

Volume Four

Wizard's Spell



Compendium

Wizard's Spell Compendium

Accessory

Credits

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Based on the original DUNGEONS & DRAGONS rules created by E. Gary Gygax and Dave Arneson.

Volume Four

Squaring the Circle to Zone of Despair

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Introduction

The fourth volume of the *Wizard Spell Compendium* continues the work of the first three. This volume completes the alphabetical reference to wizard spells of the AD&D® game system, covering the letters Sq through Z, with appendices and spell lists. The entire series of *Wizard Compendium* books covers wizard spells created for the game from 1975 to 1995.

For the uninitiated, this is not a book of "real" magical spells. In a fantasy game world, characters like Merlin the Magician create marvelous magical effects with a wave of the hand. This is a book of marvelous effects that can be used by the good guys (and the bad guys) in the course of a game session. The key to the game is, as always, the decisions made by the players (heroic or otherwise), and the impact those decisions have on the ongoing plot of the game. New spells are fun, but it's even more fun figuring out unusual ways to use them.

Up to this time, lists of spell effects have been keyed to *spell level*; that is, relative spell power. In other words, if all a gamer or Dungeon Master knew was a spell name, each level's list of spells had to be checked. While this volume of the series includes level lists (as well as lists by race and magical specialty) the most important principle of organization used in the series as a whole is alphabetical.

The material in these books is presented in the most current game format, that of the 2nd Edition rules. Some spell descriptions have been updated or combined with similar spell effects to eliminate duplication; some have been modified for better play, and a very few have been dropped entirely.

Variant magical systems, such as the rune magic system detailed in our Viking setting reference book; the kingdom-level magic of the BIRTHRIGHT setting; and the very rare, pure-energy "spellfire" of the FORGOTTEN REALMS setting are beyond the scope of this book. The emphasis here is on those magical effects that any character with the ability to cast wizard spells might find useful in the course of an adventure. However, the psionics-based spells of the Dragon-Kings of the DARK SUN setting have been included in a special appendix. Also, the original cantrips (magical effects less powerful than 1st-level spells) that were first introduced in the book, *Unearthed Arcana*, are in this section, as well.

About This Book

The spells listed in this book are given alphabetically. Spell names that include a wizard's name are given a primary listing under that name. For example, for *Tenser's floating disk*, the primary entry is under "T." Another reference to the main entry will be found at the second word of the spell name; in this case, the entry would read: "Floating Disk, Tenser's."

Be aware that many spell names are irregular compound words, and that standard alphabetical order follows complete words. Thus, *fire shield* will appear before *fireball*. If you can't find a spell, try looking for it as a compound form.

Some spells will have multiple names; or the name of a spell might have been changed, either to avoid confusion with a better known spell with a similar name or to better match the spell effect. For example, *intensify*, which makes natural phenomena such as storms and earthquakes more severe, was renamed *intensify nature* to distinguish it from effects that might be intensified by other spells, such as *intensify summoning*. Renamed spells have a short reference under the original name.

Spells associated with specific campaign worlds are marked with a special symbol so they can be easily recognized. See page 871 for a summary of these symbols. Also, spells that are associated with a specific monster or nonhuman race (such as dragons, elves, and so on) are noted; the race name is separated from the spell name by a dash.

Generally, spell names and secondary game effects are *italicized*. For example, the *emotion* spell has a secondary effect called *hope*.

How to Use This Book

Each spell in this book is organized along the same general lines. Each is listed by its name, school, and a number of statistics that govern its use such as Level (of power), Range, Casting Time, and so on. The game powers of each spell are described, along with any special rules that govern its use, how the spell target can avoid or counter its effects, any limitations on how the spell can be used, and any special preparations or materials that needed for a successful casting. Next, the details of any reversed form the spell might have are given. Finally, a section called **Notes** has been appended to each spell; this deals with the spell's recommended rarity in the campaign, and any special restrictions on who (or what) can use it.

