, totalling no more than 12 HD, no two of which can be more than 30 ft. apart when they appear

**SAVING THROW:**

Will negates (DC 18)

This spell functions like *lesser planar binding*, except that you may call a single creature of 12 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 12. Each creature gets a Save, makes an independent attempt to escape, and must be individually persuaded to aid you.

**PLANAR BINDING, GREATER**

**CONJURATION (CALLING)** [SEE TEXT FOR *LESSER PLANAR BINDING*]

**CASTING DC:** 58

**# OF SLOTS:** 3

**TARGETS:** Up to three elementals or outsiders, totalling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear.

**SAVING THROW:**

Will negates (DC 20)

This spell functions like *lesser planar binding*, 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. Each creature gets a saving throw, makes independent attempts to escape, and must be persuaded to aid you individually.

**PLANAR BINDING, LESSER**

**CONJURATION (CALLING)** [SEE TEXT]

**CASTING DC:** 48

**# OF SLOTS:** 2

**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels); see text

**TARGET:** One elemental or outsider with 6 HD or less

**DURATION:** Instantaneous

**SAVING THROW:** Will negates (DC 17)

**SPELL RESISTANCE:** No and Yes; see text

Casting this spell attempts to lure a creature from another plane to a specifically prepared trap, which must lie within the spell's range. The called creature is held in the trap until it agrees to perform one service in return for its freedom. For more information, see the PHB.

**PLANE SHIFT**

**CONJURATION (TELEPORTATION)**

**CASTING DC:** 40

**# OF SLOTS:** 2

**RANGE:** Touch

**TARGET:** Creature touched, or up to eight willing creatures joining hands

**DURATION:** Instantaneous

**SAVING THROW:** Will negates (DC 16)

**SPELL RESISTANCE:** Yes

You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the *plane shift* at the same time. Precise accuracy as to a particular arrival location on the intended plane is nigh impossible. From the Material Plane, you can reach any other plane, though you appear 5 to 500 miles (5d%) from your intended destination.

**PLANT GROWTH**

**TRANSMUTATION**

**CASTING DC:** 32

**# OF SLOTS:** 1

**RANGE:** See text

**TARGET OR AREA:** See text

**DURATION:** Instantaneous  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

*Plant growth* has different effects depending on the version chosen.

**Overgrowth:** This effect causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within long range (400 feet + 40 feet per Caster Level) to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Speed drops to 5 feet, or 10 feet for Large or larger creatures. The area must have brush and trees in it for this spell to take effect.

**Enrichment:** This effect targets plants within a range of one-half mile, raising their potential productivity over the course of the next year to one-third above normal.

**POISON**

**NECROMANCY**

**CASTING DC:** 36  
**# OF SLOTS:** 2  
**RANGE:** Touch  
**TARGET:** Living creature touched  
**DURATION:** Instantaneous; see text  
**SAVING THROW:** Fortitude negates (DC 15); see text  
**SPELL RESISTANCE:** Yes

Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack. The poison deals 1d10 points of temporary Constitution damage immediately and another 1d10 points of temporary Constitution damage 1 minute later. Each instance of damage can be negated by a Fortitude Save (DC 10 + 1/2 your Caster Level + your Wis modifier).

**POLAR RAY**

**EVOCATION [COLD]**

**CASTING DC:** 50  
**# OF SLOTS:** 3  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**EFFECT:** Ray  
**DURATION:** Instantaneous  
**SAVING THROW:** None  
**SPELL RESISTANCE:** Yes

A blue-white ray of freezing air and ice springs from your hand. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of cold damage per Caster Level (maximum 25d6).

**POLYMORPH**

**TRANSMUTATION**

**CASTING DC:** 35  
**# OF SLOTS:** 2  
**RANGE:** Touch  
**TARGET:** Willing living creature touched  
**DURATION:** 1 min./Caster Level (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

This spell functions like *alter self*, except that you change the willing subject into another form of living creature. The new form may be of the same type as the subject or any of the following types: aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin. The assumed form can't have more Hit Dice than your Caster Level or the subject's HD, whichever is lower, to a maximum of 15 HD at 15th level.

Upon changing, the subject regains lost Hit Points as if it had rested for a night (though this healing does not restore temporary ability damage and provide other benefits of resting; and changing back does not heal the subject further). If slain, the subject reverts to its original form, though it remains dead.

The subject gains the Strength, Dexterity, and Constitution scores of the new form but retains its own Intelligence, Wisdom, and Charisma scores. It also gains all extraordinary special attacks possessed by the form but does not gain the extraordinary special qualities possessed by the new form or any supernatural or spell-like abilities.

**POLYMORPH ANY OBJECT**

**TRANSMUTATION**

**CASTING DC:** 49  
**# OF SLOTS:** 3  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET:** One creature, or one nonmagical object of up to 100 cu. ft./Caster Level  
**DURATION:** See text  
**SAVING THROW:** Fortitude negates (DC 18); see text  
**SPELL RESISTANCE:** Yes (object)

This spell functions like *polymorph*, except that it changes one object or creature into another. The duration of the spell depends on how radical a change is made from the original state to its enchanted state. The duration is determined by using the following guidelines.

Unlike *polymorph*, *polymorph any object* does grant the creature the Intelligence score of its new form. If the original form didn't have a Wisdom or Charisma score, it gains those scores as appropriate for the new form.

Damage taken by the new form can result in the injury or death of the polymorphed creature. In general, damage occurs when the new form is changed through physical force.

CHANGED SUBJECT IS:	INCREASE TO DURATION FACTOR*	
Same kingdom (animal, vegetable, mineral)	+5	
Same class (mammals, fungi, metals, etc.)	+2	
Same size	+2	
Related (twig is to tree, wolf fur is to wolf, etc.)	+2	
Same or lower Intelligence	+2	
* Add all that apply. Look up the total on the next table.		
DURATION FACTOR	DURATION	EXAMPLE
0	20 minutes	Pebble to human
2	1 hour	Marionette to human
4	3 hours	Human to marionette
5	12 hours	Lizard to mantichore
6	2 days	Sheep to wool coat
7	1 week	Shrew to mantichore
9+	Permanent	Mantichore to shrew

**POWER WORD BLIND**

ENCHANTMENT (COMPULSION) [MIND-AFFECTING]

**CASTING DC:** 45  
**# OF SLOTS:** 3  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET:** One creature with 200 hp or less  
**DURATION:** See text  
**SAVING THROW:** None  
**SPELL RESISTANCE:** Yes

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

HIT POINTS	DURATION
50 or less	Permanent
51–100	1d4+1 minutes
101–200	1d4+1 rounds

**POWER WORD KILL**

ENCHANTMENT (COMPULSION) [DEATH, MIND-AFFECTING]

**CASTING DC:** 51  
**# OF SLOTS:** 4  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET:** One living creature with 100 hp or less  
**DURATION:** Instantaneous  
**SAVING THROW:** None  
**SPELL RESISTANCE:** Yes

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

**POWER WORD STUN**

ENCHANTMENT (COMPULSION) [MIND-AFFECTING]

**CASTING DC:** 48  
**# OF SLOTS:** 3  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET:** One creature with 150 hp or less  
**DURATION:** See text  
**SAVING THROW:** None  
**SPELL RESISTANCE:** Yes

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

HIT POINTS	DURATION
50 or less	4d4 rounds
51–100	2d4 rounds
101–150	1d4 rounds

**PRAYER**

ENCHANTMENT (COMPULSION) [MIND-AFFECTING]

**CASTING DC:** 32  
**# OF SLOTS:** 1  
**RANGE:** 40 ft.  
**AREA:** All allies and foes within a 40-ft.-radius burst centred on you

**DURATION:** 1 round/Caster Level  
**SAVING THROW:** None  
**SPELL RESISTANCE:** Yes

You bring special favour upon yourself and your allies while bringing disfavour to your enemies. You and 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.

**PRESTIDIGITATION**

UNIVERSAL

**CASTING DC:** 15  
**# OF SLOTS:** 1  
**RANGE:** 10 ft.  
**TARGET, EFFECT, OR AREA:** See text  
**DURATION:** 1 hour  
**SAVING THROW:** See text  
**SPELL RESISTANCE:** No

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a *prestidigitation* spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A *prestidigitation* can slowly lift 1 pound of material. It can colour, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavour 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters. *Prestidigitation* can create small objects, but they look crude and artificial. The materials created by a *prestidigitation* spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, a *prestidigitation* lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

**PRISMATIC SPHERE**

ABJURATION

**CASTING DC:** 51  
**# OF SLOTS:** 4  
**RANGE:** 10 ft.  
**EFFECT:** 10-ft.-radius sphere centred on you  
**SAVING THROW:** See text (DC 20)

This spell functions like *prismatic wall*, except you conjure up an immobile, opaque globe of shimmering, multicoloured light that surrounds you and protects you from all forms of attack. The sphere flashes in all colours of the visible spectrum.

The sphere's *blindness* effect on creatures with less than 8 HD lasts 2d4x10 minutes.

You can pass into and out of the *prismatic sphere* and remain near it without harm. However, when you're inside it, the sphere blocks any attempt to project something through the sphere (including spells). Other creatures that attempt to attack you or pass through suffer the effects of each colour, one at a time.

Typically, only the upper hemisphere of the globe will exist, since you are at the centre of the sphere, so the lower half is usually excluded by the floor surface you are standing on.

The colours of the sphere have the same effects as the colours of a *prismatic wall*.

**PRISMATIC SPRAY**

EVOCATION

**CASTING DC:** 45  
**# OF SLOTS:** 3  
**RANGE:** 60 ft.  
**AREA:** Cone-shaped burst

**DURATION:** Instantaneous  
**SAVING THROW:** See text (DC 18)  
**SPELL RESISTANCE:** Yes

This spell causes seven shimmering, intertwined, multicoloured beams of light to spray from your hand. Each beam has a different power. Creatures in the area of the spell with 8 HD or less are automatically blinded for 2d4 rounds. Every creature in the area is randomly struck by one or more beams, which have additional effects.

1D8	COLOUR OF BEAM	EFFECT
1	Red	20 points fire damage (Reflex half)
2	Orange	40 points acid damage (Reflex half)
3	Yellow	80 points electricity damage (Reflex half)
4	Green	Poison (Kills; Fortitude partial, take 1d6 points of Con damage instead)
5	Blue	Turned to stone (Fortitude negates)
6	Indigo	Insane, as insanity spell (Will negates)
7	Violet	Sent to another plane (Will negates)
8		Struck by two rays; roll twice more, ignoring any "8" results.

**PRISMATIC WALL**

**ABJURATION**  
**CASTING DC:** 48  
**# OF SLOTS:** 3  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**EFFECT:** Wall 4 ft./Caster Level wide, 2 ft./Caster Level high  
**DURATION:** 10 min./Caster Level (D)  
**SAVING THROW:** See text (DC 18)  
**SPELL RESISTANCE:** See text

*Prismatic wall* creates a vertical, opaque wall — a shimmering, multicoloured plane of light that protects you from all forms of attack. The wall flashes with seven colours, each of which has a distinct power and purpose. The wall is immobile, and you can pass through and remain near the wall without harm. Any other creature with less than 8 HD that is within 20 feet of the wall is blinded for 2d4 rounds by the colours if it looks at the wall.

The wall's maximum proportions are 4 feet wide per Caster Level and 2 feet high per Caster Level. A *prismatic wall* spell cast to materialise in a space occupied by a creature is disrupted, and the spell is wasted.

Each colour in the wall has a special effect. The accompanying table shows the seven colours of the wall, the order in which they appear, their effects on creatures trying to attack you or pass through the wall, and the magic needed to negate each colour.

The wall can be destroyed, colour by colour, in consecutive order, by various magical effects; however, the first colour must be brought down before the second can be affected, and so on.

**PRODUCE FLAME**

**EVOCATION [FIRE]**  
**CASTING DC:** 20  
**# OF SLOTS:** 1  
**RANGE:** 0 ft.  
**EFFECT:** Flame in your palm  
**DURATION:** 1 min./Caster Level (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** Yes

Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment. In addition to providing illumination, the flames can be hurled or used to touch enemies. You can strike an opponent with a melee touch attack, dealing fire damage equal to 1d6 + 1 point per Caster Level (maximum +5). Alternatively, you can hurl the flames up to 120 feet as a thrown weapon. When doing so, you attack with a ranged touch attack (with no range penalty) and deal the same damage as with the melee attack. No sooner do you hurl the flames than a new set appears in your hand. Each attack you make reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves.

**PROGRAMMED IMAGE**

**ILLUSION (FIGMENT)**  
**CASTING DC:** 44  
**# OF SLOTS:** 2  
**EFFECT:** Visual figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/Caster Level (S)  
**DURATION:** Permanent until triggered, then 1 round/Caster Level  
**SAVING THROW:** Will disbelieve (if interacted with, DC 16)

This spell functions like *silent image*, except that this spell's figment activates when a specific condition occurs. The figment includes visual, auditory, olfactory, and thermal elements, including intelligible speech.

**PRISMATIC WALL**

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

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

You set the triggering condition (which may be a special word) when casting the spell. The event that triggers the illusion can be as general or as specific and detailed as desired but must be based on an audible, tactile, olfactory, or visual trigger.

**PROJECT IMAGE**

**ILLUSION [SHADOW]**

**CASTING DC:** 46  
**# OF SLOTS:** 3  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**EFFECT:** One shadow duplicate  
**DURATION:** 1 round/Caster Level (D)  
**SAVING THROW:** Will disbelief (if interacted with, DC 18)  
**SPELL RESISTANCE:** No

You tap energy from the Plane of Shadow to create a quasi-real, illusory version of yourself. The projected image looks, sounds, and smells like you but is intangible. The projected image mimics your actions (including speech) unless you direct it to act differently (which is a move action). You can see through its eyes and hear through its ears as if you were standing where it is, and during your turn you can switch from using its senses to using your own, or back again, as a free action. While you are using its senses, your body is considered blinded and deafened.

If you desire, any spell you cast whose range is touch or greater can originate from the projected image instead of from you. The projected image can't cast any spells on itself except for illusion spells. The spells affect other targets normally, despite originating from the projected image.

You must maintain line of effect to the projected image at all times. If your line of effect is obstructed, the spell ends.

**PROTECTION FROM ARROWS**

**ABJURATION**

**CASTING DC:** 27  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Creature touched  
**DURATION:** 1 hour/Caster Level or until discharged  
**SAVING THROW:** Will negates (DC 12)  
**SPELL RESISTANCE:** Yes (harmless)

The warded creature gains resistance to ranged weapons. The subject gains damage reduction 10/magic against ranged weapons. This spell doesn't grant you the ability to damage creatures with similar damage reduction. Once the spell has prevented a total of 10 points of damage per Caster Level (maximum 100 points), it is discharged.

**PROTECTION FROM CHAOS**

**ABJURATION [LAWFUL]**

**CASTING DC:** 21  
**# OF SLOTS:** 1  
**SAVING THROW:** Will negates (DC 11)

This spell functions like *protection from evil*, except that the deflection and resistance bonuses apply to attacks from chaotic creatures, and chaotic summoned creatures cannot touch the subject.

**PROTECTION FROM ENERGY**

**ABJURATION**

**CASTING DC:** 32  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Creature touched  
**DURATION:** 10 min./Caster Level or until discharged

**SAVING THROW:** Fortitude negates (DC 13)

**SPELL RESISTANCE:** Yes (harmless)

*Protection from energy* grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire, or sonic). When the spell absorbs 12 points per Caster Level of energy damage (to a maximum of 120 points at 10th level), it is discharged.

**PROTECTION FROM EVIL**

**ABJURATION [GOOD]**

**CASTING DC:** 21  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Creature touched  
**DURATION:** 1 min./Caster Level (D)  
**SAVING THROW:** Will negates (DC 11)  
**SPELL RESISTANCE:** No; see text

This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on Saves. Both these bonuses apply against attacks made or effects created by evil creatures.

Second, the barrier blocks any attempt to possess the warded creature or to exercise mental control over the creature. The protection does not prevent such effects from targeting the protected creature, but it suppresses the effect for the duration of the *protection from evil* effect.

Third, the spell prevents bodily contact by summoned creatures.

**PROTECTION FROM GOOD**

**ABJURATION [EVIL]**

**CASTING DC:** 21  
**# OF SLOTS:** 1  
**SAVING THROW:** Will negates (DC 11)

This spell functions like *protection from evil*, except that the deflection and resistance bonuses apply to attacks from good creatures, and good summoned creatures cannot touch the subject.

**PROTECTION FROM LAW**

**ABJURATION [CHAOTIC]**

**CASTING DC:** 21  
**# OF SLOTS:** 1  
**SAVING THROW:** Will negates (DC 11)

This spell functions like *protection from evil*, except that the deflection and resistance bonuses apply to attacks from lawful creatures, and lawful summoned creatures cannot touch the subject.

**PROTECTION FROM SPELLS**

**ABJURATION**

**CASTING DC:** 52  
**# OF SLOTS:** 3  
**RANGE:** Touch  
**TARGETS:** Up to one creature touched per four Caster Levels  
**DURATION:** 10 min./Caster Level  
**SAVING THROW:** Will negates (DC 19)  
**SPELL RESISTANCE:** Yes (harmless)

The subject gains a +8 resistance bonus on saving throws against spells and spell-like abilities (but not against supernatural and extraordinary abilities).

**PRYING EYES**

**DIVINATION**

**CASTING DC:** 44  
**# OF SLOTS:** 2  
**RANGE:** One mile  
**EFFECT:** Ten or more levitating eyes  
**DURATION:** 1 hour/Caster Level; see text (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

You create a number of semitangible, visible magical orbs (called "eyes") equal to 1d4 + your Caster Level. These eyes move out, scout around, and return as you direct them when casting the spell. Each eye can see 120 feet (normal vision only) in all directions.

Each eye is a Fine construct, about the size of a small apple, that has 1 hit point, AC 18 (+8 bonus for its size), flies at a speed of 30 feet with perfect manoeuvrability, and has a +16 Hide modifier. It has a Spot modifier equal to your Caster Level (maximum +15) and is subject to illusions, darkness, fog, and any other factors that would affect your ability to receive visual information about your surroundings. An eye travelling through darkness must find its way by touch.

When you create the eyes, you specify instructions you want them to follow in a command of no more than twenty-five words. Any knowledge you possess is known by the eyes as well.

In order to report their findings, the eyes must return to your hand. Each replays in your mind all it has seen during its existence. It takes an eye 1 round to replay 1 hour of recorded images. After relaying its findings, an eye disappears.

If an eye ever gets more than 1 mile away from you, it instantly ceases to exist. However, your link with the eye is such that you won't know if the eye was destroyed because it wandered out of range or because of some other event.

The eyes exist for up to 1 hour per Caster Level or until they return to you.

**PRYING EYES, GREATER**

**DIVINATION**

**CASTING DC:** 55  
**# OF SLOTS:** 3

This spell functions like *prying eyes*, except that the eyes can see all things as they actually are, just as if they had *true seeing* with a range of 120 feet. Thus, they can navigate darkened areas at full normal speed. Also, a *greater prying eye's* maximum Spot modifier is +25 instead of +15.