Having covered the field briefly, a more detailed look is in order:

Name: This is the name by which the spell is generally known. Although we have tried to ensure unique names, this has not always been possible. For example, *create shade*, a useful shelter from the sun in the arabian deserts of the AL-QADIM setting, is very different from *create shade*, the evil spell that turns someone into a dangerous shadow monster from the Plane of Shadows, a monster known as a *shade*. Where two spells have the same name, the most general version is given first, while variants cast by other races or found in specialized campaign settings are given later.

School: Each school governs a type of magic, according to the type of energy its spells employ and the special practices and methods used by its wizards. The basic schools are:

SCHOOLS OF PHILOSOPHY

Abjuration: Protective, warding, or banishing magics.

Alteration: Magic that changes physical properties of an object, creature, or condition.

Conjuration/Summoning: Magic that calls or brings objects or creatures from elsewhere.

Divination: Magic that uncovers what is lost or hidden in the past, present, or future.

Enchantment/Charm: Magic that bestows magical properties on objects or influences creatures magically.

Illusion/Phantasm: Illusions create and alter appearances; phantasms affect the mind.

Invocation/Evocation: Magic that channels and shapes magical energy to create an effect or object.

Necromancy: Magic that works on life energy, including the negative energy of the undead.

Optional Schools: These include two groups of schools beyond the original eight.

THE SCHOOLS OF EFFECT

Dimension: Magic that affects dimensions, or access to extradimensional areas.

Elemental Magic: This is subdivided into Air, Earth, Fire, and Water specialists. Arabian and oriental cultures have similar divisions.

Force: Magic that deals with fields of pure cohesive magical energies.

Shadow: Magic that deals with shadow and

darkness, including the shadowstuff of the Demiplane of Shadow.

SCHOOLS OF THAUMATURGY

Alchemy: Magic that uses powders and strange reagents to achieve effects.

Artifice: Magic that uses items and devices to focus spell energies.

Geometry: Magic that uses diagrams, symbols, and complex patterns to channel magical energy.

Wild Magic: Magic that shapes dangerously uncontrolled raw energies, subject to unpredictable surges.

UNIVERSAL SCHOOL OF MAGIC

A special list of spells to which any wizard has access.

Reversed Form: An entry of "Reversible" means the spell can be cast with the opposite effect. For example, the *flesh to stone* spell, a petrifying attack, can be reversed as *stone to flesh*, providing a way to recover a character otherwise lost to a petrification attack. Usually, a wizard must memorize the exact form of the reversible spell he wants available.

Level: This is the relative power level of the spell, ranging from 1st level (weakest) to 9th level (most powerful). A king's wizard who can create potions, magical scrolls, and magical items with expendable charges will generally have access to a 6th-level spell, a few 5th-level spells, and an increasing number of 4th- through 1st-level spells each day.

Range: The distance from the caster at which the magical effect occurs. A range of "0" means the effect is centered on the caster's person or his location; in the latter case the effect is usually immobile. "Touch" means the effect can be used on another creature or object. Unless otherwise specified, spells are centered on a point visible to the caster and within the spell's range; this can be a specific creature or object if desired. Most ranges are measured in yards; some are measured in feet.

Components: These are the types of components that the spell requires; if the components are not present, the casting fails. "V" is *verbal*; that is, a spoken incantation the wizard is assumed to deliver while casting. "S" is *somatic*; that is, mea-

sured and precise gestures with the hands, which the wizard is assumed to make while casting. "M" is for *material*; that is, physical substances or objects that are annihilated by the spell energies in the casting process. This abbreviation sometimes signifies a *focus*, or device that is reusable; sometimes this is a temporary focus whose premature destruction will end the spell.

Often the components are merely suggestive or colorful, at other times they will be a significant restriction on how often a spell can be cast. Unless a cost for a component is given in the description (which means the component is intended as a limit), the cost is negligible and can be assumed as part of the wizard's daily or monthly general expenses.

Casting Time: This is relative time required to cast a spell. Unless rounds, turns, or a longer casting time is specified, the casting will be completed in the same round it is started. A casting time less than one round is a modifier to the initiative roll, and is essentially the same as a weapon speed factor. A spell that takes a full round to cast comes into effect at the end of that round.

Duration: This is how long the magical energy of the spell lasts. An *instantaneous* duration means the spell energy comes and goes the instant the spell is cast, though the spell effect might be long lasting. A duration of *permanent* means the spell energy remains as long as the effect does; this means that the spell is vulnerable to a *dispel magic* spell. *This is an altered usage.* Many spells listed in earlier sources as having a "permanent" duration (such as *cure light wounds*), will be altered in this series and in future publications to "instantaneous."

Spells with a set duration (such as 1 round per level) must be kept track of by the player; those with a variable duration are secretly rolled by the DM.

Some spells can be ended by the caster at will; the caster must be in range of the center of the spell's effect and must usually (though not always) speak words of dismissal.

Area of Effect: This entry lists the creatures, dimensions, volume, weight, and so on, that the spell can affect. Some spells have areas that can be shaped by the caster; of these, no dimension can be less than 10 feet unless the spell specifically allows it. Many areas are given as cubes to

make it easy to figure out areas of effect when using maps gridded into 10-foot or 5-foot squares. Three-dimensional volumes are most often needed to resolve aerial or underwater effects.

Unless specifically otherwise in the description, areas of effect conform to their physical surroundings; for example, a *light* spell with a 60-foot radius centered in a closed room that is a 20-foot cube will light the room. It will not penetrate a solid wall to light a room beyond.

Many areas are given as geometric shapes.

Radius: This might yield a circle, hemisphere, or sphere, depending on the situation.

Cloud: Usually given as a block of cubes for convenience, although it's actually amorphous and billowy.

Cone: This projects outward from the caster, with the smallest end toward the caster and the largest diameter farthest from the caster.

Path: This is usually a 10-foot wide line starting at the caster projecting away in a straight line to a specified length.

Spells that affect the caster's friends or enemies are based on the current perceptions of the caster.

Saving Throw: This entry lists whether a spell allows a saving throw, and often the effect of a successful saving throw: "Neg." means the spell is negated and has no effect; $\frac{1}{2}$ means that the spell inflicts damage and that a successful saving throw halves the damage taken; "None" means no saving throw is allowed to an unwilling subject. The result of a saving throw for a reversed spell is given in the paragraph that details the reversed form.

The saving throw itself is a roll on a 20-sided die; high numbers are generally good.

Wisdom allows adjustments to saving throws against enchantment/charm spells. Dexterity may provide adjustments against spells that affect a large area.

Solid physical barriers may give saving throw modifiers and reduce damage. Cover and concealment may also affect saving throws. The *DUNGEON MASTER Guide* has more information.

A creature that successfully saves against a spell without obvious physical effects often feels a hostile force or tingle, but the exact nature of the attack cannot be deduced.

Unless the spell specifies otherwise, if a character makes a saving throw, all items carried and worn are assumed to survive the attack. If the

Spell Frequency

FORGOTTEN REALMS® players and DMs should note that the definitions used here are different from those used in FORGOTTEN REALMS products. These guidelines are intended for general world settings. The DM, as always, is free to alter them as needed for local campaign conditions.

character fails the saving throw, exposed items must make saving throws against the attack form. An item exposed by the destruction of a covering (a parchment scroll protected by a bone scroll case, for example) must also save against the attack.

Unless specifically forbidden, a character can voluntarily forego a saving throw and willingly accept the spell result. A character with a special resistance to magic (for example, an elf's resistance to a *charm* spell) can voluntarily suppress this if he wants.

Spell Description: This contains the details of what the spell does and how it works. Spells with multiple functions usually allow the caster to pick the desired function at the time of casting (for example, the *emotion* spell can create *fear*, *courage*, *hope*, *despair*, *joy*, and several other effects).

Spells that give bonuses or penalties to attack rolls, damage rolls, saving throws, and so on, are usually not cumulative; only the strongest magic is effective. However, duration may be a factor, and spell effects might overlap in different ways at different times.

Notes: This new section deals with the spell's recommended rarity on the following scale: *common*, *uncommon*, *rare*, *very rare*, and *unique*. These are discussed in detail in the Definitions of Spell Frequency section. Spells of any rarity also may be restricted to certain races or specialty casters. Any notes on a spell's source or origin, such as a game world or a magazine, are given here.