**PURIFY FOOD AND DRINK**

**TRANSMUTATION**

**CASTING DC:** 15  
**# OF SLOTS:** 1  
**RANGE:** 10 ft.  
**TARGET:** 1 cu. ft./Caster Level of contaminated food and water  
**DURATION:** Instantaneous  
**SAVING THROW:** Will negates (DC 10)  
**SPELL RESISTANCE:** Yes (object)

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking.

**PYROTECHNICS**

**TRANSMUTATION**

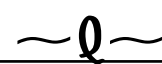
**CASTING DC:** 26  
**# OF SLOTS:** 1  
**RANGE:** Long (400 ft. + 40 ft./Caster Level)

**TARGET:** One fire source, up to a 20-ft. cube  
**DURATION:** 1d4+1 rounds, or 1d4+1 rounds after creatures leave the smoke cloud; see text  
**SAVING THROW:** Will negates or Fortitude negates (DC 12); see text  
**SPELL RESISTANCE:** Yes or No; see text

*Pyrotechnics* turns a fire into either a burst of blinding fireworks or a thick cloud of choking smoke, depending on the version you choose.

*Fireworks:* The fireworks are a flashing, fiery, momentary burst of glowing, coloured aerial lights. This effect causes creatures within 120 feet of the fire source to become blinded for 1d4+1 rounds (Will negates). These creatures must have line of sight to the fire to be affected. Spell resistance can prevent blindness.

*Smoke Cloud:* A writhing stream of smoke billows out from the source, forming a choking cloud. The cloud spreads 20 feet in all directions and lasts for 1 round per Caster Level. All within the cloud take -4 penalties to Strength and Dexterity (Fortitude negates). These effects last for 1d4+1 rounds after the cloud dissipates or after the creature leaves the area of the cloud. Spell resistance does not apply.



**QUENCH**

**TRANSMUTATION**

**CASTING DC:** 32  
**# OF SLOTS:** 1  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**AREA OR TARGET:** One 20-ft. cube/Caster Level (S) or one fire-based magic item  
**DURATION:** Instantaneous  
**SAVING THROW:** None or Will negates (DC 13)  
**SPELL RESISTANCE:** No or Yes (object)

*Quench* extinguishes all nonmagical fires in its area. The spell also dispels any fire spells in its area, though you must succeed on a dispel check (1d20 +1 per Caster Level, maximum +15) against each spell to dispel it. The DC to dispel such spells is 11 + the Caster Level of the fire spell.



**RAGE**

**ENCHANTMENT (COMPULSION) [MIND-AFFECTING]**

**CASTING DC:** 30  
**# OF SLOTS:** 1  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**TARGETS:** One willing living creature per three Caster Levels, no two of which may be more than 30 ft. apart  
**DURATION:** Concentration + 1 round/Caster Level (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** Yes

Each affected creature gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will Saves, and a -2 penalty to AC.

**RAINBOW PATTERN**

**ILLUSION (PATTERN) [MIND-AFFECTING]**

**CASTING DC:** 37  
**# OF SLOTS:** 2  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**EFFECT:** Colourful lights with a 20-ft.-radius spread  
**DURATION:** Concentration +1 round/ Caster Level (D)  
**SAVING THROW:** Will negates (DC 15)  
**SPELL RESISTANCE:** Yes

SPELLS



A glowing, rainbow-hued pattern of interweaving colours fascinates those within it. *Rainbow patter* fascinates a maximum of 24 Hit Dice of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. An affected creature that fails its Saves is fascinated by the pattern.

With a simple gesture (a free action), you can make the rainbow pattern move up to 30 feet per round (moving its effective point of origin). All fascinated creatures follow the moving rainbow of light, trying to get or remain within the effect. Fascinated creatures who are restrained and removed from the pattern still try to follow it. If the pattern leads its subjects into a dangerous area, each fascinated creature gets a second Save. If the view of the lights is completely blocked, creatures who can't see them are no longer affected.

**RAISE DEAD**

**CONJURATION (HEALING)**

**CASTING DC:** 50  
**# OF SLOTS:** 2  
**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. See the PHB for more information on the effects of being raised on the subject.

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.

**RAY OF ENFEEBLEMENT**

**NECROMANCY**

**CASTING DC:** 20  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**EFFECT:** Ray  
**DURATION:** 1 min./Caster Level  
**SAVING THROW:** None  
**SPELL RESISTANCE:** Yes

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

**RAY OF EXHAUSTION**

**NECROMANCY**

**CASTING DC:** 31  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**EFFECT:** Ray  
**DURATION:** 1 min./Caster Level  
**SAVING THROW:** Fortitude partial (DC 13); see text  
**SPELL RESISTANCE:** Yes

A black ray projects from your pointing finger. You must succeed on a ranged touch attack with the ray to strike a target.

The subject is immediately exhausted for the spell's duration. A successful Fortitude Save means the creature is only fatigued. A character that is already fatigued instead becomes exhausted. Unlike normal exhaustion or fatigue, the effect ends as soon as the spell's duration expires.

**RAY OF FROST**

**EVOCATION [COLD]**

**CASTING DC:** 15  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**EFFECT:** Ray  
**DURATION:** Instantaneous  
**SAVING THROW:** None  
**SPELL RESISTANCE:** Yes

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

**READ MAGIC**

**DIVINATION**

**CASTING DC:** 17  
**# OF SLOTS:** 1  
**RANGE:** Personal  
**TARGET:** You  
**DURATION:** 10 min./Caster Level

By means of *read magic*, you can decipher magical inscriptions on objects — books, scrolls, weapons, and the like — that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing

**REDUCE ANIMAL**

**TRANSMUTATION**

**CASTING DC:** 25  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** One willing animal of Small, Medium, Large, or Huge size  
**DURATION:** 1 hour/Caster Level (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

This spell functions like *reduce person*, except that it affects a single willing animal. Reduce the damage dealt by the animal's natural attacks as appropriate for its new size.

**REDUCE PERSON**

**TRANSMUTATION**

**CASTING DC:** 22  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET:** One humanoid creature  
**DURATION:** 1 min./Caster Level (D)  
**SAVING THROW:** Fortitude negates (DC 10)  
**SPELL RESISTANCE:** Yes

This spell causes instant diminution of a humanoid creature, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature's size category to the next smaller one. The target gains a +2 size bonus to Dexterity, a -2 size penalty to Strength (to a minimum of 1), and a +1 bonus on attack rolls and AC due to its reduced size. All equipment worn or carried by a creature is similarly reduced by the spell.

**REDUCE PERSON, MASS**

**TRANSMUTATION**

**CASTING DC:** 36  
**# OF SLOTS:** 2  
**SAVING THROW:** Fortitude negates (DC 15)  
**TARGET:** One humanoid creature/Caster Level, no two of which can be more than 30 ft. apart

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

**REFUGE**

**CONJURATION (TELEPORTATION)**

**CASTING DC:** 48  
**# OF SLOTS:** 3  
**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).

**REGENERATE**

**CONJURATION (HEALING)**

**CASTING DC:** 49  
**# OF SLOTS:** 3  
**RANGE:** Touch  
**TARGET:** Living creature touched  
**DURATION:** Instantaneous  
**SAVING THROW:** Fortitude negates (DC 18)  
**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).

**REINCARNATE**

**TRANSMUTATION**

**CASTING DC:** 48  
**# OF SLOTS:** 2  
**RANGE:** Touch  
**TARGET:** Dead creature touched  
**DURATION:** Instantaneous  
**SAVING THROW:** None; see text  
**SPELL RESISTANCE:** Yes (harmless)

With this spell, you bring back a dead creature in another body, provided that its death occurred no more than one week before the casting of the spell and the subject's soul is free and willing to

return. If the subject's soul is not willing to return, the spell does not work; a subject that wants to return receives no saving throw. For more information on the effects of reincarnation on a subject, see the PHB.

A creature that has been turned into an undead creature or killed by a death effect can't be returned to life by this spell. Constructs, elementals, outsiders, and undead creatures can't be reincarnated. The spell cannot bring back a creature who has died of old age.

**REMOVE BLINDNESS/DEAF**

**CONJURATION (HEALING)**

**CASTING DC:** 30  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Creature touched  
**DURATION:** Instantaneous  
**SAVING THROW:** Fortitude negates (DC 13)  
**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 CURSE**

**ABJURATION**

**CASTING DC:** 34  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Creature or item touched  
**DURATION:** Instantaneous  
**SAVING THROW:** Will negates (DC 13)  
**SPELL RESISTANCE:** Yes (harmless)

*Remove curse* instantaneously removes all curses on an object or a creature. *Remove curse* does not remove the curse from a cursed shield, weapon, or suit of armour, although the spell typically enables the creature afflicted with any such cursed item to remove and get rid of it. Certain special curses may not be countered by this spell or may be countered only by a caster of a certain level or higher.

**REMOVE DISEASE**

**CONJURATION (HEALING)**

**CASTING DC:** 30  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Creature touched  
**DURATION:** Instantaneous  
**SAVING THROW:** Fortitude negates (DC 13)  
**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.

**REMOVE FEAR**

**ABJURATION**

**CASTING DC:** 20  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGETS:** One creature plus one additional creature per four Caster Levels, no two of which can be more than 30 ft. apart  
**DURATION:** 10 minutes; see text

**SAVING THROW:** Will negates (10)  
**SPELL RESISTANCE:** Yes (harmless)

You instil courage in the subject, granting it a +4 morale bonus against *fear* effects for 10 minutes. If the subject is under the influence of a *fear* effect when receiving the spell, that effect is suppressed for the duration of the spell.

**REMOVE PARALYSIS**

**CONJURATION [HEALING]**

**CASTING DC:** 25  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGETS:** Up to four creatures, no two of which can be more than 30 ft. apart  
**DURATION:** Instantaneous  
**SAVING THROW:** Will negates (DC 12)  
**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.

**REPEL METAL OR STONE**

**ABJURATION [EARTH]**

**CASTING DC:** 48  
**# OF SLOTS:** 3  
**RANGE:** 60 ft.  
**AREA:** 60-ft. line from you  
**DURATION:** 1 round/Caster Level (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

Like *repel wood*, this spell creates waves of invisible and intangible energy that roll forth from you. All metal or stone objects in the path of the spell are pushed away from you to the limit of the range. Fixed metal or stone objects larger than 3 inches in diameter and loose objects weighing more than 500 pounds are not affected. Anything else, including animated objects, small boulders, and creatures in metal armour, moves back, dragging their bearers with them.

**REPEL VERMIN**

**ABJURATION**

**CASTING DC:** 36  
**# OF SLOTS:** 2  
**RANGE:** 10 ft.  
**AREA:** 10-ft.-radius emanation centred on you  
**DURATION:** 10 min./Caster Level (D)  
**SAVING THROW:** None or Will negates (DC 15); see text  
**SPELL RESISTANCE:** Yes

An invisible barrier holds back vermin. A vermin with Hit Dice of less than one-third your Caster Level cannot penetrate the barrier. A vermin with Hit Dice of one-third your Caster Level or more can penetrate the barrier if it succeeds on a Will Save. Even so, crossing the barrier deals the vermin 2d6 points of damage, and pressing against the barrier causes pain.

**REPEL WOOD**

**TRANSMUTATION**

**CASTING DC:** 42  
**# OF SLOTS:** 2  
**RANGE:** 60 ft.

**AREA:** 60-ft. line-shaped emanation from you  
**DURATION:** 1 min./Caster Level (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

Waves of energy roll forth from you, moving in the direction that you determine, causing all wooden objects in the path of the spell to be pushed away from you to the limit of the range. Objects such as wooden shields, spears, wooden weapon shafts and hafts, and arrows and bolts are pushed back, dragging those carrying them along.

**REPULSION**

**ABJURATION**

**CASTING DC:** 44  
**# OF SLOTS:** 2  
**RANGE:** Up to 10 ft./Caster Level  
**AREA:** Up to 10-ft.-radius/Caster Level emanation centred on you  
**DURATION:** 1 round/Caster Level (D)  
**SAVING THROW:** Will negates (DC 16)  
**SPELL RESISTANCE:** Yes

An invisible, mobile field surrounds you and prevents creatures from approaching you. You decide how big the field is at the time of casting (to the limit your Caster Level allows). Any creature within or entering the field must attempt a Save. If it fails, it becomes unable to move toward you for the duration of the spell. Repelled creatures' actions are not otherwise restricted.

**RESILIENT SPHERE**

**EVOCATION [FORCE]**

**CASTING DC:** 35  
**# OF SLOTS:** 2  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**EFFECT:** 1-ft.-diameter/Caster Level sphere, centred around a creature  
**DURATION:** 1 min./Caster Level (D)  
**SAVING THROW:** Reflex negates (DC 15)  
**SPELL RESISTANCE:** Yes

A globe of shimmering force encloses a creature, provided the creature is small enough to fit within the diameter of the sphere. The sphere contains its subject for the spell's duration. Nothing can pass through the sphere, inside or out, though the subject can breathe normally.

The subject may struggle, but the sphere cannot be physically moved either by people outside it or by the struggles of those within.

**RESISTANCE**

**ABJURATION**

**CASTING DC:** 16  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Creature touched  
**DURATION:** 1 minute  
**SAVING THROW:** Will negates (DC 10)  
**SPELL RESISTANCE:** Yes (harmless)

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on Saves.

**RESIST ENERGY**

**ABJURATION**

**CASTING DC:** 27  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Creature touched

**DURATION:** 10 min./Caster Level  
**SAVING THROW:** Fortitude negates (DC 12)  
**SPELL RESISTANCE:** Yes (harmless)

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains energy resistance 10 against the energy type chosen. The value of the energy resistance granted increases to 20 points at 7th Caster Level and to a maximum of 30 points at 11th Caster Level. The spell protects the recipient's equipment as well.

*Resist energy* absorbs only damage. The subject could still suffer unfortunate side effects.

**RESTORATION**

**CONJURATION (HEALING)**

**CASTING DC:** 38  
**# OF SLOTS:** 2  
**SAVING THROW:** Will negates (DC 15)

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 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, GREATER**

**CONJURATION (HEALING)**

**CASTING DC:** 60  
**# OF SLOTS:** 3  
**SAVING THROW:** Will negates (DC 21)

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 penalising 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**

**CONJURATION (HEALING)**

**CASTING DC:** 27  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Creature touched  
**DURATION:** Instantaneous  
**SAVING THROW:** Will negates (DC 12)  
**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**

**CONJURATION (HEALING)**

**CASTING DC:** 68  
**# OF SLOTS:** 3

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 creature can have been dead no longer than 10 years per Caster Level.

For more information on the effects of *resurrection* on the subject, see the PHB.

**REVERSE GRAVITY**

**TRANSMUTATION**

**CASTING DC:** 46  
**# OF SLOTS:** 3  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**AREA:** Up to one 10-ft. cube per two Caster Levels (S)  
**DURATION:** 1 round/Caster Level (D)  
**SAVING THROW:** See text (DC 18)  
**SPELL RESISTANCE:** No

This spell reverses gravity in an area, causing all unattached objects and creatures within that area to fall upward and reach the top of the area in 1 round. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward.

Provided it has something to hold onto, a creature caught in the area can attempt a Reflex Save to secure itself when the spell strikes. Creatures who can fly or levitate can keep themselves from falling.

**RIGHTEOUS MIGHT**

**TRANSMUTATION**

**CASTING DC:** 40  
**# OF SLOTS:** 2  
**RANGE:** Personal  
**TARGET:** You  
**DURATION:** 1 round/Caster Level (D)

Your height immediately doubles, and your weight increases by a factor of eight. This increase changes your size category to the next larger one, and you gain a +8 size bonus to Strength and a +4 size bonus to Constitution. You gain a +4 enhancement bonus to your natural armour. You gain damage reduction 5/evil (if you normally channel positive energy) or damage reduction 5/good (if you normally channel negative energy). At 12th Caster Level this damage reduction becomes 10/evil or 10/good, and at 15th level it becomes 15/evil or 15/good (the maximum). Your size modifier for AC and attacks changes as appropriate to your new size category. This spell doesn't change your speed. Determine space and reach as appropriate to your new size.

All equipment you wear or carry is similarly enlarged by the spell.

**ROPE TRICK**

**TRANSMUTATION**

**CASTING DC:** 26  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** One touched piece of rope from 5 ft. to 30 ft. long

**DURATION:** 1 hour/Caster Level (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

When this spell is cast upon a piece of rope from 5 to 30 feet long, one end of the rope rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end. The upper end is, in fact, fastened to an extradimensional space that is outside the multiverse of extradimensional spaces ("planes"). Creatures in the extradimensional space are hidden beyond the reach of spells (including divinations), unless those spells work across planes. The space holds as many as eight creatures (of any size). Creatures in the space can pull the rope up into the space, making the rope "disappear." In that case, the rope counts as one of the eight creatures that can fit in the space. The rope can support up to 16,000 pounds. A weight greater than that can pull the rope free.

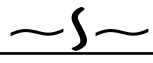
Those in the extradimensional space can see out of it as if a 3-foot-by-5-foot window were centred on the rope. The window is present on the Material Plane but it's invisible; even creatures that can see the window can't see through it. Anything inside the extradimensional space drops out when the spell ends. The rope can be climbed by only one person at a time. The *rope trick* spell enables climbers to reach a normal place if they do not climb all the way to the extradimensional space.

**RUSTING GRASP**

**TRANSMUTATION**  
**CASTING DC:** 36  
**# OF SLOTS:** 2  
**RANGE:** Touch  
**TARGET:** One nonmagical ferrous object (or the volume of the object within 3 ft. of the touched point) or one ferrous creature  
**DURATION:** See text  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

Any iron or iron alloy item you touch becomes instantaneously rusted, pitted, and worthless, effectively destroyed. If the item is so large that it cannot fit within a 3-foot radius, a 3-foot-radius volume of the metal is rusted and destroyed. Magic items made of metal are immune to this spell.

You may employ *rusting grasp* in combat with a successful melee touch attack. *Rusting grasp* used in this way instantaneously destroys 1d6 points of Armour Class gained from metal armour (to the maximum amount of protection the armour offered) through corrosion. Weapons in use by an opponent targeted by the spell are more difficult to grasp. You must succeed on a melee touch attack against the weapon. A metal weapon that is hit is destroyed.



**SANCTUARY**

**ABJURATION**  
**CASTING DC:** 22  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Creature touched  
**DURATION:** 1 round/Caster Level  
**SAVING THROW:** Will negates (DC 11)  
**SPELL RESISTANCE:** No

Any opponent attempting to strike or otherwise directly attack the warded creature, even with a targeted spell, must attempt a Will Save. If the Save succeeds, the opponent can attack normally

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

**SCARE**

**NECROMANCY [FEAR, MIND-AFFECTING]**  
**CASTING DC:** 26  
**# OF SLOTS:** 1  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**TARGETS:** One living creature per three Caster Levels, no two of which can be more than 30 ft. apart  
**DURATION:** 1 round/Caster Level or 1 round; see text for *cause fear*  
**SAVING THROW:** Will partial (DC 12)  
**SPELL RESISTANCE:** Yes

This spell functions like *cause fear*, except that it causes all targeted creatures of less than 6 HD to become frightened.