Monster Details: Some of the spells summon or create monsters. The standard abbreviations used for monster details given later. Not all monsters will use all abbreviations.

- AC: Armor Class
- MV: Movement—Fl: fly
- (MC) = Maneuverability Class (A to E)
- HD: Hit Dice
- #AT: Number of Attacks
- THACO: To Hit Armor Class 0
- Dmg: Damage
- SA: Special Attacks
- SD: Special Defenses
- SW: Special Weaknesses
- MR: Magic Resistance
- SZ: Size
- ML: Morale
- AL: Alignment

Common Spell: The details and effects of a common spell are generally known, even by wizards who may not have the spell in their books. All spells in the *Player's Handbook* are common spells. Spells listed for the basic wizard class in world-specific material (such as the DARK SUN® campaign set) are common for wizards of that world, but might be rarer or even unknown elsewhere.

Player characters can take common first level spells as starting spells (see Starting Spellbooks in the *Wizard Spell Compendium* Vol. 1). Any limitation on spell selection—such as those for school, class, or kit—apply to all spells, even common ones. Note also that DMs may have their own campaign guidelines. For example, the DM might require every PC mage to have a mentor wizard, restricting any “free” spells (those not found or directly researched) to spells in the books of the mentor. A DM might rule that *named* spells (such as *Tenser's floating disk*) are uncommon spells, as well.

The DM always decides the rarity of a spell if there is any question.

Uncommon Spell: Wizard spells found in the *Tome of Magic* fall into this category. These spells are less well known, but not restricted to a race or special group (like, for example, witches, dragons, or the Red Wizards of Thay). A kit, school, or other specialty might allow some uncommon spells to be treated as common spells. Generalist mages can research uncommon spells using the normal research rules.

A player character cannot start with an uncommon spell or learn it in the course of normal level advancement (unless, perhaps, a wizardly mentor knows it). Such spells enter play when found on a magical scroll or in a spellbook, or when developed as a result of research. In the average AD&D campaign, finding a new common or uncommon spell is a little more common than a fighter class character finding a +1 magical

sword. Some uncommon spells may be restricted (see Restricted Spells).

Rare Spell: Rare spells are specialized or hidden magic, such as those introduced in modules or accessories. Besides spells that are just less well known, two special types of rare spells exist: 1) Spells known by a specific nonhuman race (like elven spells from the *Complete Book of Elves*); and 2) Spells of a specialty or campaign-specific group that is not given in the *Player's Handbook* (like the spells of the Red Wizards of Thay, the spells from the *Complete Necromancer's Handbook*, or spells of a wizard who specializes in Elemental Fire magic). Rare spells are likely to be restricted (see Restricted Spells).

As noted in the *Player's Handbook*, a specialist has bonuses to the "Chance to Learn" and spell research rolls within that specialty. The specialist treats the spells of the specialty as common, unless other factors apply (an enchantment/charm spell known only to dragons is still considered rare for a wizard specializing in enchantment/charm magic.)

Player characters have access to rare magics only as a result of campaign-specific conditions.

Generalist mage research of rare magics has a base -15% penalty to the "Chance to Learn" and research success rolls, unless the character has access to some sort of knowledge or resource that would offset this.

Certain campaign-specific or storyline conditions might allow rare spell research at common spell chances. For example, if a human wizard's reward for an adventure on behalf of the elves is an elven spell, the DM may choose to waive some or all of the "Chance to Learn" roll, the research cost, and/or the research success roll (time requirements should not be waived under any circumstances).

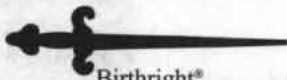
Very Rare Spell: Spells that appear only in magazine articles, or are otherwise variant, should be classified as very rare. The DM should closely control very rare spells. For example, they might be available only in a single special book or tome in which they were recorded. Many very rare spells are also restricted (see Restricted Spells).

A DM who allows the spell to be researched at all rolls for the success of the research secretly and announces the result to the player. At the DM's option, the standard "Chance to Learn"

A Guide to Spell Icons



Al-Qadim®
Arabian Setting



Birthright®
Setting of Kings



Dark Sun®
Psionic World Setting



Dragonlance®
Epic Romance
Setting



Kara-Tur/The Horde
Oriental Setting



Maztica
Aztec/New
World Setting



Planescape®
Other Planes'
Setting



Ravenloft®
Gothic Fantasy Setting



Red Steel®
Swashbuckling
Fantasy Setting



Savage Lands¹ Setting



Spelljammer®
Fantasy Space Setting

¹ Although there is no specific setting for savage spellcasters, many worlds have areas from which these might come. This icon marks spells particularly suited to an outland "savage" wizard or witch-doctor.

might be reduced by up to 50% and the research success chances halved, or even quartered.

Classifying a spell as very rare is one way for a DM to handle an experimental spell that is too powerful or one that encroaches too much on the class abilities of nonwizards. It is also possible, over time, for a spell devised by a player character to become rare, uncommon, or even common.

Unique Spell: This spell is known only to its original creator and is intrinsic to the creator's campaign function. Some spells of this type might be available only to a character holding a certain position or office. Most unique spells are of the 6th spell level or higher; the creator is nearly always of 12th level or higher. Such spells are marked with a *double dagger* (††).

If a unique spell can be learned at all, it can be learned only from its creator (or in *very rare* circumstances, from the creator's writings). Merely having a spellbook or scroll is not sufficient, though these might count as part of the creator's "writings." *The Simbul's spell trigger* is a unique spell.

The acquisition of a unique spell or the creation of one by a player character is a major campaign event, similar in campaign impact to the completion of an epic high-level quest, the opening of a fixed interplanar gate, the founding of a barony, the destruction of an artifact, and so on.

Other Definitions

Lost Spell: Rarely, a spell is mentioned for which no 2nd Edition detail exists (including a few spells deliberately withdrawn from the system). No details are given for these other than the spell name. They are "lost knowledge," included only to confirm their one-time existence for the curious.

Restricted Spell: A restricted spell is barred to generalists (that is, the mage class), and to all other wizards except those specifically allowed in the spell description or by the DM. Optionally, an independently researched spell that matches the effects of a restricted spell might be possible, but at no less than *two* levels above the listed level.

Magic in the Worlds

Elemental magic in the traditional FORGOTTEN REALMS, WORLD OF GREYHAWK, DRAGONLANCE, and MYSTARA settings is based on *air*, *earth*, *fire*, and *water*. This varies in other settings: In the oriental setting, *air*, *earth*, *fire*, and *water* are joined by a fifth element, *wood*, and wizards are called *wu jen*. In the AL-QADIM setting, the four basic elements are traditional, but are called the *Provinces of Flame*, *Sand*, *Sea*, and *Wind*. Also, a special type of wizard here, the *sha'ir*, receives spells on demand from small elemental genies known as *gen*. In the Maztica setting, special craft magics exist, called *pluma* (feather) and *hishna* (animal) magic. In the sword-and-sandal DARK SUN setting, spellcasters are *preservers* or *defilers*, depending on whether or not their magic drains the living energy of that world. Here, psionics are as important as magic. In the BIRTHRIGHT setting, *bloodline* abilities augment normal magics; scions of evil bloodlines are called *awnshегlien*, and those of heroic bloodlines are called *ensheгlien*. In the SPELLJAMMING setting, flying ships are propelled by spellcasters using magical power sources called *major helms* and *minor helms*. In the swashbuckling RED STEEL setting, latent magical abilities called *legacies* result in baneful mutations (the *Red Curse*) unless controlled by exposure to the rare ore *cinnabryl*. The depletion of this ore is cause for concern. In the RAVENLOFT setting, the *Demiplane of Dread*, gothic horror in form of Dark Lords, each a godlike power trapped in a private *domain*, keeps adventurers on the run, looking for a way out and making special *fear*, *horror*, and *Ravenloft powers* checks. The PLANESCAPE setting presents new settings from the inner (Elemental) Planes to the Outer Planes, where the gods live. Casting magic here requires special *spell keys*, and the denizens are divided into *factions* along alignment lines.