**SCINTILLATING PATTERN**

**ILLUSION (PATTERN) [MIND-AFFECTING]**  
**CASTING DC:** 49  
**# OF SLOTS:** 3  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**EFFECT:** Colourful lights in a 20-ft.-radius spread  
**DURATION:** Concentration + 2 rounds  
**SAVING THROW:** None  
**SPELL RESISTANCE:** Yes

A twisting pattern of discordant, coruscating colours weaves through the air, affecting creatures within it. The spell affects a total number of Hit Dice of creatures equal to your Caster Level (maximum 20). Creatures with the fewest HD are affected first; among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted. The spell affects each subject according to its Hit Dice.

6 or less	Unconscious for 1d4 rounds, then stunned for 1d4 rounds, and then <i>confused</i> for 1d4 rounds. Treat an unconscious result as stunned for nonliving creatures.
7 to 12	Stunned for 1d4 rounds, then <i>confused</i> for 1d4 rounds.
13 or more	<i>Confused</i> for 1d4 rounds.

**SCORCHING RAY**

**EVOCATION [FIRE]**  
**CASTING DC:** 25  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**EFFECT:** One or more rays  
**DURATION:** Instantaneous  
**SAVING THROW:** None  
**SPELL RESISTANCE:** Yes

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

**SCREEN**

**ILLUSION (GLAMOUR)**

**CASTING DC:** 58  
**# OF SLOTS:** 3  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**AREA:** 30-ft. cube/Caster Level (S)  
**DURATION:** 24 hours  
**SAVING THROW:** None or Will disbelief (if interacted with, DC 20); see text  
**SPELL RESISTANCE:** No

This spell combines several elements to create a powerful protection from scrying and direct observation. When casting the spell, you dictate what will and will not be observed in the spell's area. The illusion created must be stated in general terms. Once the conditions are set, they cannot be changed. Attempts to scry the area automatically detect the image stated by you with no Save allowed. Sight and sound are appropriate to the illusion created.

Direct observation may allow a Save (as per a normal illusion), if there is cause to disbelieve what is seen. Even entering the area does not cancel the illusion or necessarily allow a Save, assuming that hidden beings take care to stay out of the way of those affected by the illusion.

**SCRYING**

**DIVINATION (SCRYING)**

**CASTING DC:** 45  
**# OF SLOTS:** 3  
**RANGE:** See text  
**EFFECT:** Magical sensor  
**DURATION:** 1 hour/Caster Level  
**SAVING THROW:** Will negates (DC 18)  
**SPELL RESISTANCE:** Yes

You can see and hear some creature, which may be at any distance. If the subject succeeds on a Will Save, the scrying attempt fails. The difficulty of the Save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature. If the subject is on another plane, it gets a +5 bonus on its Will Save.

KNOWLEDGE	WILL SAVE MODIFIER
None*	+10
Secondhand (you've heard of the subject)	+5
Firsthand (you've met the subject)	+0
Familiar (you know the subject well)	-5

\* You must have some sort of connection to a creature of which you have no knowledge.

CONNECTION	WILL SAVE MODIFIER
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, etc.	-10

If the Save fails, you can see and hear the subject and the subject's immediate surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet.

If the Save succeeds, you can't attempt to scry on that subject again for at least 24 hours.

**SCULPT SOUND**

**TRANSMUTATION**

**CASTING DC:** 30  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGETS:** One creature or object/Caster Level, no two of which can be more than 30 ft. apart  
**DURATION:** 1 hour/Caster Level (D)  
**SAVING THROW:** Will negates (DC 13)  
**SPELL RESISTANCE:** Yes (object)

You change the sounds that creatures or objects make. You can create sounds where none exist, deaden sounds, or transform sounds into other sounds. All affected creatures or objects must be transmuted in the same way. Once the transmutation is made, you cannot change it. You can change the qualities of sounds but cannot create words with which you are unfamiliar yourself.

**SEARING LIGHT**

**EVOCATION**

**CASTING DC:** 30  
**# OF SLOTS:** 1  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**EFFECT:** Ray  
**DURATION:** Instantaneous  
**SAVING THROW:** None  
**SPELL RESISTANCE:** Yes

Focusing divine power like a ray of the sun, you project a blast of light from your open palm. You must succeed on a ranged touch attack to strike your target. A creature struck by this ray of light takes 1d8 points of damage per two Caster Levels (maximum 5d8). An undead creature takes 1d6 points of damage per Caster Level (maximum 10d6), and an undead creature particularly vulnerable to bright light takes 1d8 points of damage per Caster Level (maximum 10d8). A construct or inanimate object takes only 1d6 points of damage per two Caster Levels (maximum 5d6).

**SECRET CHEST**

**CONJURATION (SUMMONING)**

**CASTING DC:** 50  
**# OF SLOTS:** 2  
**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.

To hide the chest, you cast the spell while touching both the chest and a miniature replica thereof. 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 that the large chest can be summoned back, although an extraplanar expedition might be mounted to find it.



05





**SECRET PAGE**

**TRANSMUTATION**

**CASTING DC:** 41  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Page touched, up to 3 sq. ft. in size  
**DURATION:** Permanent  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

*Secret page* alters the contents of a page so that they appear to be something entirely different. The text of a spell can be changed to show even another spell. A *comprehend languages* spell alone cannot reveal a *secret page's* contents. You are able to reveal the original contents by speaking a special word. You can then peruse the actual page and return it to its *secret page* form at will. You can also remove the spell by double repetition of the special word.

**SECURE SHELTER**

**CONJURATION (CREATION)**

**CASTING DC:** 45  
**# OF SLOTS:** 2  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**EFFECT:** 20-ft.-square structure  
**DURATION:** 2 hours/Caster Level (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

You conjure a sturdy cottage or lodge made of material that is common in the area where the spell is cast. The floor is level, clean, and dry. In all respects the lodging resembles a normal cottage, with a sturdy door, two shuttered windows, and a small fireplace.

The shelter has no heating or cooling source (other than natural insulation qualities). 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.

**SEE INVISIBILITY**

**DIVINATION**

**CASTING DC:** 26  
**# OF SLOTS:** 1  
**RANGE:** Personal  
**TARGET:** You  
**DURATION:** 10 min./Caster Level (D)

You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures.

**SEEMING**

**ILLUSION (GLAMOUR)**

**CASTING DC:** 38  
**# OF SLOTS:** 2  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGETS:** One creature per two Caster Levels, no two of which can be more than 30 ft. apart  
**DURATION:** 12 hours (D)  
**SAVING THROW:** Will negates or Will disbelief (if interacted with, DC 15)  
**SPELL RESISTANCE:** Yes or No; see text

This spell functions like *disguise self*, except that you can change the appearance of other people as well. Affected creatures resume their normal appearances if slain.

Unwilling targets can negate the spell's effect on them by making Will Saves or with spell resistance.

**SENDING**

**EVOCATION**

**CASTING DC:** 49  
**# OF SLOTS:** 2  
**RANGE:** See text  
**TARGET:** One creature  
**DURATION:** 1 round; see text  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

You contact a particular creature with which you are familiar and send a short message of twenty-five words or less to the subject. The subject recognises you if it knows you. It can answer in like manner immediately. A creature with an Intelligence score as low as 1 can understand the *sending*, though the subject's ability to react is limited as normal by its Intelligence score. Even if the *sending* is received, the subject is not obligated to act upon it in any manner.

**SEPIA SNAKE SIGIL**

**CONJURATION (CREATION) [FORCE]**

**CASTING DC:** 42  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** One touched book or written work  
**DURATION:** Permanent or until discharged; until released or 1d4 days + one day/Caster Level; see text  
**SAVING THROW:** Reflex negates (DC 15)  
**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-coloured smoke and a loud noise. If the target fails its Save, it is engulfed in a shimmering amber field of force and immobilised 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. 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.

**SEQUESTER**

**ABJURATION**  
**CASTING DC:** 46  
**# OF SLOTS:** 3  
**RANGE:** Touch  
**TARGET:** One willing creature or object (up to a 2-ft. cube/Caster Level) touched  
**DURATION:** One day/Caster Level (D)  
**SAVING THROW:** None or Will negates (DC 18)  
**SPELL RESISTANCE:** No or Yes (object)

When cast, this spell not only prevents divination spells from working to detect or locate the creature or object affected by *sequester*, it also renders the affected creature or object invisible to any form of sight or seeing (as the *invisibility* spell). The spell does not prevent the subject from being discovered through tactile means or through the use of devices. Creatures affected by *sequester* become comatose and are effectively in a state of suspended animation until the spell wears off or is dispelled.

Note: The Will Save prevents an attended or magical object from being *sequestered*. There is no Save to see the *sequestered* creature or object or to detect it with a divination spell.

**SHADES**

**ILLUSION (SHADOW)**  
**CASTING DC:** 51  
**# OF SLOTS:** 4  
**SAVING THROW:** Will disbelief (if interacted with, DC 20); varies; see text

This spell functions like *shadow conjuration*, except that it mimics sorcerer and wizard conjuration spells with casting DCs of 50 or less. The illusory conjurations created deal four-fifths (80%) damage to nonbelievers, and nondamaging effects are 80% likely to work against nonbelievers.

**SHADOW CONJURATION**

**ILLUSION (SHADOW)**  
**CASTING DC:** 34  
**# OF SLOTS:** 2  
**RANGE:** See text  
**EFFECT:** See text  
**DURATION:** See text  
**SAVING THROW:** Will disbelief (if interacted with, DC 14); varies; see text  
**SPELL RESISTANCE:** Yes; see text

You use material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects, or forces. *Shadow conjuration* can mimic any sorcerer or wizard conjuration (summoning) or conjuration (creation) spell with casting DC less than 34.

*Shadow conjurations* are actually one-fifth (20%) as strong as the real things, though creatures who believe the *shadow conjurations* to be real are affected by them at full strength. Any creature that interacts with the conjured object, force, or creature can make a Will Save to recognise its true nature.

Spells that deal damage have normal effects unless the affected creature succeeds on a Will Save. Each disbelieving creature takes only one-fifth (20%) damage from the attack. If the disbelieved

attack has a special effect other than damage, that effect is only 20% likely to occur. Regardless of the result of the Save to disbelieve, an affected creature is also allowed any Save that the spell being simulated allows, but at *shadow conjuration's* Save DC rather than the spell's normal Save DC. In addition, any effect created by *shadow conjuration* allows spell resistance, even if the spell it is simulating does not. Shadow objects or substances have normal effects except against those who disbelieve them. Against disbelievers, they are 20% likely to work.

A shadow creature has one-fifth the Hit Points of a normal creature of its kind (regardless of whether it's recognised as shadowy). It deals normal damage and has all normal abilities and weaknesses. Against a creature that recognises it as a shadow creature, however, the shadow creature's damage is one-fifth (20%) normal, and all special abilities that do not deal lethal damage are only 20% likely to work. Roll for each use and each affected character separately. Furthermore, the shadow creature's AC bonuses are one-fifth as large.

A creature that succeeds on its Save sees the *shadow conjurations* as transparent images superimposed on vague, shadowy forms.

Objects automatically succeed on their Will Saves against this spell.

**SHADOW CONJURATION, GREATER**

**ILLUSION (SHADOW)**  
**CASTING DC:** 45  
**# OF SLOTS:** 3  
**SAVING THROW:** Will disbelief (if interacted with, DC ); varies; see text

This spell functions like *shadow conjuration*, except that it can duplicate any sorcerer or wizard conjuration (summoning) or conjuration (creation) spell with casting DC less than 45. The illusory conjurations created deal three-fifths (60%) damage to nonbelievers, and nondamaging effects are 60% likely to work against nonbelievers.

**SHADOW EVOCATION**

**ILLUSION (SHADOW)**  
**CASTING DC:** 38  
**# OF SLOTS:** 2  
**RANGE:** See text  
**EFFECT:** See text  
**DURATION:** See text  
**SAVING THROW:** Will disbelief (if interacted with, DC 15)  
**SPELL RESISTANCE:** Yes

You tap energy from the Plane of Shadow to cast a quasi-real, illusory version of a sorcerer or wizard evocation spell with casting DC less than 38.

Spells that deal damage have normal effects unless an affected creature succeeds on a Will Save. Each disbelieving creature takes only one-fifth damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is one-fifth as strong (if applicable) or only 20% likely to occur. If recognised as a *shadow evocation*, a damaging spell deals only one-fifth (20%) damage. Regardless of the result of the Save to disbelieve, an affected creature is also allowed any Save (or spell resistance) that the spell being simulated allows, but at *shadow conjuration's* Save DC rather than the spell's normal Save DC.

Nondamaging effects have normal effects except against those who disbelieve them. Against disbelievers, they have no effect.

Objects automatically succeed on their Will Saves against this spell.

**SHADOW EVOCATION, GREATER**

**ILLUSION (SHADOW)**

**CASTING DC:** 48  
**# OF SLOTS:** 3  
**SAVING THROW:** Will disbelief (if interacted with, DC 18)

This spell functions like *shadow evocation*, except that it enables you to create partially real, illusory versions of sorcerer or wizard evocation spells with casting DC less than 48. If recognised as a *greater shadow evocation*, a damaging spell deals only three-fifths (60%) damage.

**SHADOW WALK**

**ILLUSION (SHADOW)**

**CASTING DC:** 42  
**# OF SLOTS:** 2  
**RANGE:** Touch  
**TARGETS:** Up to one touched creature/ Caster Level  
**DURATION:** 1 hour/Caster Level (D)  
**SAVING THROW:** Will negates (DC 16)  
**SPELL RESISTANCE:** Yes

To use the *shadow walk* spell, you must be in an area of shadowy illumination. You and any creature you touch are then transported along a coiling path of shadowstuff to the edge of the Material Plane where it borders the Plane of Shadow. The effect is largely illusory, but the path is quasi-real. You can take more than one creature along with you (subject to your Caster Level limit), but all must be touching each other.

In the region of shadow, you move normally on the borders of the Plane of Shadow but much more rapidly relative to the Material Plane. Thus, you can use this spell to travel rapidly by stepping onto the Plane of Shadow, moving the desired distance, and then stepping back onto the Material Plane.

Any creatures touched by you when *shadow walk* is cast also make the transition to the borders of the Plane of Shadow. They may opt to follow you, wander off through the plane, or stumble back into the Material Plane (50% chance for either of the latter results if they are lost or abandoned by you). Creatures unwilling to accompany you into the Plane of Shadow receive a Will saving throw, negating the effect if successful.

**SHAMBLER**

**CONJURATION (CREATION)**

**CASTING DC:** 51  
**# OF SLOTS:** 4  
**RANGE:** Medium (100 ft. + 10 ft./Caster 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.

**SHAPECHANGE**

**TRANSMUTATION**

**CASTING DC:** 53  
**# OF SLOTS:** 4  
**RANGE:** Personal  
**TARGET:** You  
**DURATION:** 10 min./Caster Level (D)

This spell functions like *polymorph*, except that it enables you to assume the form of any single nonunique creature (of any type) from Fine to Colossal size. The assumed form cannot have more than your Caster Level in Hit Dice (to a maximum of 25 HD). Unlike *polymorph*, this spell allows incorporeal or gaseous forms to be assumed.

You gain all extraordinary and supernatural abilities (both attacks and qualities) of the assumed form, but you lose your own supernatural abilities. You also gain the type of the new form in place of your own. The new form does not disorient you. Parts of your body or pieces of equipment that are separated from you do not revert to their original forms.

You can become just about anything you are familiar with. You can change form once each round as a free action. The change takes place either immediately before your regular action or immediately after it, but not during the action. If you use this spell to create a disguise, you get a +10 bonus on your Disguise check.

**SHATTER**

**EVOCATION [SONIC]**

**CASTING DC:** 26  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**AREA OR TARGET:** 5-ft.-radius spread; or one solid object or one crystalline creature  
**DURATION:** Instantaneous  
**SAVING THROW:** Fortitude half (DC 12); see text  
**SPELL RESISTANCE:** Yes (object)

*Shatter* creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature. Used as an area attack, *shatter* destroys nonmagical objects of crystal, glass, ceramic, or porcelain. All such objects within a 5-foot radius of the point of origin are smashed into dozens of pieces by the spell. Objects weighing more than 1 pound per your Caster Level are not affected, but all other objects of the appropriate composition are shattered.

Alternatively, you can target *shatter* against a single solid object, regardless of composition, weighing up to 10 pounds per Caster Level. Targeted against a crystalline creature (of any weight), *shatter* deals 1d6 points of sonic damage per Caster Level (maximum 10d6), with a Fortitude Save for half damage.

**SHIELD**

**ABJURATION [FORCE]**

**CASTING DC:** 20  
**# OF SLOTS:** 1  
**RANGE:** Personal  
**TARGET:** You  
**DURATION:** 1 min./Caster Level (D)

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

**SHIELD OF FAITH**

**ABJURATION**

**CASTING DC:** 21  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Creature touched  
**DURATION:** 1 min./Caster Level  
**SAVING THROW:** Will negates (DC 11)  
**SPELL RESISTANCE:** Yes (harmless)

This spell creates a shimmering, magical field around the touched creature that averts attacks. The spell grants the subject a +2 deflection bonus to AC, with an additional +1 to the bonus for every six Caster Levels you have (maximum +5 deflection bonus at 18th level).

**SHIELD OF LAW**

**ABJURATION [LAWFUL]**

**CASTING DC:** 50  
**# OF SLOTS:** 3  
**RANGE:** 20 ft.  
**TARGETS:** One creature/Caster Level in a 20-ft.-radius burst centred on you  
**DURATION:** 1 round/Caster Level (D)  
**SAVING THROW:** See text (DC 19)  
**SPELL RESISTANCE:** Yes (harmless)

A dim, blue glow surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by chaotic creatures, and *slowing* chaotic creatures when they strike the subjects. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on all Saves. Second, a warded creature gains spell resistance 25 against chaotic spells and spells cast by chaotic creatures. Third, the abjuration blocks possession and mental influence, just as *protection from chaos* does.

Finally, if a chaotic creature succeeds on a melee attack against a warded creature, the attacker is *slowed* (Will Save negates as the *slow* spell, but against *shield of law*'s Save DC).

**SHIELD OTHER**

**ABJURATION**

**CASTING DC:** 27  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET:** One creature  
**DURATION:** 1 hour/Caster Level (D)  
**SAVING THROW:** Will negates (DC 11)  
**SPELL RESISTANCE:** Yes (harmless)

This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you. The subject gains a +1 deflection bonus to AC and a +1 resistance bonus on Saves. Additionally, the subject takes only half damage from all wounds and attacks (including that dealt by special abilities) that deal hit point damage. The amount of damage not taken by the warded creature is taken by you. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to the subject.

If you and the subject of the spell move out of range of each other, the spell ends.

**SHILLELAGH**

**TRANSMUTATION**

**CASTING DC:** 22  
**# OF SLOTS:** 1

**RANGE:** Touch  
**TARGET:** One touched nonmagical oak club or quarterstaff  
**DURATION:** 1 min./Caster Level  
**SAVING THROW:** Will negates (DC 12)  
**SPELL RESISTANCE:** Yes (object)

Your nonmagical club or quarterstaff becomes a weapon with a +1 enhancement bonus on attack and damage rolls. A quarterstaff gains this enhancement for both ends of the weapon. It deals damage as if it were two size categories larger (a Small club or quarterstaff so transmuted deals 1d8 points of damage, a Medium 2d6, and a Large 3d6), +1 for its enhancement bonus. These effects only occur when the weapon is wielded by you. If you do not wield it, the weapon behaves as if unaffected by this spell.

**SHOCKING GRASP**

**EVOCATION [ELECTRICITY]**

**CASTING DC:** 20  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Creature or object touched  
**DURATION:** Instantaneous  
**SAVING THROW:** None  
**SPELL RESISTANCE:** Yes

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

**SHOUT**

**EVOCATION [SONIC]**

**CASTING DC:** 34  
**# OF SLOTS:** 2  
**RANGE:** 30 ft.  
**AREA:** Cone-shaped burst  
**DURATION:** Instantaneous  
**SAVING THROW:** Fortitude partial (DC 14); see text  
**SPELL RESISTANCE:** Yes (object)

You emit an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is deafened for 2d6 rounds and takes 5d6 points of sonic damage. A successful Save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object or crystalline creature takes 1d6 points of sonic damage per Caster Level (maximum 15d6). An affected creature is allowed a Fortitude Save to reduce the damage by half, and a creature holding fragile objects can negate damage to them with a successful Reflex Save.

**SHOUT, GREATER**

**EVOCATION [SONIC]**

**CASTING DC:** 50  
**# OF SLOTS:** 3  
**RANGE:** 60 ft.  
**SAVING THROW:** Fortitude partial (DC 19); see text

This spell functions like *shout*, except that the cone deals 10d6 points of sonic damage (or 1d6 points of sonic damage per Caster Level, maximum 20d6, against exposed brittle or crystalline objects or crystalline creatures). It also causes creatures to be stunned for 1 round and deafened for 4d6 rounds. A creature in the area of the cone can negate the stunning and halve both the damage and the duration of the deafness with a successful Fortitude Save. A creature holding vulnerable objects can attempt a Reflex Save to negate the damage to those objects.

**SHRINK ITEM**

**TRANSMUTATION**

**CASTING DC:** 30  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** One touched object of up to 2 cu. ft./Caster Level  
**DURATION:** One day/Caster Level; see text  
**SAVING THROW:** Will negates (DC 13)  
**SPELL RESISTANCE:** Yes (object)

You are able to shrink one nonmagical item (if it is within the size limit) to 1/16 of its normal size in each dimension (to about 1/4,000 the original volume and mass). This change effectively reduces the object's size by four categories. Optionally, you can also change its now shrunken composition to a cloth-like one. Objects changed by a *shrink item* spell can be returned to normal composition and size merely by tossing them onto any solid surface or by a word of command from the original caster. Restoring the shrunken object to its normal size and composition ends the spell.

**SILENCE**

**ILLUSION (GLAMOUR)**

**CASTING DC:** 25  
**# OF SLOTS:** 1  
**RANGE:** Long (400 ft. + 40 ft./Caster Level)  
**AREA:** 20-ft.-radius emanation centred on a creature, object, or point in space  
**DURATION:** 1 min./Caster Level (D)  
**SAVING THROW:** Will negates (DC 12); see text  
**SPELL RESISTANCE:** Yes; see text or no (object)

Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centred on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will Save to negate the spell and can use spell resistance, if any. This spell provides a defence against sonic or language-based attacks.

**SILENT IMAGE**

**ILLUSION (FIGMENT)**

**CASTING DC:** 22  
**# OF SLOTS:** 1  
**RANGE:** Long (400 ft. + 40 ft./Caster Level)  
**EFFECT:** Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/Caster Level (S)  
**DURATION:** Concentration  
**SAVING THROW:** Will disbelief (if interacted with, DC 11)  
**SPELL RESISTANCE:** No

This spell creates the visual illusion of an object, creature, or force, as visualised by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect.

**SIMULACRUM**

**ILLUSION (SHADOW)**

**CASTING DC:** 76  
**# OF SLOTS:** 3  
**RANGE:** 0 ft.  
**EFFECT:** One duplicate creature  
**DURATION:** Instantaneous  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

*Simulacrum* creates an illusory duplicate of any creature. The duplicate creature is partially real and formed from ice or snow. It appears to be the same as the original, but it has only one-half of the real creature's levels or Hit Dice (and the appropriate Hit Points, Feats, skill Ranks, and special abilities for a creature of that level or HD). You can't create a simulacrum of a creature whose Hit Dice or levels exceed twice your Caster Level. You must make a Disguise check when you cast the spell to determine how good the likeness is. A creature familiar with the original might detect the ruse with a successful Spot check (opposed by the caster's Disguise check) or a DC 20 Sense Motive check.

At all times the simulacrum remains under your absolute command. No special telepathic link exists, so command must be exercised in some other manner. A simulacrum has no ability to become more powerful. It cannot increase its level or abilities. If reduced to 0 Hit Points or otherwise destroyed, it reverts to snow and melts instantly into nothingness.

**SLAY LIVING**

**NECROMANCY [DEATH]**

**CASTING DC:** 38  
**# OF SLOTS:** 2  
**RANGE:** Touch  
**TARGET:** Living creature touched  
**DURATION:** Instantaneous  
**SAVING THROW:** Fortitude partial (DC 15)  
**SPELL RESISTANCE:** Yes

You can slay any one living creature. You must succeed on a melee touch attack to touch the subject, and it can avoid death with a successful Fortitude Save. If it succeeds, it instead takes 3d6 points of damage + 1 point per Caster Level.

**SLEEP**

**ENCHANTMENT (COMPULSION) [MIND-AFFECTING]**

**CASTING DC:** 21  
**# OF SLOTS:** 1  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**AREA:** One or more living creatures within a 10-ft.-radius burst  
**DURATION:** 1 min./Caster Level  
**SAVING THROW:** Will negates (DC 12)  
**SPELL RESISTANCE:** Yes

A *sleep* spell causes a magical slumber to come upon 4 Hit Dice of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted.

**SLEET STORM**

**CONJURATION (CREATION) [COLD]**

**CASTING DC:** 31  
**# OF SLOTS:** 1  
**RANGE:** Long (400 ft. + 40 ft./Caster Level)  
**AREA:** Cylinder (40-ft. radius, 20 ft. high)  
**DURATION:** 1 round/Caster Level  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

Driving sleet blocks all sight (even darkvision) within the area and causes the ground 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.

**SLOW**

**TRANSMUTATION**

**CASTING DC:** 31  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGETS:** One creature/Caster Level, no two of which can be more than 30 ft. apart  
**DURATION:** 1 round/Caster Level  
**SAVING THROW:** Will negates (DC 13)  
**SPELL RESISTANCE:** Yes

An affected creature moves and attacks at a drastically slowed rate. A *slowed* creature can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Additionally, it takes a -1 penalty on attack rolls, AC, and Reflex Saves.

**SNARE**

**TRANSMUTATION**

**CASTING DC:** 34  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./Caster Level  
**DURATION:** Until triggered or broken  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

This spell enables you to make a snare that functions as a magic trap. The snare can be made from any supple vine, a thong, or a rope. When you cast *snare* upon it, the cordlike object blends with its surroundings (Search DC 23 for a character with the trapfinding ability to locate). One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature stepping inside the circle.

If a strong and supple tree is nearby, the snare can be fastened to it. The spell causes the tree to bend and then straighten when the loop is triggered, dealing 1d6 points of damage to the creature trapped and lifting it off the ground by the trapped limb or limbs. If no such tree is available, the cordlike object tightens around the creature, dealing no damage but causing it to be entangled.

The snare is magical. To escape, a trapped creature must make a DC 23 Escape Artist check or a DC 23 Strength check that is a full-round action. The snare has AC 7 and 5 Hit Points. A successful escape from the snare breaks the loop and ends the spell.

**SOFTEN EARTH AND STONE**

**TRANSMUTATION [EARTH]**

**CASTING DC:** 27  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**AREA:** 10-ft. square/Caster Level; see text  
**DURATION:** Instantaneous  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

When this spell is cast, all natural, undressed earth or stone in the spell's area is softened. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily moulded or chopped. You affect a 10-foot-square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot. Magical, enchanted, dressed, or worked stone cannot be affected. Earth or stone creatures are not affected.

A creature in mud must succeed on a Reflex Save or be caught for 1d2 rounds and unable to move, attack, or cast spells. A creature that succeeds on its Save can move through the mud at half speed, but can't run or charge. Loose dirt is not as troublesome as mud, but all creatures in the area can move at only half their normal speed and can't run or charge over the surface.

Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before.

**SOLID FOG**

**CONJURATION (CREATION)**

**CASTING DC:** 35  
**# OF SLOTS:** 2  
**DURATION:** 1 min./Caster Level  
**SPELL RESISTANCE:** No

This spell functions like *fog cloud*, but in addition to obscuring sight, the *solid fog* is so thick that any creature attempting to move through it progresses at nothing faster than a very slow walk, and takes a -2 penalty on all melee attack and melee damage rolls. The vapours 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 vapour that it passes through reduces falling damage by 1d6.

Unlike normal fog, only a severe wind (31+ mph) disperses these vapours, and it does so in 1 round.

**SONG OF DISCORD**

**ENCHANTMENT (COMPULSION) [MIND-AFFECTING, SONIC]**

**CASTING DC:** 38  
**# OF SLOTS:** 2  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**AREA:** Creatures within a 20-ft.-radius spread  
**DURATION:** 1 round/Caster Level  
**SAVING THROW:** Will negates (DC 15)  
**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 behaviour every round at the beginning of its turn. A creature that does not attack its nearest neighbour 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.

**SOUL BIND**

**NECROMANCY**

**CASTING DC:** 53  
**# OF SLOTS:** 4  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET:** Corpse  
**DURATION:** Permanent  
**SAVING THROW:** Will negates (DC 20)  
**SPELL RESISTANCE:** No

You draw the soul from a newly dead body and imprison it in a black sapphire gem. The subject must have been dead no more than 1 round per Caster Level. The soul, once trapped in the gem, cannot be returned through other spells. Only by destroying the gem or dispelling the spell on the gem can one free the soul (which is then still dead).

**SOUND BURST**

EVOCATION [SONIC]

**CASTING DC:** 27  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**AREA:** 10-ft.-radius spread  
**DURATION:** Instantaneous  
**SAVING THROW:** Fortitude partial (DC 12)  
**SPELL RESISTANCE:** Yes

You blast an area with a tremendous cacophony. Every creature in the area takes 1d8 points of sonic damage and must succeed on a Fortitude Save to avoid being stunned for 1 round. Creatures that cannot hear are not stunned but are still damaged.

**SPEAK WITH ANIMALS**

DIVINATION

**CASTING DC:** 20  
**# OF SLOTS:** 1  
**RANGE:** Personal  
**TARGET:** You  
**DURATION:** 1 min./Caster Level

You can comprehend and communicate with animals. You are able to ask questions of and receive answers from animals, although the spell doesn't make them any more friendly or cooperative than normal. If an animal is friendly toward you, it may do some favour or service for you.

**SPEAK WITH DEAD**

NECROMANCY [LANGUAGE-DEPENDENT]

**CASTING DC:** 42  
**# OF SLOTS:** 1  
**RANGE:** 10 ft.  
**TARGET:** One dead creature  
**DURATION:** 1 min./Caster Level  
**SAVING THROW:** Will negates (DC 15); see text  
**SPELL RESISTANCE:** No

You grant the semblance of life and intellect to a corpse, allowing it to answer several questions that you put to it. You may ask one question per two Caster Levels. Unasked questions are wasted if the duration expires. The corpse's knowledge is limited to what the creature knew during life, including the languages it spoke (if any). Answers are usually brief, cryptic, or repetitive. If the creature's alignment was different from yours, the corpse gets a Will Save to resist the spell as if it were alive.

You can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all.

**SPEAK WITH PLANTS**

DIVINATION

**CASTING DC:** 30  
**# OF SLOTS:** 1  
**RANGE:** Personal  
**TARGET:** You  
**DURATION:** 1 min./Caster Level

You can comprehend and communicate with plants, including both normal plants and plant creatures. You are able to ask questions of and receive answers from plants. A regular plant's sense of its surroundings is limited, so it won't be able to give (or recognise) detailed descriptions of creatures or answer questions about events outside its immediate vicinity.

**SPECTRAL HAND**

NECROMANCY

**CASTING DC:** 25  
**# OF SLOTS:** 1  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**EFFECT:** One spectral hand  
**DURATION:** 1 min./Caster Level (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

A ghostly, glowing hand shaped from your life force materialises and moves as you desire, allowing you to deliver simple, touch range spells at a distance. On casting the spell, you lose 1d4 Hit Points that return when the spell ends (even if it is dispelled), but not if the hand is destroyed. The Hit Points can be healed as normal. For as long as the spell lasts, any touch range spell of casting DC less than 38 that you cast can be delivered by the *spectral hand*. The spell gives you a +2 bonus on your melee touch attack roll, and attacking with the hand counts normally as an attack. The hand always strikes from your direction. The hand cannot flank targets like a creature can. After it delivers a spell, or if the hand goes beyond the spell range, goes out of your sight, the hand returns to you and hovers.

The hand is incorporeal and thus cannot be harmed by normal weapons. It has improved evasion (half damage on a failed Reflex Save and no damage on a successful Save), your Save bonuses, and an AC of at least 22. Your Intelligence modifier applies to the hand's AC as if it were the hand's Dexterity modifier. The hand has 1 to 4 Hit Points, the same number that you lost in creating it.

**SPELL IMMUNITY**

ABJURATION

**CASTING DC:** 36  
**# OF SLOTS:** 2  
**RANGE:** Touch  
**TARGET:** Creature touched  
**DURATION:** 10 min./Caster Level  
**SAVING THROW:** Will negates (DC 15)  
**SPELL RESISTANCE:** Yes (harmless)

The warded creature is immune to the effects of one specified spell for every four Caster Levels you have. The spells must be casting DC less than 38. The warded creature effectively has unbeatable spell resistance regarding the specified spell or spells. Naturally, that immunity doesn't protect a creature from spells for which spell resistance doesn't apply. *Spell immunity* protects against spells, spell-like effects of magic items, and innate spell-like abilities of creatures. It does not protect against supernatural or extraordinary abilities, such as breath weapons or gaze attacks.

**SPELL IMMUNITY, GREATER**

ABJURATION

**CASTING DC:** 50  
**# OF SLOTS:** 3  
**SAVING THROW:** Will negates (DC 19)

This spell functions like *spell immunity*, except the immunity applies to spells of casting DC 50 or less.

A creature can have only one *spell immunity* or *greater spell immunity* spell in effect on it at a time.

**SPELL RESISTANCE**

ABJURATION

**CASTING DC:** 40  
**# OF SLOTS:** 2  
**RANGE:** Touch

**TARGET:** Creature touched  
**DURATION:** 1 min./Caster Level  
**SAVING THROW:** Will negates (DC 16)  
**SPELL RESISTANCE:** Yes (harmless)  
 The creature gains spell resistance equal to 12 + your Caster Level.

**SPELLSTAFF**

**TRANSMUTATION**  
**CASTING DC:** 54  
**# OF SLOTS:** 2  
**RANGE:** Touch  
**TARGET:** Wooden quarterstaff touched  
**DURATION:** Permanent until discharged (D)  
**SAVING THROW:** Will negates (DC 18)  
**SPELL RESISTANCE:** Yes (object)

You store one spell that you can normally cast in a wooden quarterstaff. Only one such spell can be stored in a staff at a given time, and you cannot have more than one *spellstaff* at any given time. You can cast a spell stored within a staff just as though it were among those you had prepared, but it does not count against your normal allotment for a given day. You use up any applicable material components required to cast the spell when you store it in the *spellstaff*.

**SPELL TURNING**

**ABJURATION**  
**CASTING DC:** 46  
**# OF SLOTS:** 3  
**RANGE:** Personal  
**TARGET:** You  
**DURATION:** Until expended or 10 min./Caster Level

Spells and spell-like effects targeted on you are turned back upon the original caster. The abjuration turns only spells that have you as a target. Effect and area spells are not affected. *Spell turning* also fails to stop touch range spells.

From three to five (1d3+2) spells may be turned. The exact number is rolled secretly. Each spell affected by the turning reduces this number by the number of spell slots required to learn it.

When you are targeted by a spell more potent than the amount of spell turning you have left, that spell is partially turned. The subtract the amount of spell turning left from the spell slots required by the incoming spell, then divide the result by the spell's required number of slots to see what fraction of the effect gets through. For damaging spells, you and the caster each take a fraction of the damage. For nondamaging spells, each of you has a proportional chance to be affected.

If you and a spellcasting attacker are both warded by *spell turning* effects in operation, a resonating field is created.

Roll randomly to determine the result.

D%	EFFECT
01-70	Spell drains away without effect.
71-80	Spell affects both of you equally at full effect.
81-97	Both turning effects are rendered nonfunctional for 1d4 minutes.
98-100	Both of you go through a rift into another plane.

**SPIDER CLIMB**

**TRANSMUTATION**  
**CASTING DC:** 26  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Creature touched  
**DURATION:** 10 min./Caster Level  
**SAVING THROW:** Will negates (DC 12)  
**SPELL RESISTANCE:** Yes (harmless)

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

**SPIKE GROWTH**

**TRANSMUTATION**  
**CASTING DC:** 32  
**# OF SLOTS:** 1  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**AREA:** One 20-ft. square/Caster Level  
**DURATION:** 1 hour/Caster Level (D)  
**SAVING THROW:** Reflex partial (DC 13)  
**SPELL RESISTANCE:** Yes

Any ground-covering vegetation in the spell's area becomes very hard and sharply pointed without changing its appearance.

In areas of bare earth, roots and rootlets act in the same way. Typically, *spike growth* can be cast in any outdoor setting except open water, ice, heavy snow, sandy desert, or bare stone. Any creature moving on foot into or through the spell's area takes 1d4 points of piercing damage for each 5 feet of movement through the spiked area.

Any creature that takes damage from this spell must also succeed on a Reflex Save or suffer injuries to its feet and legs that slow its land speed by one-half. This speed penalty lasts for 24 hours or until the injured creature receives a *cure* spell (which also restores lost Hit Points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's Save DC.

**SPIKE STONES**

**TRANSMUTATION [EARTH]**  
**CASTING DC:** 36  
**# OF SLOTS:** 2  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**AREA:** One 20-ft. square/Caster Level  
**DURATION:** 1 hour/Caster Level (D)  
**SAVING THROW:** Reflex partial (DC 15)  
**SPELL RESISTANCE:** Yes

Rocky ground, stone floors, and similar surfaces shape themselves into long, sharp points that blend into the background.