Abbreviations referring to Source Material

PHB = ADVANCED DUNGEONS & DRAGONS
Player's Handbook
DMG = ADVANCED DUNGEONS & DRAGONS
DUNGEON MASTER Guide
PO:SM = *Player's Option: Spells & Magic*
WoG = WORLD OF GREYHAWK setting



Squaring the Circle

(Alteration)

Level: 3
 Range: 0
 Components: V, S, M
 Casting Time: 3
 Duration: 1 rd./level
 Area of Effect: Special
 Saving Throw: None

Squaring the circle allows a wizard to alter the shape of the area of effect of one spell of 1st through 5th level. The spell to be affected must be cast within the duration of the *squaring the circle* spell.

Square or cubic areas of effect can be transformed into circular or spherical areas of effect. Circular or spherical areas of effect can likewise be transformed into square or cubic areas of effect. In both cases, the length of a side of a square area is equated to the diameter of a circular or spherical area.

Alternatively, a square or cubic area can be transformed into a rectangle. The rectangle cannot cover more or less square footage than the standard square area of the spell.

Similarly, a circular or spherical area can be transformed into an oval or egg shape. The area covered by the oval or egg shape cannot cover more or less square footage than the original area of the spell.

The material component is a small pendant of any precious metal with a circle fashioned inside a square.

Notes: Uncommon spell (*ToM*).

Stabilize*

(Abjuration)

(Wild)

Level: 9
 Range: 0
 Components: V, S
 Casting Time: 1 turn
 Duration: 1d4 + 1 turns
 Area of Effect: 30-ft. radius
 Saving Throw: None

The *stabilize* spell negates the effects of wild magic regions, allowing the caster and all creatures within a 30-foot radius to cast spells and use magical items normally. The spell is centered on and mobile with the caster.

Spells never cause wild surges when cast from within the *stabilize* spell, nor do the effects of wild surges extend into the protected area.

Furthermore, a wild mage's spells function at his or her true level; Table 2 is *not* used to determine level variation. The spell affects *wildstrike*, *wildzone*, and *wildwind*.

Notes: Restricted to wild mages; common (*ToM*).

Staff of Smiting, Tenser's

See Tenser's staff of smiting.

Staffspell

(Evocation)

Level: 3
 Range: 0
 Components: V, S, M
 Casting Time: 1 rd.
 Duration: 3 rds./level
 Area of Effect: Creates 1 staff
 Saving Throw: None

This spell creates a stout staff of living electricity, 6 feet long. The staff inflicts damage as a normal quarterstaff, but for every five levels of the caster, the staff gains a +1 bonus to attack and damage rolls, to a maximum of +3 for a 15th-level wizard or higher. The staff inflicts double damage (2d6) on water-based creatures, save those immune to electricity.

The staff can be used as a light source, brightening from a dull glimmer to the equivalent of a *light* spell upon mental command by the caster. The staff can be used only by an individual with a weapon proficiency in staff; it cannot be passed to others for their use. If the caster releases the staff for any reason, including spell casting, then the *staffspell* ends instantly.

The material component is a small wooden rod 18 inches long, cut by the caster from a stout oak, and is consumed by the spell.

Notes: Very rare spell. Known to be in *The Blue Book of Othyisar Du'Morde, Vol. 1*. (Updated from *DRAGON* Magazine.)

Staff of Smiting, Tenser's

See Tenser's staff of smiting.

Stairway

(Invocation/Evocation)

Level: 2

Range: 10 yds.

Components: V, S, M

Casting Time: 5

Duration: 1 turn + 1 turn/level

Area of Effect: Creates 1 stairway

Saving Throw: None

This spell creates a shimmering, transparent 10-foot-wide stairway that ascends or descends up to 10 feet per level of the caster. The stairway can be narrower than 10 feet, but not wider. Additionally, the caster can opt to have the stairway steep or gradual; the stairs can be no steeper than 60 degrees and no more gentle than 30 degrees.

The stairway can support 400 pounds, plus an additional 10 pounds per caster level. The stairway vanishes if its weight limit is exceeded. Otherwise, the stairway lasts for one turn, plus one turn per level of the caster, unless dispelled.