*Spike stones* impede progress through an area and deal damage. Any creature moving on foot into or through the spell's area moves at half speed.

In addition, each creature moving through the area takes 1d8 points of piercing damage for each 5 feet of movement through the spiked area.



Any creature that takes damage from this spell must also succeed on a Reflex Save to avoid injuries to its feet and legs. A failed Save causes the creature's speed to be reduced to half normal for 24 hours or until the injured creature receives a *cure* spell (which also restores lost Hit Points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's Save DC.

**SPIRITUAL WEAPON**

**EVOCATION [FORCE]**

- CASTING DC:** 27
- # OF SLOTS:** 1
- RANGE:** Medium (100 ft. + 10 ft./Caster Level)
- EFFECT:** Magic weapon of force
- DURATION:** 1 round/Caster Level (D)
- SAVING THROW:** None
- SPELL RESISTANCE:** Yes

A weapon made of pure force springs into existence and attacks opponents at a distance, as you direct it, dealing 1d8 force damage per hit, +1 point per three Caster Levels (maximum +5 at 15th level). The weapon takes the shape of a weapon favoured by your deity or a weapon with some spiritual significance or symbolism to you (see below) and has the same threat range and critical multipliers as a real weapon of its form. It strikes the opponent you designate, starting with one attack in the round the spell is cast and continuing each round thereafter on your turn. It uses your base attack bonus (possibly allowing it multiple attacks per round in subsequent rounds) plus your Wisdom modifier as its attack bonus.

Each round after the first, you can use a move action to redirect the weapon to a new target. If you do not, the weapon continues to attack the previous round's target. On any round that the weapon switches targets, it gets one attack. Subsequent rounds of attacking that target allow the weapon to make multiple attacks if your base attack bonus would allow it to. Even if the *spiritual weapon* is a ranged weapon, use the spell's range, not the weapon's normal range increment. Note that switching targets is still a move action.

A *spiritual weapon* cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* affects it. A *spiritual weapon's* AC against touch attacks is 12 (10 + size bonus for Tiny object).

If an attacked creature has spell resistance, you make a Caster Level check (1d20 + Caster Level) against that spell resistance the first time the *spiritual weapon* strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell.

**STATUE**

**TRANSMUTATION**

- CASTING DC:** 47
- # OF SLOTS:** 3
- RANGE:** Touch
- TARGET:** Creature touched
- DURATION:** 1 hour/Caster Level (D)
- SAVING THROW:** Will negates (DC 18)
- SPELL RESISTANCE:** Yes (harmless)

A *statue* spell turns the subject to solid stone, along with any garments and equipment worn or carried. In statue form, the subject gains hardness 8. The subject retains its own Hit Points.

The subject can see, hear, and smell normally, but it does not need to eat or breathe. Feeling is limited to those sensations that can affect the granite-hard substance of the individual's body.

Chipping is equal to a mere scratch, but breaking off one of the statue's arms constitutes serious damage.

The subject of a *statue* spell can return to its normal state, act, and then return instantly to the statue state (a free action) if it so desires, as long as the spell duration is in effect.

**STATUS**

**DIVINATION**

- CASTING DC:** 25
- # OF SLOTS:** 1
- RANGE:** Touch
- TARGETS:** One living creature touched per three Caster Levels
- DURATION:** 1 hour/Caster Level
- SAVING THROW:** Will negates (DC 12)
- SPELL RESISTANCE:** Yes (harmless)

When you need to keep track of comrades who may get separated, *status* allows you to mentally monitor their relative positions and general condition. You are aware of direction and distance to the creatures and any conditions affecting them: unharmed, wounded, disabled, staggered, unconscious, dying, nauseated, panicked, stunned, poisoned, diseased, *confused*, or the like. Once the spell has been cast upon the subjects, the distance between them and the caster does not affect the spell as long as they are on the same plane of existence. If a subject leaves the plane, or if it dies, the spell ceases to function for it.

**STINKING CLOUD**

**CONJURATION (CREATION)**

- CASTING DC:** 31
- # OF SLOTS:** 1
- RANGE:** Medium (100 ft. + 10 ft./Caster Level)
- EFFECT:** Cloud spreads in 20-ft. radius, 20 ft. high
- DURATION:** 1 round/Caster Level
- SAVING THROW:** Fortitude negates (DC 13); see text
- SPELL RESISTANCE:** No

*Stinking cloud* creates a bank of fog like that created by *fog cloud*, except that the vapours 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.

**STONE SHAPE**

**TRANSMUTATION [EARTH]**

- CASTING DC:** 35
- # OF SLOTS:** 2
- RANGE:** Touch
- TARGET:** Stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./Caster Level
- DURATION:** Instantaneous
- SAVING THROW:** None
- SPELL RESISTANCE:** No

You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with *stone shape*, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

**STONESKIN**

**ABJURATION**

- CASTING DC:** 36
- # OF SLOTS:** 2

**RANGE:** Touch  
**TARGET:** Creature touched  
**DURATION:** 10 min./Caster Level or until discharged  
**SAVING THROW:** Will negates (DC 15)  
**SPELL RESISTANCE:** Yes (harmless)

The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains damage reduction 10/adamantine. It ignores the first 10 points of damage each time it takes damage from a weapon, though an adamantine weapon bypasses the reduction. Once the spell has prevented a total of 10 points of damage per Caster Level (maximum 150 points), it is discharged.

**STONE TELL**

**DIVINATION**  
**CASTING DC:** 54  
**# OF SLOTS:** 2  
**RANGE:** Personal  
**TARGET:** You  
**DURATION:** 1 min./Caster Level

You gain the ability to speak with stones, which relate to you who or what has touched them as well as revealing what is covered or concealed behind or under them. The stones relate complete descriptions if asked. A stone's perspective, perception, and knowledge may prevent the stone from providing the details you are looking for.

You can speak with natural or worked stone.

**STONE TO FLESH**

**TRANSMUTATION**  
**CASTING DC:** 43  
**# OF SLOTS:** 2  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**TARGET:** One petrified creature or a cylinder of stone from 1 ft. to 3 ft. in diameter and up to 10 ft. long  
**DURATION:** Instantaneous  
**SAVING THROW:** Fortitude negates (DC 16); see text  
**SPELL RESISTANCE:** Yes

This spell restores a petrified creature to its normal state, restoring life and goods. The creature must make a DC 15 Fortitude Save to survive the process. Any petrified creature, regardless of size, can be restored.

The spell also can convert a mass of stone into a fleshy substance. Such flesh is inert and lacking a vital life force unless a life force or magical energy is available. For example, this spell would turn a stone golem into a flesh golem, but an ordinary statue would become a corpse. You can affect an object that fits within a cylinder from 1 foot to 3 feet in diameter and up to 10 feet long or a cylinder of up to those dimensions in a larger mass of stone.

**STORM OF VENGEANCE**

**CONJURATION (SUMMONING)**  
**CASTING DC:** 52  
**# OF SLOTS:** 4  
**RANGE:** Long (400 ft. + 40 ft./Caster Level)  
**EFFECT:** 360-ft.-radius storm cloud  
**DURATION:** Concentration (maximum 10 rounds) (D)  
**SAVING THROW:** None or Reflex half (DC 20); 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.

**SUGGESTION**

**ENCHANTMENT (COMPULSION) [LANGUAGE-DEPENDENT, MIND-AFFECTING]**  
**CASTING DC:** 31  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET:** One living creature  
**DURATION:** 1 hour/Caster Level or until completed  
**SAVING THROW:** Will negates (DC 13)  
**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).

**SUGGESTION, MASS**

**ENCHANTMENT (COMPULSION) [LANGUAGE-DEPENDENT, MIND-AFFECTING]**  
**CASTING DC:** 43  
**# OF SLOTS:** 2  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**TARGETS:** One creature/Caster Level, no two of which can be more than 30 ft. apart  
**SAVING THROW:** Will negates (DC 16)

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

**SUMMON INSTRUMENT**

**CONJURATION (SUMMONING)**  
**CASTING DC:** 16  
**# OF SLOTS:** 1  
**RANGE:** 0 ft.





**EFFECT:** One summoned handheld musical instrument  
**DURATION:** 1 min./Caster 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**

**CONJURATION (SUMMONING) [SEE TEXT]**

**CASTING DC:** 23  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**EFFECT:** One summoned creature  
**DURATION:** 1 round/Caster 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**

**CONJURATION (SUMMONING) [SEE TEXT FOR SUMMON MONSTER I]**

**CASTING DC:** 28  
**# OF SLOTS:** 1  
**EFFECT:** One or more summoned creatures, no two of which can be more than 30 ft. apart

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**

**CONJURATION (SUMMONING) [SEE TEXT FOR SUMMON MONSTER I]**

**CASTING DC:** 33  
**# OF SLOTS:** 1  
**EFFECT:** One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon monster I*, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list.

**SUMMON MONSTER IV**

**CONJURATION (SUMMONING) [SEE TEXT FOR SUMMON MONSTER I]**

**CASTING DC:** 37  
**# OF SLOTS:** 2  
**EFFECT:** One or more summoned creatures, no two of which can be more than 30 ft. apart

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) [SEE TEXT FOR SUMMON MONSTER I]**

**CASTING DC:** 41  
**# OF SLOTS:** 2  
**EFFECT:** One or more summoned creatures, no two of which can be more than 30 ft. apart

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) [SEE TEXT FOR SUMMON MONSTER I]**

**CASTING DC:** 45  
**# OF SLOTS:** 2  
**EFFECT:** One or more summoned creatures, no two of which can be more than 30 ft. apart

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) [SEE TEXT FOR SUMMON MONSTER I]**

**CASTING DC:** 48  
**# OF SLOTS:** 3  
**EFFECT:** One or more summoned creatures, no two of which can be more than 30 ft. apart

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) [SEE TEXT FOR SUMMON MONSTER I]**

**CASTING DC:** 51  
**# OF SLOTS:** 3  
**EFFECT:** One or more summoned creatures, no two of which can be more than 30 ft. apart

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) [SEE TEXT FOR SUMMON MONSTER I]**

**CASTING DC:** 54  
**# OF SLOTS:** 4  
**EFFECT:** One or more summoned creatures, no two of which can be more than 30 ft. apart

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 NATURE'S ALLY I**

**CONJURATION (SUMMONING)**

**CASTING DC:** 23  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**EFFECT:** One summoned creature  
**DURATION:** 1 round/Caster Level (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

SUMMON MONSTER

1ST LEVEL

Celestial dog	LG
Celestial owl	LG
Celestial giant fire beetle	NG
Celestial porpoise*	NG
Celestial badger	CG
Celestial monkey	CG
Fiendish dire rat	LE
Fiendish raven	LE
Fiendish monstrous centipede, Medium	NE
Fiendish monstrous scorpion, Small	NE
Fiendish hawk	CE
Fiendish monstrous spider, Small	CE
Fiendish octopus*	CE
Fiendish snake, Small viper	CE

2ND LEVEL

Celestial giant bee	LG
Celestial giant bombardier beetle	NG
Celestial riding dog	NG
Celestial eagle	CG
Lemure (devil)	LE
Fiendish squid*	LE
Fiendish wolf	LE
Fiendish monstrous centipede, Large	NE
Fiendish monstrous scorpion, Medium	NE
Fiendish shark, Medium*	NE
Fiendish monstrous spider, Medium	CE
Fiendish snake, Medium viper	CE

3RD LEVEL

Celestial black bear	LG
Celestial bison	NG
Celestial dire badger	CG
Celestial hippogriff	CG
Elemental, Small (any)	N
Fiendish ape	LE
Fiendish dire weasel	LE
Hell hound	LE
Fiendish snake, constrictor	LE
Fiendish boar	NE
Fiendish dire bat	NE
Fiendish monstrous centipede, Huge	NE
Fiendish crocodile	CE
Dretch (demon)	CE
Fiendish snake, Large viper	CE
Fiendish wolverine	CE

4TH LEVEL

Archon, lantern	LG
Celestial giant owl	LG
Celestial giant eagle	CG
Celestial lion	CG
Mephit (any)	N
Fiendish dire wolf	LE
Fiendish giant wasp	LE
Fiendish giant praying mantis	NE
Fiendish shark, Large*	NE
Yeth hound	NE
Fiendish monstrous spider, Large	CE
Fiendish snake, Huge viper	CE
Howler	CE

5TH LEVEL

Archon, hound	LG
Celestial brown bear	LG
Celestial giant stag beetle	NG

Celestial sea cat*	NG
Celestial griffon	CG
Elemental, Medium (any)	N
Achaierai	LE
Devil, bearded	LE
Fiendish deinonychus	LE
Fiendish dire ape	LE
Fiendish dire boar	NE
Fiendish shark, Huge	NE
Fiendish monstrous scorpion, Large	NE
Shadow mastiff	NE
Fiendish dire wolverine	CE
Fiendish giant crocodile	CE
Fiendish tiger	CE

6TH LEVEL

Celestial polar bear	LG
Celestial orca whale*	NG
Bralani (eladrin)	CG
Celestial dire lion	CG
Elemental, Large (any)	N
Janni (genie)	N
Chaos beast	CN
Devil, chain	LE
Xill	LE
Fiendish monstrous centipede, Gargantuan	NE
Fiendish rhinoceros	NE
Fiendish elasmosaurus*	CE
Fiendish monstrous spider, Huge	CE
Fiendish snake, giant constrictor	CE

7TH LEVEL

Celestial elephant	LG
Avoral (guardinal)	NG
Celestial baleen whale*	NG
Djinni (genie)	CG
Elemental, Huge (any)	N

Invisible stalker	N
Devil, bone	LE
Fiendish megaraptor	LE
Fiendish monstrous scorpion, Huge	NE
Babau (demon)	CE
Fiendish giant octopus*	CE
Fiendish girallon	CE

8TH LEVEL

Celestial dire bear	LG
Celestial cachalot whale*	NG
Celestial triceratops	NG
Lillend	CG
Elemental, greater (any)	N
Fiendish giant squid*	LE
Hellcat	LE
Fiendish monstrous centipede, Colossal	NE
Fiendish dire tiger	CE
Fiendish monstrous spider, Gargantuan	CE
Fiendish tyrannosaurus	CE
Vrock (demon)	CE

9TH LEVEL

Couatl	LG
Leonal (guardinal)	NG
Celestial roc	CG
Elemental, elder (any)	N
Devil, barbed	LE
Fiendish dire shark*	NE
Fiendish monstrous scorpion, Gargantuan	NE
Night hag	NE
Bebilith (demon)	CE
Fiendish monstrous spider, Colossal	CE
Hezrou (demon)	CE
* May be summoned only into an aquatic or watery environment.	

SPELLS

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.

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)

CASTING DC: 28

# OF SLOTS: 1

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

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)

CASTING DC: 33

# OF SLOTS: 1

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

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.

SUMMON NATURE'S ALLY IV

CONJURATION (SUMMONING)

CASTING DC: 37

# OF SLOTS: 2

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

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.

**SUMMON NATURE'S ALLY V**

**CONJURATION (SUMMONING)**

**CASTING DC:** 41  
**# OF SLOTS:** 2  
**EFFECT:** One or more creatures, no two of which can be more than 30 ft. apart

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.

**SUMMON NATURE'S ALLY VI**

**CONJURATION (SUMMONING)**

**CASTING DC:** 45  
**# OF SLOTS:** 2  
**EFFECT:** One or more creatures, no two of which can be more than 30 ft. apart

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.

**SUMMON NATURE'S ALLY VII**

**CONJURATION (SUMMONING)**

**CASTING DC:** 48  
**# OF SLOTS:** 3  
**EFFECT:** One or more creatures, no two of which can be more than 30 ft. apart

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.

**SUMMON NATURE'S ALLY VIII**

**CONJURATION (SUMMONING)**

**CASTING DC:** 51  
**# OF SLOTS:** 3  
**EFFECT:** One or more creatures, no two of which can be more than 30 ft. apart

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.

**SUMMON NATURE'S ALLY IX**

**CONJURATION (SUMMONING)**

**CASTING DC:** 54  
**# OF SLOTS:** 4  
**EFFECT:** One or more creatures, no two of which can be more than 30 ft. apart

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.

**SUMMON SWARM**

**CONJURATION (SUMMONING)**

**CASTING DC:** 27  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster 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 or pursues the nearest creature as best it can. The caster has no control over its target or direction of travel.

SPELLS

**SUMMON NATURE'S ALLY**

**1ST LEVEL**

Dire rat  
 Eagle (animal)  
 Monkey (animal)  
 Octopus $\mathcal{Y}$  (animal)  
 Owl (animal)  
 Porpoise $\mathcal{Y}$  (animal)  
 Snake, Small viper (animal)  
 Wolf (animal)

Satyr [CN; without pipes]  
 Shark, Large $\mathcal{Y}$  (animal)  
 Snake, constrictor (animal)  
 Snake, Large viper (animal)  
 Thoqqua

Elemental, Large (any)  
 Griffon  
 Janni (genie)  
 Rhinoceros (animal)  
 Satyr [CN; with pipes]  
 Snake, giant constrictor (animal)  
 Nixie (sprite)  
 Tojanida, adult $\mathcal{Y}$   
 Whale, orca $\mathcal{Y}$  (animal)

Djinni (genie) [NG]  
 Invisible stalker  
 Pixie\* (sprite) [NG; with sleep arrows]  
 Squid, giant $\mathcal{Y}$  (animal)  
 Triceratops (dinosaur)  
 Tyrannosaurus (dinosaur)  
 Whale, cachalot $\mathcal{Y}$  (animal)  
 Xorn, elder  
 \*Can't cast irresistible dance

**2ND LEVEL**

Bear, black (animal)  
 Crocodile (animal)  
 Dire badger  
 Dire bat  
 Elemental, Small (any)  
 Hippogriff  
 Shark, Medium $\mathcal{Y}$  (animal)  
 Snake, Medium viper (animal)  
 Squid $\mathcal{Y}$  (animal)  
 Wolverine (animal)

**4TH LEVEL**

Arrowhawk, juvenile  
 Bear, brown (animal)  
 Crocodile, giant (animal)  
 Deinonychus (dinosaur)  
 Dire ape  
 Dire boar  
 Dire wolverine  
 Elemental, Medium (any)  
 Salamander, flamebrother [NE]  
 Sea cat $\mathcal{Y}$   
 Shark, Huge $\mathcal{Y}$  (animal)  
 Snake, Huge viper (animal)  
 Tiger (animal)  
 Tojanida, juvenile $\mathcal{Y}$   
 Unicorn [CG]  
 Xorn, minor

**6TH LEVEL**

Dire bear  
 Elemental, Huge (any)  
 Elephant (animal)  
 Girallon  
 Megaraptor (dinosaur)  
 Octopus, giant $\mathcal{Y}$  (animal)  
 Pixie\* (sprite) [NG; no special arrows]  
 Salamander, average [NE]  
 Whale, baleen $\mathcal{Y}$   
 Xorn, average  
 \*Can't cast irresistible dance

**8TH LEVEL**

Dire shark $\mathcal{Y}$   
 Roc  
 Salamander, noble [NE]  
 Tojanida, elder

**3RD LEVEL**

Ape (animal)  
 Dire weasel  
 Dire wolf  
 Eagle, giant [NG]  
 Lion  
 Owl, giant [NG]

**5TH LEVEL**

Arrowhawk, adult  
 Bear, polar (animal)  
 Dire lion  
 Elasmosaurus $\mathcal{Y}$  (dinosaur)

**7TH LEVEL**

Arrowhawk, elder  
 Dire tiger  
 Elemental, greater (any)

**9TH LEVEL**

Elemental, elder  
 Grig [NG; with fiddle] (sprite)  
 Pixie\* (sprite) [NG; with sleep and memory loss arrows]  
 Unicorn, celestial charger  
 \* Can cast irresistible dance  
 $\mathcal{Y}$  May be summoned only into an aquatic or watery environment.

**SUNBEAM**

**EVOCATION [LIGHT]**

**CASTING DC:** 47  
**# OF SLOTS:** 3  
**RANGE:** 60 ft.  
**AREA:** Line from your hand  
**DURATION:** 1 round/Caster Level or until all beams are exhausted  
**SAVING THROW:** Reflex negates and Reflex half (DC 18); see text  
**SPELL RESISTANCE:** Yes

For the duration of this spell, you can use a standard action to evoke a dazzling beam of intense light each round. You can call forth one beam per three Caster Levels (maximum six beams at 18th level). The spell ends when its duration runs out or your allotment of beams is exhausted.

Each creature in the beam is blinded and takes 4d6 points of damage. Any creatures to which sunlight is harmful or unnatural take double damage. A successful Reflex Save negates the blindness and reduces the damage by half.

Fungi, mold, oozes, slimes, and undead caught within the beam take 1d6 points of damage per Caster Level (maximum 20d6), or half damage if a Reflex Save is successful. In addition, the beam results in the destruction of any undead creature specifically harmed by bright light if it fails its Save.

**SUNBURST**

**EVOCATION [LIGHT]**

**CASTING DC:** 49  
**# OF SLOTS:** 3  
**RANGE:** Long (400 ft. + 40 ft./Caster Level)  
**AREA:** 80-ft.-radius burst  
**DURATION:** Instantaneous  
**SAVING THROW:** Reflex partial (DC 18); see text  
**SPELL RESISTANCE:** Yes

*Sunburst* causes a globe of searing radiance to explode silently from a point you select. All creatures in the globe are blinded and take 6d6 points of damage. A creature to which sunlight is harmful or unnatural takes double damage. A successful Reflex Save negates the blindness and reduces the damage by half.

Fungi, mold, oozes, slimes, and undead creatures caught within the globe takes 1d6 points of damage per Caster Level (maximum 25d6), or half damage if a Reflex Save is successful. In addition, the burst results in the destruction of any undead creature specifically harmed by bright light if it fail its Save.

**SYMBOL OF DEATH**

**NECROMANCY [DEATH]**

**CASTING DC:** 63  
**# OF SLOTS:** 4  
**RANGE:** 0 ft.; see text  
**EFFECT:** One symbol  
**DURATION:** See text  
**SAVING THROW:** Fortitude negates (DC 22)  
**SPELL RESISTANCE:** Yes

This spell allows you to scribe a potent rune of power upon a surface. When triggered, a *symbol of death* slays one or more creatures within 60 feet of the symbol (treat as a burst) whose combined total current Hit Points do not exceed 150. The *symbol of death* affects the closest creatures first, skipping creatures with too many Hit Points to affect. Once triggered, the *symbol* becomes active and glows, lasting for 10 minutes per Caster Level or until it has affected 150 Hit Points' worth of creatures, whichever comes first. Any creature

that enters the area while the *symbol of death* is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need Save against the *symbol* only once as long as it remains within the area, though if it leaves the area and returns while the *symbol* is still active, it must Save again.

Until it is triggered, the *symbol of death* is inactive (though visible and legible at a distance of 60 feet). To be effective, a *symbol of death* must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the *symbol of death* ineffective unless a creature removes the covering, in which case the symbol of death works normally.

A *symbol of death* is triggered whenever a creature does one or more of the following, as you select at the time of casting: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a symbol of death can't trigger it (even if it meets one or more of the triggering conditions, such as reading the rune).

You can also set special triggering limitations of your own, including activating passwords or phrases to avoid the *symbol* or attuning creatures or groups of creatures to render them immune to the effect. These can be as simple or elaborate as you desire. Special conditions for triggering a *symbol of death* can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, and Hit Points don't qualify. The caster is always considered immune to his or her own *symbol*.

**SYMBOL OF FEAR**

**NECROMANCY [FEAR, MIND-AFFECTING]**

**CASTING DC:** 54  
**# OF SLOTS:** 2  
**SAVING THROW:** Will negates (DC 18)

This spell functions like *symbol of death*, except that all creatures within 60 feet of the *symbol of fear* instead become panicked for 1 round per Caster Level.

**SYMBOL OF INSANITY**

**ENCHANTMENT (COMPULSION) [MIND-AFFECTING]**

**CASTING DC:** 63  
**# OF SLOTS:** 3  
**SAVING THROW:** Will negates (DC 21)

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.

**SYMBOL OF PAIN**

**NECROMANCY [EVIL]**

**CASTING DC:** 50  
**# OF SLOTS:** 2  
**SAVING THROW:** Fortitude negates (DC 18)

This spell functions like *symbol of death*, except that each creature within the radius of a *symbol of pain* instead suffers wracking pains that impose a -4 penalty on attack rolls, skill checks, and ability checks. These effects last for 1 hour after the creature moves farther than 60 feet from the symbol.

Unlike *symbol of death*, *symbol of pain* has no hit point limit; once triggered, a *symbol of pain* simply remains active for 10 minutes per Caster Level.



**SYMBOL OF PERSUASION**

**ENCHANTMENT (CHARM) [MIND-AFFECTING]**

**CASTING DC:** 57  
**# OF SLOTS:** 2  
**SAVING THROW:** Will negates (DC 19)

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.

**SYMBOL OF SLEEP**

**ENCHANTMENT (COMPULSION) [MIND-AFFECTING]**

**CASTING DC:** 50  
**# OF SLOTS:** 2  
**SAVING THROW:** Will negates (DC 18)

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.

**SYMBOL OF STUNNING**

**ENCHANTMENT (COMPULSION) [MIND-AFFECTING]**

**CASTING DC:** 60  
**# OF SLOTS:** 3  
**SAVING THROW:** Will negates (DC 21)

This spell functions like *symbol of death*, except that all creatures within 60 feet of a *symbol of stunning* instead become stunned for 1d6 rounds.

**SYMBOL OF WEAKNESS**

**NECROMANCY**

**CASTING DC:** 60  
**# OF SLOTS:** 3  
**SAVING THROW:** Fortitude negates (DC 21)

This spell functions like *symbol of death*, except that every creature within 60 feet of a *symbol of weakness* instead suffers crippling weakness that deals 3d6 points of Strength damage.

Unlike *symbol of death*, *symbol of weakness* has no hit point limit; once triggered, a *symbol of weakness* simply remains active for 10 minutes per Caster Level.

**SYMPATHETIC VIBRATION**

**EVOCATION [SONIC]**

**CASTING DC:** 54  
**# OF SLOTS:** 2  
**RANGE:** Touch  
**TARGET:** One freestanding structure  
**DURATION:** Up to 1 round/Caster Level  
**SAVING THROW:** None; see text  
**SPELL RESISTANCE:** Yes

By attuning yourself to a freestanding structure, you can create a damaging vibration within it. Once it begins, the vibration deals 2d10 points of damage per round to the target structure. Hardness has no effect on the spell's damage. You can choose at the time of casting to limit the duration of the spell; otherwise it lasts for 1

round/ Caster Level. If the spell is cast upon a target that is not freestanding the surrounding stone dissipates the effect and no damage occurs.

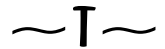
**SYMPATHY**

**ENCHANTMENT (COMPULSION) [MIND-AFFECTING]**

**CASTING DC:** 66  
**# OF SLOTS:** 3  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET:** One location (up to a 10-ft. cube/Caster Level) or one object  
**DURATION:** 2 hours/Caster Level (D)  
**SAVING THROW:** Will negates (DC 22); see text  
**SPELL RESISTANCE:** Yes

You cause an object or location to emanate magical vibrations that attract either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The particular kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment must be named.

Creatures of the specified kind or alignment feel elated and pleased to be in the area or desire to touch or to possess the object. The compulsion to stay in the area or touch the object is overpowering. If the Save is successful, the creature is released from the enchantment, but a subsequent Save must be made 1d6x10 minutes later. If this Save fails, the affected creature attempts to return to the area or object.



**TELEKINESIS**

**TRANSMUTATION**

**CASTING DC:** 38  
**# OF SLOTS:** 2  
**RANGE:** Long (400 ft. + 40 ft./Caster Level)  
**TARGET OR TARGETS:** See text  
**DURATION:** Concentration (up to 1 round/ Caster Level) or instantaneous; see text  
**SAVING THROW:** Will negates (DC 15) or None; see text  
**SPELL RESISTANCE:** Yes (object); see text

You move objects or creatures by concentrating on them. Depending on the version selected, the spell can provide a gentle, sustained force, perform a variety of combat manoeuvres, or exert a single short, violent thrust.

*Sustained Force:* A sustained force moves an object weighing no more than 25 pounds per Caster Level (maximum 375 pounds at 15th level) up to 20 feet per round. A creature can negate the effect on an object it possesses with a successful Will Save or with spell resistance.

The weight can be moved vertically, horizontally, or in both directions, but the spell ends if the object is forced beyond the range. If you cease concentration for any reason, the object falls or rips. This version of the spell can last 1 round per Caster Level

*Combat Manoeuvre:* Alternatively, once per round, you can use *telekinesis* to perform a bull rush, disarm, grapple (including pin), or trip. Resolve these attempts as normal, except that they don't provoke attacks of opportunity, you use your Caster Level in place of your base attack bonus (for disarm and grapple), you use your spellcasting Ability modifier in place of your Strength or Dexterity modifier, and a failed attempt doesn't allow a reactive attempt by

the target (such as for disarm or trip). No Save is allowed against these attempts, but spell resistance applies normally. This version of the spell can last 1 round per Caster Level, but it ends if you cease concentration.

*Violent Thrust:* Alternatively, the spell energy can be spent in a single round. You can hurl one object or creature per Caster Level (maximum 15) that are within range and all within 10 feet of each other toward any target within 10 feet per Caster Level of all the objects. You can hurl up to a total weight of 25 pounds per Caster Level (maximum 375 pounds at 15th level).

You must succeed on attack rolls (one per creature or object thrown) to hit the target with the items, using your base attack bonus + your spellcasting Ability modifier. Weapons cause standard damage (with no Strength bonus; note that arrows or bolts deal damage as daggers of their size when used in this manner). Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects) to 1d6 points of damage per 25 pounds (for hard, dense objects).

Creatures who fall within the weight capacity of the spell can be hurled, but they are allowed Will Saves (and spell resistance) to negate the effect, as are those whose held possessions are targeted by the spell. If a telekinetic creature is hurled against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

**TELEKINETIC SPHERE**

**EVOCATION [FORCE]**

- CASTING DC:** 49
- # OF SLOTS:** 3
- RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)
- EFFECT:** 1-ft.-diameter/Caster Level sphere, centred around creatures or objects
- DURATION:** 1 min./Caster Level (D)
- SAVING THROW:** Reflex negates (DC 18)
- SPELL RESISTANCE:** Yes (object)

This spell functions like *resilient sphere*, with the addition that the creatures or objects inside the globe are nearly weightless. Anything contained within a *telekinetic sphere* weighs only one-sixteenth of its normal weight. You can telekinetically lift anything in the sphere that normally weighs 5,000 pounds or less. The telekinetic control extends from you out to medium range (100 feet + 10 feet per Caster Level) after the sphere has succeeded in encapsulating its contents.

You can move objects or creatures in the sphere that weigh a total of 5,000 pounds or less by concentrating on the sphere. You can begin moving a sphere in the round after casting the spell. If you cease concentrating, the sphere does not move in that round (if on a level surface) or descends at its falling rate (if aloft) until it reaches a level surface, the spell's duration expires, or you begin concentrating again. If you cease concentrating (voluntarily or due to failing a Concentration check), you can resume concentrating on your next turn or any later turn during the spell's duration.

You can move the sphere telekinetically even if you are in it.

**TELEPATHIC BOND**

**DIVINATION**

- CASTING DC:** 39
- # OF SLOTS:** 2
- RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)
- TARGETS:** You plus one willing creature per three Caster Levels, no two of which can be more than 30 ft. apart

- DURATION:** 10 min./Caster Level (D)
- SAVING THROW:** None
- SPELL RESISTANCE:** No

You forge a telepathic bond among yourself and a number of willing creatures, each of which must have an Intelligence score of 3 or higher. Each creature included in the link is linked to all the others. The creatures can communicate telepathically through the bond regardless of language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another).

If desired, you may leave yourself out of the telepathic bond forged. This decision must be made at the time of casting.

**TELEPORT**

**CONJURATION (TELEPORTATION)**

- CASTING DC:** 38
- # OF SLOTS:** 2
- RANGE:** Personal and touch
- TARGET:** You and touched objects or other touched willing creatures
- DURATION:** Instantaneous
- SAVING THROW:** None and Will negates (DC 15))
- 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 and gear. You may also bring one additional willing Medium or smaller creature (carrying its gear or objects) 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. "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 travelling 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.

*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 travelled. The direction off target is determined randomly.

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

*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.

*Mishap:* You and anyone else teleporting with you have become "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 OBJECT**

**CONJURATION (TELEPORTATION)**

**CASTING DC:** 45  
**# OF SLOTS:** 3  
**RANGE:** Touch  
**TARGET:** One touched object of up to 50 lb./Caster Level and 3 cu. ft./Caster Level  
**SAVING THROW:** Will negates (DC 18)  
**SPELL RESISTANCE:** Yes (object)

This spell functions like *teleport*, except that it teleports an object, not you. Creatures and magical forces cannot be teleported.

**TELEPORT, GREATER**

**CONJURATION (TELEPORTATION)**

**CASTING DC:** 45  
**# OF SLOTS:** 3  
**SAVING THROW:** None and Will negates (DC 18)

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 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.

**TELEPORTATION CIRCLE**

**CONJURATION (TELEPORTATION)**

**CASTING DC:** 63  
**# OF SLOTS:** 4  
**RANGE:** 0 ft.  
**EFFECT:** 5-ft.-radius circle that teleports those who activate it  
**DURATION:** 10 min./Caster Level (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** Yes

You create a circle on the floor or other horizontal surface that teleports, as with *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.

**TEMPORAL STASIS**

**TRANSMUTATION**

**CASTING DC:** 53  
**# OF SLOTS:** 3  
**RANGE:** Touch  
**TARGET:** Creature touched  
**DURATION:** Permanent  
**SAVING THROW:** Fortitude negates (DC 19)  
**SPELL RESISTANCE:** Yes

You must succeed on a melee touch attack. You place the subject into a state of suspended animation. For the creature, time ceases to flow and its condition becomes fixed. The creature does not grow older. Its body functions virtually cease, and no force or effect can harm it. This state persists until the magic is removed.

**TIME STOP**

**TRANSMUTATION**

**CASTING DC:** 51  
**# OF SLOTS:** 4  
**RANGE:** Personal  
**TARGET:** You  
**DURATION:** 1d4+1 rounds (apparent time); see text

This spell seems to make time cease to flow for everyone but you. In fact, you speed up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds. You are free to act for 1d4+1 rounds of apparent time. Normal and magical fire, cold, gas, and the like can still harm you. While the *time stop* is in effect, other creatures are invulnerable to your attacks and spells; you cannot target such creatures with any attack or spell. A spell that affects an area and has a duration longer than the remaining duration of the *time stop* has its normal effects on other creatures once the *time stop* ends. Most spellcasters use the additional time to improve their defences, summon allies, or flee from combat.

You cannot move or harm items held, carried, or worn by a creature stuck in normal time, but you can affect any item that is not in another creature's possession.

You are undetectable while *time stop* lasts. You cannot enter an area protected by an *antimagic field* while under the effect of *time stop*.

**TINY HUT**

**EVOCATION [FORCE]**

**CASTING DC:** 31  
**# OF SLOTS:** 1  
**RANGE:** 20 ft.  
**EFFECT:** 20-ft.-radius sphere centred on your location  
**DURATION:** 2 hours/Caster Level (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

You create an unmoving, opaque sphere of force of any colour you desire around yourself. Half the sphere projects above the ground, and the lower hemisphere passes through the ground. As many as nine other Medium creatures can fit into the field with you; they can freely pass into and out of the hut without harming it. If you remove yourself from the hut, the spell ends.

Inside the sphere, the temperature is comfortably warm. The hut also provides protection against the elements, such as rain, dust, and sandstorms. A hurricane (75+ mph wind speed) or greater force wind destroys it. The interior of the hut is a hemisphere. You can illuminate it dimly upon command or extinguish the light as desired. Although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the hut without affecting it, although the occupants cannot be seen from outside the hut (they have total concealment).

**TONGUES**

**DIVINATION**

**CASTING DC:** 31  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Creature touched  
**DURATION:** 10 min./Caster Level  
**SAVING THROW:** Will negates (DC 13)  
**SPELL RESISTANCE:** No

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. *Tongues* does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

**TOUCH OF FATIGUE**

**NECROMANCY**

**CASTING DC:** 16  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Creature touched  
**DURATION:** 1 round/Caster Level  
**SAVING THROW:** Fortitude negates (DC 10)  
**SPELL RESISTANCE:** Yes

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

**TOUCH OF IDIOCY**

**ENCHANTMENT (COMPULSION) [MIND-AFFECTING]**

**CASTING DC:** 25  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Living creature touched  
**DURATION:** 10 min./Caster Level  
**SAVING THROW:** No  
**SPELL RESISTANCE:** Yes

With a touch, you reduce the target's mental faculties. Your successful melee touch attack applies a 1d6 penalty to the target's Intelligence, Wisdom, and Charisma scores. This penalty can't reduce any of these scores below 1.

**TRANSFORMATION**

**TRANSMUTATION**

**CASTING DC:** 44  
**# OF SLOTS:** 2  
**RANGE:** Personal  
**TARGET:** You  
**DURATION:** 1 round/Caster Level

You gain a +4 enhancement bonus to Strength, Dexterity, and Constitution, a +4 natural armour bonus to AC, a +5 competence bonus on Fortitude Saves, and proficiency with all simple and martial weapons. Your base attack bonus equals your character level (which may give you multiple attacks).

You lose your spellcasting ability, including your ability to use spell activation or spell completion magic items, just as if the spells were no longer on your class list.