The material components are a quartz crystal, powdered silver, and powdered talc.

Notes: Very rare spell. (Updated from *POLYHEDRON* Newszine.)

Starharp

(Alteration, Necromancy)

Level: 6

Range: 0

Components: V, S, M

Casting Time: 6

Duration: 1 rd./level

Area of Effect: Sphere, 2-ft./level diameter

Saving Throw: None

This powerful spell is customarily known only by Harpers, in particular, the traveling bards among them. It creates a blue-white, glowing image of a harp, floating in the air above the caster's head. The harp plays by itself, echoing and elaborating on whatever tune the caster sang or hummed during the casting, and emits little "stars" of twinkling radiance as it does so.

All creatures within the harp's area of effect (a sphere centered on the harp, which moves with the caster) are instantly freed from any existing natural or magical pain, nausea, charms, holds, fear, stunning, and any effects of a *repulsion* spell. These effects will not return after the *starharp* fades away.

In addition, the caster can concentrate on any one being within range during spell casting, and that being will be magically cured of 2d4 points of damage as soon as the harp appears. (If no being is chosen, this healing power is lost; it cannot be saved for later. This power only restores lost hit points.)

Once cast, the *starharp* spell cannot be disrupted, though it is subject to dispelling. Magical darkness of any sort cannot form or persist within the *starharp*'s area of effect.

Also once the spell is cast, the creator is free to fight, sleep, cast spells, and engage in other activities without affecting the *starharp*. If the caster is slain, the harp continues to function, but turns blood red, its tune becoming sad.

The material components are a tear from the caster and a tiny carved harp of wood, bone, or ivory.

Notes: Common for Harper bards of the FORGOTTEN REALMS setting, rare for other Harpers; otherwise, virtually unknown.



Stasis

Aka temporal stasis.

Stasis Clone††

(Alteration, Necromancy)

Level: 9

Range: Touch

Components: V, S, M

Casting Time: 2 turns

Duration: Special

Area of Effect: Special

Saving Throw: None

This spell creates a duplicate of a human, demihuman, or humanoid creature from any scrap of bone, hair, tissue, or at least six drops of blood from that being. If the caster is not the being to be duplicated, that living creature must touch the duplicate body, as it forms, to give it life.

This clone is identical to the original being in memories, skills, experience level, and appearance at the time the organic tissue was obtained. It has one less point of Constitution than the original being, and it cannot form at all if the original being has a current Constitution of 1. All other ability scores are identical.

Unlike duplicates created by the 8th-level wizard spell *clone*, the copy of the being is not aware of the existence of the original. It remains in magical stasis and is mentally unreachable (with a sole exception noted hereafter). It does not age, decay, or need air, water, food, or other essentials that other living things require. A stasis clone can be stored in a coffin or other confined space, and is not awakened by handling. It can be damaged or even destroyed by weapons, fire, crushing blows, and other forces that would harm its living counterpart. Once activated, the clone cannot be dispelled or disjoined; for all purposes, the clone is the caster's body.

A stasis clone holds the pose it was last placed in by living hands. Thus, it can be dressed and clothed to be used as a decoy or to fool others into thinking they are seeing the original being in a state of rest or sitting absorbed in study.

Whenever the original being touches the stasis clone, the clone's memories, skills, and experience levels are updated to match the original being's. The clone does not mirror purely physical changes, such as aging, a wound, or an amputation suffered by the original being.

The stasis is normally lifted only when the original being dies, though up to two *contingency* spells can be applied to any stasis clone to modify when and how it activates. (Note that a stasis clone confined in an airtight or flooded space may perish shortly after awakening.) Multiple stasis clones can be created by repeated castings of this spell. These stasis clones can even be linked to each other by custom-devised *transferal* spells mated to *contingency* spells so that the death of the first clone awakens only the second, its death in turn activates just the third, and so on.

Manshoon has used this spell both to escape a final death and to remain young. As he ages,

he can update his stasis clone, get himself slain (usually in a reckless attack that destroys an enemy, such as a powerful Red Wizard), and return as a physically younger clone. Several wizards have offered him fantastic sums for a copy of this spell and reportedly have been refused. Others (including apprentices) have perished quite messily at Manshoon's hands when they attempted to steal the spell.