**TRANSMUTE METAL TO WOOD**

**TRANSMUTATION**

**CASTING DC:** 47  
**# OF SLOTS:** 3  
**RANGE:** Long (400 ft. + 40 ft./Caster Level)  
**AREA:** All metal objects within a 40-ft.-radius burst  
**DURATION:** Instantaneous  
**SAVING THROW:** None  
**SPELL RESISTANCE:** Yes (object; see text)

This spell enables you to change all metal objects within its area to wood. Weapons, armour, and other metal objects carried by creatures are affected as well. A magic object made of metal effectively has spell resistance equal to 20 + its Caster Level against this spell. Artefacts cannot be transmuted. Weapons converted from metal to wood take a -2 penalty on attack and damage rolls. The armour bonus of any armour converted from metal to wood is reduced by 2. Weapons changed by this spell splinter and break on any natural attack roll of 1 or 2, and armour changed by this spell loses an additional point of armour bonus every time it is struck with a natural attack roll of 19 or 20.

**TRANSMUTE MUD TO ROCK**

**TRANSMUTATION [EARTH]**

**CASTING DC:** 39  
**# OF SLOTS:** 2  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**AREA:** Up to two 10-ft. cubes/Caster Level (S)  
**DURATION:** Permanent  
**SAVING THROW:** See text (DC 15)  
**SPELL RESISTANCE:** No

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

**TRANSMUTE ROCK TO MUD**

**TRANSMUTATION [EARTH]**

**CASTING DC:** 39  
**# OF SLOTS:** 2  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**AREA:** Up to two 10-ft. cubes/Caster Level (S)  
**DURATION:** Permanent; see text  
**SAVING THROW:** See text (DC 15)  
**SPELL RESISTANCE:** No

This spell turns natural, uncut or unworked rock of any sort into an equal volume of mud. Magical stone is not affected by the spell. The depth of the mud created cannot exceed 10 feet. A creature unable to levitate, fly, or otherwise free itself from the mud sinks until hip- or chest-deep, reducing its speed to 5 feet and causing a -2 penalty on attack rolls and AC. Brush thrown atop the mud can support creatures able to climb on top of it. Creatures large enough to walk on the bottom can wade through the area at a speed of 5 feet.

**TRANSPORT VIA PLANTS**

**CONJURATION (TELEPORTATION)**

**CASTING DC:** 42  
**# OF SLOTS:** 2  
**RANGE:** Unlimited  
**TARGET:** You and touched objects or other touched willing creatures  
**DURATION:** 1 round  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

You can enter any normal plant (Medium or larger) and pass any distance to a plant of the same kind in a single round, regardless of the distance separating the two. The entry plant must be alive. The destination plant need not be familiar to you, but it also must be alive. If you are uncertain of the location of a particular kind of destination plant, you need merely designate direction and distance and the *transport via plants* spell moves you as close as possible to the desired location. If a particular destination plant is desired but the plant is not living, the spell fails and you are ejected from the entry plant.

You can bring along your normal objects and gear; you may also bring one additional willing Medium or smaller creature (carrying gear or objects) or its equivalent per three Caster Levels. Use the following equivalents to determine the maximum number of larger creatures you can bring along: 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.

**TRAP THE SOUL**

**CONJURATION (SUMMONING)**

**CASTING DC:** 69  
**# OF SLOTS:** 3  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET:** One creature  
**DURATION:** Permanent; see text  
**SAVING THROW:** See text (DC 22)  
**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.

**TREE SHAPE**

**TRANSMUTATION**

**CASTING DC:** 27  
**# OF SLOTS:** 1  
**RANGE:** Personal  
**TARGET:** You  
**DURATION:** 1 hour/Caster Level (D)

By means of this spell, you are able to assume the form of a Large living tree or shrub or a Large dead tree trunk with a small number of limbs. The closest inspection cannot reveal that the tree in question is actually a magically concealed creature. To all normal tests you are, in fact, a tree or shrub, though you do have a faint magic aura. While in tree form, you can observe all that transpires around you just as if you were in your normal form, and your Hit Points and Save bonuses remain unaffected. You gain a +10 natural armour bonus to AC but have an effective Dexterity score of 0 and a speed of 0 feet. You are immune to critical hits while in tree form. All clothing and gear carried or worn changes with you.

You can dismiss *tree shape* as a free action (instead of as a standard action).

**TREE STRIDE**

**CONJURATION (TELEPORTATION)**

**CASTING DC:** 40  
**# OF SLOTS:** 2  
**RANGE:** Personal  
**TARGET:** You  
**DURATION:** 1 hour/Caster 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 into which you moved. You may choose to pass to any tree of the appropriate kind within the transport range as shown on the following table.

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.

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

**TRUE RESURRECTION**

**CONJURATION (HEALING)**

**CASTING DC:** 87  
**# OF SLOTS:** 4

This spell functions like *raise dead*, except that you can resurrect a creature that has been dead for as long as 10 years per Caster Level. This spell can even bring back creatures whose bodies have been destroyed, provided that you unambiguously identify the deceased in some fashion (reciting the deceased's time and place of birth or death is the most common method).

Upon completion of the spell, the creature is immediately restored to full Hit Points, vigour, and health, with no loss of level (or Constitution points) or prepared spells.

You can revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. This spell can also resurrect elementals or outsiders, but it can't resurrect constructs or undead creatures. Even *true resurrection* can't restore to life a creature who has died of old age.

**TRUE SEEING**

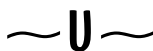
**DIVINATION**  
**CASTING DC:** 43  
**# OF SLOTS:** 2  
**RANGE:** Touch  
**TARGET:** Creature touched  
**DURATION:** 1 min./Caster Level  
**SAVING THROW:** Will negates (DC 16)  
**SPELL RESISTANCE:** Yes (harmless)

You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under *blur* or *displacement* effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces). The range of *true seeing* conferred is 120 feet.

**TRUE STRIKE**

**DIVINATION**  
**CASTING DC:** 22  
**# OF SLOTS:** 1  
**RANGE:** Personal  
**TARGET:** You  
**DURATION:** See text

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



**UNDEATH TO DEATH**

**NECROMANCY**  
**CASTING DC:** 44  
**# OF SLOTS:** 2  
**AREA:** Several undead creatures within a 40-ft.-radius burst  
**SAVING THROW:** Will negates (DC 16)

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

**UNDETECTABLE ALIGNMENT**

**ABJURATION**  
**CASTING DC:** 25  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET:** One creature or object  
**DURATION:** 24 hours  
**SAVING THROW:** Will negates (DC 12)  
**SPELL RESISTANCE:** Yes (object)

An *undetectable alignment* spell conceals the alignment of an object or a creature from all forms of divination.

**UNHALLOW**

**EVOCATION [EVIL]**  
**CASTING DC:** 62  
**# OF SLOTS:** 2  
**RANGE:** Touch  
**AREA:** 40-ft. radius emanating from the touched point  
**DURATION:** Instantaneous  
**SAVING THROW:** See text  
**SPELL RESISTANCE:** See text

*Unhallow* makes a particular site, building, or structure an unholy site. An area can receive only one *unhallow* spell (and its associated spell effect) at a time.

This has three major effects.

First, the site or structure is guarded by a *magic circle against good* effect.

Second, all turning checks made to turn undead take a -4 penalty, and turning checks to rebuke undead gain a +4 profane bonus. Spell resistance does not apply to this effect. This provision applies only if the spellcaster has the ability to rebuke undead.

Finally, you may choose to fix a single spell effect to the *unhallowed* site. The spell effect lasts for one year and functions throughout the entire site, regardless of the normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures who share your faith or alignment, or creatures who adhere to another faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting *unhallow* again. See the PHB for more information as to the specific spells that can be included.

**UNHOLY AURA**

**ABJURATION [EVIL]**  
**CASTING DC:** 50  
**# OF SLOTS:** 3  
**RANGE:** 20 ft.  
**TARGETS:** One creature/Caster Level in a 20-ft.-radius burst centred on you  
**DURATION:** 1 round/Caster Level (D)  
**SAVING THROW:** See text (DC 19)  
**SPELL RESISTANCE:** Yes (harmless)

A malevolent darkness surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by good creatures, and weakening good creatures when they strike the subjects. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on Saves. Unlike the effect of *protection from good*, this benefit applies against all attacks, not just against attacks by good creatures.

Second, a warded creature gains spell resistance 25 against good spells and spells cast by good creatures.

Third, the abjuration blocks possession and mental influence, just as *protection from good* does.

Finally, if a good creature succeeds on a melee attack against a warded creature, the offending attacker takes 1d6 points of temporary Strength damage (Fortitude negates).









**UNHOLY BLIGHT**

EVOCATION [EVIL]

- CASTING DC:** 34
- # OF SLOTS:** 2
- RANGE:** Medium (100 ft. + 10 ft./Caster Level)
- AREA:** 20-ft.-radius spread
- DURATION:** Instantaneous (1d4 rounds); see text
- SAVING THROW:** Will partial (DC 14)
- SPELL RESISTANCE:** Yes

You call up unholy power to smite your enemies. The power takes the form of a cold, cloying miasma of greasy darkness. Only good and neutral (not evil) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two Caster Levels (maximum 5d8) to a good creature (or 1d6 per Caster Level, maximum 10d6, to a good outsider) and causes it to be sickened for 1d4 rounds. A successful Will Save reduces damage to half and negates the sickened effect. The effects cannot be negated by *remove disease* or *heal*, but *remove curse* is effective.

The spell deals only half damage to creatures who are neither evil nor good, and they are not sickened. Such a creature can reduce the damage in half again (down to one-quarter) with a successful Will Save.

**UNSEEN SERVANT**

CONJURATION (CREATION)

- CASTING DC:** 21
- # OF SLOTS:** 1
- RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)
- EFFECT:** One invisible, mindless, shapeless servant
- DURATION:** 1 hour/Caster Level
- SAVING THROW:** None
- SPELL RESISTANCE:** No

An *unseen servant* is an invisible, mindless, shapeless force that performs simple tasks at your command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It can open only normal doors, drawers, lids, and the like. It has an effective Strength score of 2 (so it can lift 20 pounds or drag 100 pounds). It can trigger traps and such, but it can exert only 20 pounds of force, which is not enough to activate certain pressure plates and other devices. It can't perform any task that requires a skill check with a DC higher than 10 or that requires a check using a skill that can't be used untrained. Its speed is 15 feet.

The servant cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks. It gets no Saves against attacks. If you attempt to send it beyond the spell's range (measured from your current position), the servant ceases to exist.

**VAMPIRIC TOUCH**

NECROMANCY

- CASTING DC:** 30
- # OF SLOTS:** 1
- RANGE:** Touch
- TARGET:** Living creature touched
- DURATION:** Instantaneous/1 hour; see text
- SAVING THROW:** None
- SPELL RESISTANCE:** Yes

You must succeed on a melee touch attack. Your touch deals 1d6 points of damage per two Caster Levels (maximum 10d6). You gain temporary Hit Points equal to the damage you deal. However, you can't gain more than the subject's current Hit Points +10, which is enough to kill the subject. The temporary Hit Points disappear 1 hour later.

**VEIL**

ILLUSION (GLAMOUR)

- CASTING DC:** 42
- # OF SLOTS:** 2
- RANGE:** Long (400 ft. + 40 ft./Caster Level)
- TARGETS:** One or more creatures, no two of which can be more than 30 ft. apart
- DURATION:** Concentration + 1 hour/Caster Level (D)
- SAVING THROW:** Will negates (DC 16); see text
- SPELL RESISTANCE:** Yes; see text

You instantly change the appearance of the subjects and then maintain that appearance for the spell's duration. You can make the subjects appear to be anything you wish. The subjects look, feel, and smell just like the creatures the spell makes them resemble. Affected creatures resume their normal appearances if slain. You must succeed on a Disguise check to duplicate the appearance of a specific individual. This spell gives you a +10 bonus on the check.

Unwilling targets can negate the spell's effect on them by making Will Saves or with spell resistance. Those who interact with the subjects can attempt Will disbelief Saves to see through the glamour, but spell resistance doesn't help.

**VENTRILLOQUISM**

ILLUSION (FIGMENT)

- CASTING DC:** 22
- # OF SLOTS:** 1
- RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)
- EFFECT:** Intelligible sound, usually speech
- DURATION:** 1 min./Caster Level (D)
- SAVING THROW:** Will disbelief (if interacted with, DC 11)
- SPELL RESISTANCE:** No

You can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else. You can speak in any language you know. With respect to such voices and sounds, anyone who hears the sound and rolls a successful Save recognises it as illusory (but still hears it).

**VIRTUE**

**TRANSMUTATION**

**CASTING DC:** 17  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Creature touched  
**DURATION:** 1 min.  
**SAVING THROW:** Fortitude negates (DC 10)  
**SPELL RESISTANCE:** Yes (harmless)

The subject gains 1 temporary hit point.

**VISION**

**DIVINATION**

**CASTING DC:** 48  
**# OF SLOTS:** 3  
**COMPONENTS:** V, S, M, XP  
**CASTING TIME:** 1 standard action

This spell functions like *legend lore*, except that it works more quickly but produces some strain on you. You pose a question about some person, place, or object, then cast the spell. If the person or object is at hand or if you are in the place in question, you receive a vision about it by succeeding on a Caster Level check (1d20 +1 per Caster Level; maximum +25) against DC 20. If only detailed information on the person, place, or object is known, the DC is 25, and the information gained is incomplete. If only rumours are known, the DC is 30, and the information gained is vague.



**WAIL OF THE BANSHEE**

**NECROMANCY [DEATH, SONIC]**

**CASTING DC:** 51  
**# OF SLOTS:** 4  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**AREA:** One living creature/Caster Level within a 40-ft.-radius spread  
**DURATION:** Instantaneous  
**SAVING THROW:** Fortitude negates (DC 20)  
**SPELL RESISTANCE:** Yes

You emit a terrible scream that kills creatures that hear it (except for yourself). Creatures closest to the point of origin are affected first.

**WALL OF FIRE**

**EVOCATION [FIRE]**

**CASTING DC:** 35  
**# OF SLOTS:** 2  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**EFFECT:** Opaque sheet of flame up to 20 ft. long/Caster Level or a ring of fire with a radius of up to 5 ft. per two Caster Levels; either form 20 ft. high  
**DURATION:** Concentration + 1 round/Caster Level  
**SAVING THROW:** None  
**SPELL RESISTANCE:** Yes

An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears and on your turn each round to all creatures in the area. In addition, the wall deals 2d6 points of fire damage +1 point of fire damage per Caster Level (maximum +20) to any creature passing through it. The wall deals double damage to undead creatures.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 20 points of cold damage or more in 1 round, that length goes out. Do not divide cold damage by 4, as normal for objects.

**WALL OF FORCE**

**EVOCATION [FORCE]**

**CASTING DC:** 39  
**# OF SLOTS:** 2  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**EFFECT:** Wall whose area is up to one 10-ft. square/Caster Level  
**DURATION:** 1 round /Caster Level (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

A *wall of force* spell creates an invisible wall of force. The wall cannot move, it is immune to damage of all kinds, and it is unaffected by most spells. *Dispel magic* has no effect, but other more powerful spells and items may be able to destroy it.

The caster can form the wall into a flat, vertical plane whose area is up to one 10-foot square per Caster Level. The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails.

**WALL OF ICE**

**EVOCATION [COLD]**

**CASTING DC:** 35  
**# OF SLOTS:** 2  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**EFFECT:** Anchored plane of ice, up to one 10-ft. square/Caster Level, or hemisphere of ice with a radius of up to 3 ft. + 1 ft./Caster Level  
**DURATION:** 1 min./Caster Level  
**SAVING THROW:** Reflex negates (DC 15); see text  
**SPELL RESISTANCE:** Yes

This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected. A *wall of ice* cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Any creature adjacent to the wall when it is created may attempt a Reflex Save to disrupt the wall as it is being formed. A successful Save indicates that the spell automatically fails. Fire can melt a *wall of ice*, and it deals full damage to the wall (instead of the normal half damage taken by objects). Suddenly melting a *wall of ice* creates a great cloud of steamy fog that lasts for 10 minutes.

**Ice Plane:** A sheet of strong, hard ice appears. The wall is 1 inch thick per Caster Level. It covers up to a 10-foot-square area per Caster Level (so a 10th-level wizard can create a wall of ice 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, or some other combination of length and height that does not exceed 1,000 square feet). The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

Each 10-foot square of wall has 3 Hit Points per inch of thickness. Creatures can hit the wall automatically. A section of wall whose Hit Points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15 + Caster Level.

Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it (including the one who

broke through the wall) takes 1d6 points of cold damage +1 point per Caster Level (no Save).

**Hemisphere:** The wall takes the form of a hemisphere whose maximum radius is 3 feet + 1 foot per Caster Level. The hemisphere is as hard to break through as the ice plane form, but it does not deal damage to those who go through a breach.

**WALL OF IRON**

**CONJURATION (CREATION)**

- CASTING DC:** 43
- # OF SLOTS:** 2
- RANGE:** Medium (100 ft. + 10 ft./Caster Level)
- EFFECT:** Iron wall whose area is up to one 5-ft. square/Caster Level; see text
- DURATION:** Instantaneous
- SAVING THROW:** See text (DC 16)
- SPELL RESISTANCE:** No

You cause a flat, vertical iron wall to spring into being. The wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane, though you can shape its edges to fit the available space.

A *wall of iron* is 1 inch thick per four Caster Levels. You can double the wall's area by halving its thickness. Each 5-foot square of the wall has 30 Hit Points per inch of thickness and hardness 10. A section of wall whose Hit Points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 25 + 2 per inch of thickness.

If you desire, the wall can be created vertically resting on a flat surface but not attached to the surface, so that it can be tipped over to fall on and crush creatures beneath it. The wall is 50% likely to tip in either direction if left unpushed. Creatures can push the wall in one direction rather than letting it fall randomly. A creature must make a DC 40 Strength check to push the wall over. Creatures with room to flee the falling wall may do so by making successful Reflex Saves. Any Large or smaller creature that fails takes 10d6 points of damage. The wall cannot crush Huge and larger creatures.

Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena.

**WALL OF STONE**

**CONJURATION (CREATION) [EARTH]**

- CASTING DC:** 39
- # OF SLOTS:** 2
- RANGE:** Medium (100 ft. + 10 ft./Caster Level)
- EFFECT:** Stone wall whose area is up to one 5-ft. square/Caster Level (S)
- DURATION:** Instantaneous
- SAVING THROW:** See text
- SPELL RESISTANCE:** No

This spell creates a wall of rock that merges into adjoining rock surfaces. A *wall of stone* is 1 inch thick per four Caster Levels and composed of up to one 5-foot square per Caster Level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

Unlike a *wall of iron*, you can create a *wall of stone* in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenulations, battlements, and so forth by likewise reducing the area.

Each 5-foot square of the wall has 15 Hit Points per inch of thickness and hardness 8. A section of wall whose Hit Points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness.

It is possible, but difficult, to trap mobile opponents within or under a *wall of stone*, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex Saves.

**WALL OF THORNS**

**CONJURATION (CREATION)**

- CASTING DC:** 38
- # OF SLOTS:** 2
- RANGE:** Medium (100 ft. + 10 ft./Caster Level)
- EFFECT:** Wall of thorny brush, up to one 10-ft. cube/Caster Level (S)
- DURATION:** 10 min./Caster Level (D)
- SAVING THROW:** None
- SPELL RESISTANCE:** No

A *wall of thorns* spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a human's finger. Any creature forced into or attempting to move through a *wall of thorns* takes slashing damage per round of movement equal to 25 minus the creature's AC. Dexterity and dodge bonuses to AC do not count for this calculation. Creatures with an Armour Class of 25 or higher, without considering Dexterity and dodge bonuses, take no damage from contact with the wall.

You can make the wall as thin as 5 feet thick, which allows you to shape the wall as a number of 10-by-10-by-5-foot blocks equal to twice your Caster Level. This has no effect on the damage dealt by the thorns, but any creature attempting to break through takes that much less time to force its way through the barrier.

Creatures can force their way slowly through the wall by making a Strength check as a full-round action. For every 5 points by which the check exceeds 20, a creature moves 5 feet (up to a maximum distance equal to its normal land speed). Of course, moving or attempting to move through the thorns incurs damage as described above. A creature trapped in the thorns can choose to remain motionless in order to avoid taking any more damage.

Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall and is caught inside. In order to escape, it must attempt to push its way free, or it can wait until the spell ends. Creatures with the ability to pass through overgrown areas unhindered can pass through a *wall of thorns* at normal speed without taking damage.

A *wall of thorns* can be breached by slow work with edged weapons. Chopping away at the wall creates a safe passage 1 foot deep for every 10 minutes of work. Normal fire cannot harm the barrier, but magical fire burns it away in 10 minutes.

Despite its appearance, a *wall of thorns* is not actually a living plant, and thus is unaffected by spells that affect plants.

**WARP WOOD**

**TRANSMUTATION**

**CASTING DC:** 25  
**# OF SLOTS:** 1  
**COMPONENTS:** V, S  
**CASTING TIME:** 1 standard action  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**TARGET:** 1 Small wooden object/Caster Level, all within a 20-ft. radius  
**DURATION:** Instantaneous  
**SAVING THROW:** Will negates (DC 12)  
**SPELL RESISTANCE:** Yes (object)

You cause wood to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open (or becomes stuck, requiring a Strength check to open). A boat or ship springs a leak. Warped ranged weapons are useless. A warped melee weapon causes a -4 penalty on attack rolls.

You may warp one Small or smaller object or its equivalent per Caster Level. A Medium object counts as two Small objects, a Large object as four, a Huge object as eight, a Gargantuan object as sixteen, and a Colossal object as thirty-two.

Alternatively, you can unwarped wood (effectively warping it back to normal) with this spell, straightening wood that has been warped by this spell or by other means. *Make whole*, on the other hand, does no good in repairing a warped item.

You can combine multiple consecutive *warp wood* spells to warp (or unwarped) an object that is too large for you to warp with a single spell.

Until the object is completely warped, it suffers no ill effects.

**WATER BREATHING**

**TRANSMUTATION**

**CASTING DC:** 31  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** Living creatures touched  
**DURATION:** 2 hours/Caster Level; see text  
**SAVING THROW:** Will negates (DC 13)  
**SPELL RESISTANCE:** Yes (harmless)

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

**WATER WALK**

**TRANSMUTATION [WATER]**

**CASTING DC:** 32  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGETS:** One touched creature/Caster Level  
**DURATION:** 10 min./Caster Level (D)  
**SAVING THROW:** Will negates (DC 13)  
**SPELL RESISTANCE:** Yes (harmless)

The transmuted creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. Creatures crossing molten lava still take damage from the heat because they are near it. The subjects can walk, run, charge, or otherwise move across the surface as if it were normal ground.

If the spell is cast underwater (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface until they can stand on it.

**WAVES OF EXHAUSTION**

**NECROMANCY**

**CASTING DC:** 45  
**# OF SLOTS:** 3  
**RANGE:** 60 ft.  
**AREA:** Cone-shaped burst  
**DURATION:** Instantaneous  
**SAVING THROW:** No  
**SPELL RESISTANCE:** Yes  
 Waves of negative energy cause all living creatures in the spell's area to become exhausted. This spell has no effect on a creature that is already exhausted.

**WAVES OF FATIGUE**

**NECROMANCY**

**CASTING DC:** 38  
**# OF SLOTS:** 2  
**RANGE:** 30 ft.  
**AREA:** Cone-shaped burst  
**DURATION:** Instantaneous  
**SAVING THROW:** No  
**SPELL RESISTANCE:** Yes  
 Waves of negative energy render all living creatures in the spell's area fatigued. This spell has no effect on a creature that is already fatigued.

**WEB**

**CONJURATION (CREATION)**

**CASTING DC:** 26  
**# OF SLOTS:** 1  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**EFFECT:** Webs in a 20-ft.-radius spread  
**DURATION:** 10 min./Caster Level (D)  
**SAVING THROW:** Reflex negates (DC 12); see text  
**SPELL RESISTANCE:** No

*Web* creates a many-layered mass of strong, sticky strands that trap those caught in them. The strands are similar to spider webs but far larger and tougher. These masses must be anchored to two or more solid and diametrically opposed points or else the web collapses upon itself and disappears. Creatures caught within a *web* become entangled among the gluey fibres. Attacking a creature in a web won't cause you to become entangled.

Anyone in the effect's area when the spell is cast must make a Reflex Save. If this Save succeeds, the creature is entangled but not prevented from moving, though moving is more difficult than normal for being entangled (see below). If the Save fails, the creature is entangled and can't move from its space, but can break loose by spending 1 round and making a DC 20 Strength check or a DC 25 Escape Artist check. Once loose (either by making the initial Reflex Save or a later Strength check or Escape Artist check), a creature remains entangled, but may move through the *web* very slowly. Each round devoted to moving allows the creature to make a new Strength check or Escape Artist check. The creature moves 5 feet for each full 5 points by which the check result exceeds 10.

If you have at least 5 feet of web between you and an opponent, it provides cover. If you have at least 20 feet of web between you, it provides total cover.

The strands of a *web* spell are flammable. Any fire can set the webs alight and burn away 5 square feet in 1 round. All creatures within flaming webs take 2d4 points of fire damage from the flames.

**WEIRD**

**ILLUSION (PHANTASM) [FEAR, MIND-AFFECTING]**

**CASTING DC:** 51  
**# OF SLOTS:** 4  
**TARGETS:** Any number of creatures, no two of which can be more than 30 ft. apart  
**SAVING THROW:** Will disbelief (if interacted with, DC 20), then Fortitude partial (DC 20); see text

This spell functions like *phantasmal killer*, except it can affect more than one creature. Only the affected creatures see the phantasmal creatures attacking them, though you see the attackers as shadowy shapes.

If a subject's Fortitude Save succeeds, it still takes 3d6 points of damage and is stunned for 1 round. The subject also takes 1d4 points of temporary Strength damage.

**WHIRLWIND**

**EVOCATION [AIR]**

**CASTING DC:** 50  
**# OF SLOTS:** 3  
**RANGE:** Long (400 ft. + 40 ft./Caster Level)  
**EFFECT:** Cyclone 10 ft. wide at base, 30 ft. wide at top, and 30 ft. tall  
**DURATION:** 1 round/Caster Level (D)  
**SAVING THROW:** Reflex negates (DC 19); see text  
**SPELL RESISTANCE:** Yes

This spell creates a powerful cyclone of raging wind that moves through the air, along the ground, or over water. You can concentrate on controlling the cyclone's every movement or specify a simple program. Directing the cyclone's movement or changing its programmed movement is a standard action for you. The cyclone always moves during your turn. If the cyclone exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds and then dissipates. You can't regain control of the cyclone, even if comes back within range.

Any Large or smaller creature that comes in contact with the spell effect must succeed on a Reflex Save or take 3d6 points of damage. A Medium or smaller creature that fails its first Save must succeed on a second one or be picked up bodily by the cyclone and held suspended in its powerful winds, taking 1d8 points of damage each round on your turn with no Save allowed. You may direct the cyclone to eject any carried creatures whenever you wish, depositing the hapless souls wherever the cyclone happens to be when they are released.

**WHISPERING WIND**

**TRANSMUTATION [AIR]**

**CASTING DC:** 25  
**# OF SLOTS:** 1  
**RANGE:** 1 mile/Caster Level  
**AREA:** 10-ft.-radius spread  
**DURATION:** No more than 1 hour/Caster Level or until discharged (destination is reached)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

You send a message or sound on the wind to a designated spot. The *whispering wind* travels to a specific location within range that is familiar to you, provided that it can find a way to the location. A *whispering wind* is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates.

You can prepare the spell to bear a message of no more than twenty-five words, cause the spell to deliver other sounds for 1 round, or merely have the *whispering wind* seem to be a faint stirring of the air. When the spell reaches its objective, it swirls and remains in place until the message is delivered.

**WIND WALK**

**TRANSMUTATION [AIR]**

**CASTING DC:** 47  
**# OF SLOTS:** 3  
**RANGE:** Touch  
**TARGETS:** You and one touched creature per three Caster Levels  
**DURATION:** 1 hour/Caster Level (D); see text  
**SAVING THROW:** No and Will negates (DC 18)  
**SPELL RESISTANCE:** No and Yes (harmless)

You alter the substance of your body to a cloudlike vapour (as the *gaseous form* spell) and move through the air, possibly at great speed. You can take other creatures with you, each of which acts independently.

*Wind walkers* are not invisible but rather appear misty and translucent. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapours, or the like. A *wind walker* can regain its physical form as desired and later resume the cloud form. Each change to and from vaporous form takes 5 rounds, which counts toward the duration of the spell (as does any time spent in physical form). As noted above, you can dismiss the spell, and you can even dismiss it for individual wind walkers and not others.

For the last minute of the spell's duration, a *wind walker* in cloud form automatically descends toward the ground until it deposits the walker on the ground safely.

**WIND WALL**

**EVOCATION [AIR]**

**CASTING DC:** 31  
**# OF SLOTS:** 1  
**RANGE:** Medium (100 ft. + 10 ft./Caster Level)  
**EFFECT:** Wall up to 10 ft./Caster Level long and 5 ft./Caster Level high (S)  
**DURATION:** 1 round/Caster Level  
**SAVING THROW:** None; see text (DC 13)  
**SPELL RESISTANCE:** Yes

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

While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square wind walls to enclose specific points.

**WISH**

**UNIVERSAL**  
**CASTING DC:** 101  
**# OF SLOTS:** 4  
**RANGE:** See text  
**TARGET/EFFECT/AREA:** See text  
**DURATION:** See text  
**SAVING THROW:** See text (DC 30)  
**SPELL RESISTANCE:** Yes

*Wish* is the mightiest spell a wizard or sorcerer can cast. This is the most powerful mortal magic that exists, and can accomplish nearly anything. Only that which the GM has decided is utterly impossible in his or her game should be disallowed — and sometimes not even then. For more information about common uses of the *wish* spell, see the PHB.

**WOOD SHAPE**

**TRANSMUTATION**  
**CASTING DC:** 27  
**# OF SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** One touched piece of wood no larger than 10 cu. ft. + 1 cu. ft./Caster Level  
**DURATION:** Instantaneous  
**SAVING THROW:** Will negates (DC 12)  
**SPELL RESISTANCE:** Yes (object)

*Wood shape* enables you to form one existing piece of wood into any shape that suits your purpose. While it is possible to make crude coffers, doors, and so forth, fine detail isn't possible. There is a 30% chance that any shape that includes moving parts simply doesn't work.

**WORD OF CHAOS**

**EVOCATION [CHAOTIC, SONIC]**  
**CASTING DC:** 45  
**# OF SLOTS:** 3  
**RANGE:** 40 ft.  
**AREA:** Nonchaotic creatures in a 40-ft.-radius spread centred on you  
**DURATION:** Instantaneous  
**SAVING THROW:** None or Will negates (DC 18); see text  
**SPELL RESISTANCE:** Yes

Any nonchaotic creature within the area who hears the *word of chaos* suffers the following ill effects. The effects are cumulative and concurrent. No saving throw is allowed against these effects.

HD	EFFECT
Equal to Caster Level	Deafened
Up to Caster Level -1	Stunned, deafened
Up to Caster Level -5	Confused, stunned, deafened
Up to Caster Level -10	Killed, confused, stunned, deafened

*Deafened:* The creature is deafened for 1d4 rounds.

*Stunned:* The creature is stunned for 1 round.

*Confused:* The creature is *confused*, as by the *confusion* spell, for 1d10 minutes. This is a mind-affecting enchantment effect.

*Killed:* Living creatures die. Undead creatures are destroyed.

Creatures whose HD exceed your Caster Level are unaffected by *word of chaos*.

**WORD OF RECALL**

**CONJURATION (TELEPORTATION)**  
**CASTING DC:** 42  
**# OF SLOTS:** 2  
**RANGE:** Unlimited  
**TARGET:** You and touched objects or other willing creatures  
**DURATION:** Instantaneous  
**SAVING THROW:** None or Will negates (DC 16)  
**SPELL RESISTANCE:** No or Yes (harmless, object)

*Word of recall* teleports you instantly back to your sanctuary when the word is uttered. You must designate the sanctuary when you prepare the spell, and it must be a very familiar place. The actual point of arrival is a designated area no larger than 10 feet by 10 feet. You can be transported any distance within a plane but cannot travel between planes. You can transport, in addition to yourself, any objects you carry. You may also bring one additional willing Medium or smaller creature (carrying its normal gear or objects) 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. Exceeding this limit causes the spell to fail.

An unwilling creature can't be teleported by *word of recall*. Likewise, a creature's Will Save (or spell resistance) prevents items in its possession from being teleported. Unattended, nonmagical objects receive no saving throw.



**ZONE OF SILENCE**

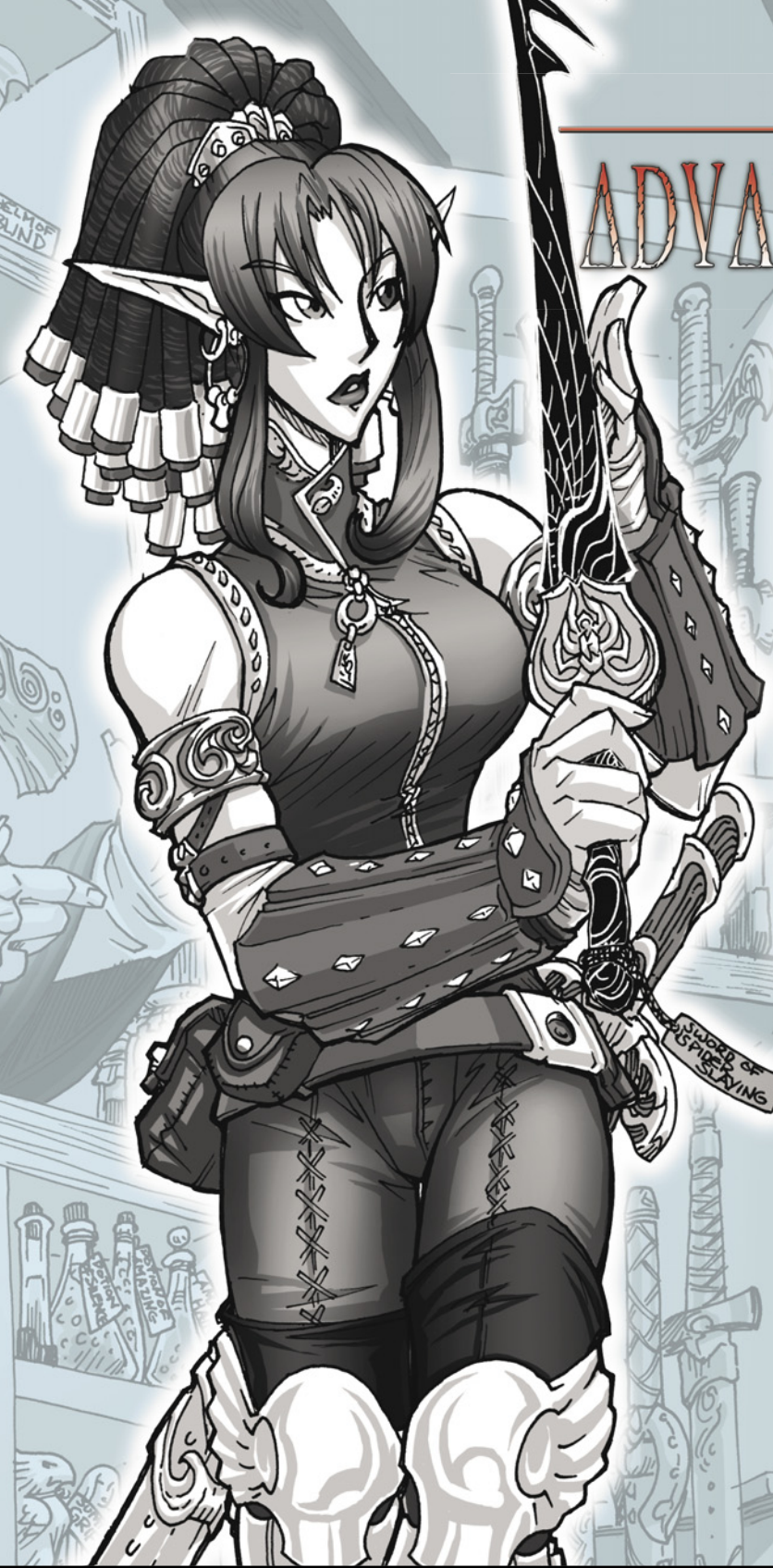
**ILLUSION (GLAMOUR)**  
**CASTING DC:** 35  
**# OF SLOTS:** 2  
**RANGE:** Personal  
**AREA:** 5-ft.-radius emanation centred on you  
**DURATION:** 1 hour/Caster Level (D)

By casting *zone of silence*, you manipulate sound waves in your immediate vicinity so that you and those within the spell's area can converse normally, yet no one outside can hear your voices or any other noises from within, including language-dependent or sonic spell effects. This effect is centred on you and moves with you. Anyone who enters the zone immediately becomes subject to its effects, but those who leave are no longer affected. Note, however, that a successful Spot check to read lips can still reveal what's said inside a *zone of silence*.

**ZONE OF TRUTH**

**ENCHANTMENT (COMPULSION) [MIND-AFFECTING]**  
**CASTING DC:** 27  
**# OF SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 Caster Levels)  
**AREA:** 20-ft.-radius emanation  
**DURATION:** 1 min./Caster Level  
**SAVING THROW:** Will negates (DC 12)  
**SPELL RESISTANCE:** Yes

Creatures within the emanation area (or those who enter it) can't speak any deliberate and intentional lies. Each potentially affected creature is allowed a Save to avoid the effects when the spell is cast or when the creature first enters the emanation area. Affected creatures are aware of this enchantment. Therefore, they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth. Creatures who leave the area are free to speak as they choose.



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