Manshoon's stasis clones are obvious targets for those who wish him dead, permanently. Several times his enemies or his rivals in the Inner Circle of the Zhentarim have gone to a great deal of trouble to kill him and destroy all of his stasis clones, only to find that Manshoon had squirreled away one or two they had missed. One reason that Manshoon has not advanced to a higher level as a wizard is undoubtedly the cumulative loss of a great deal of experience because of the lag between newly activated clones that had not been recently updated and previous, now dead Manshoon incarnations.

Notes: Unique to the wizard Manshoon in the FORGOTTEN REALMS setting.

Static Field

(Evocation)

Level: 6

Range: 10 ft.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 hr./level

Area of Effect: 1 object or creature

Saving Throw: Special

This spell creates an immobile field of electricity around a creature or object. The field acts as a *wall of force*, trapping any living creature or object caught within.

The sphere can be created to a maximum of two feet in diameter, plus one-half foot for every two levels of the caster. Thus, a 12th-level wizard creates a static field 8 feet in diameter, and 20th-level wizard can create a static field as large as 12 feet in diameter. If the wizard tries to enclose something that doesn't fit within the maximum size, the spell fails and is lost.

Casting the spell on an active creature requires a successful attack roll. The creature also receives a saving throw vs. spell at a +2 bonus to evade the static field before it is fully enclosed; failure means entrapment. A mobile object receives a saving throw of a 20, with a +2 bonus if it is a magical

item, plus any magical bonuses it may have.

Any creature touching the static field takes two points of electrical damage per level of the caster (save vs. spell for half damage). The caster is not harmed by the spell, but cannot pass the barrier as long as it is intact.

The field can be brought down by a *disintegrate* spell, by a successful *dispel magic* by a caster of higher level, or by a *wish* or *alter reality* spell. A *rod of cancellation* will also destroy the field, as will *Mordenkainen's disjunction*.

This spell can be made permanent with the *permanency* spell.

The material component is a perfectly formed glass globe, 2 to 3 inches in diameter, containing a chip from the tooth of a blue dragon. The globe is broken on the item or creature to be enclosed, shattering the globe and dissolving the tooth.

Notes: Very rare spell. Known to be in *The Blue Book of Othyisar Du'Morde, Vol. 2*. (Updated from *DRAGON Magazine*.)

Statue

(Alteration)

(Alchemy, Earth)

Level: 7

Range: Touch

Components: V, S, M

Casting Time: 7

Duration: 1 hr./level

Area of Effect: Creature touched

Saving Throw: Special

When a *statue* spell is cast, the wizard or other creature is apparently turned to solid stone, along with any garments and equipment worn or carried. The initial transformation from flesh to stone requires one full round after the spell is cast.

During this initial transformation, there's a base 18% chance that the targeted creature suffers a system shock failure and dies. The creature must roll percentile dice and add its Constitution score to the roll. If the total is 18 or less, the creature dies. If the total is 19 or more, the creature survives the transformation; the creature can withstand any inspection and appear to be a stone statue, although a faint magic is detected from the stone if someone checks for it. Note that a creature with a Constitution of 18 or more will always survive the transformation.

Despite being in this condition, the petrified individual can see, hear, and smell normally. Feeling is limited to those sensations that can

affect the granite-hard substance of the individual's body—i.e., chipping is equal to a slight wound, but breaking off one of the statue's arms is serious damage.

The individual under the magic of a *statue* spell can return to his normal state instantly, act, and then return to the statue state, if desired, as long as the spell duration is in effect. No other action is possible while in stone form, including psionics.

The material components of this spell are lime, sand, and a drop of water stirred by an iron bar, such as a nail or spike.

Notes: Common spell (*PHB*).

Statue — Wu Jen

(Alteration)

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 3

Duration: 1 hr./level

Area of Effect: Creature touched

Saving Throw: Special



This spell turns the wu jen or another creature touched into solid stone in a single round. The affected being can still see, hear, and think, and can at will return to normal state almost instantaneously, and can similarly switch back to stone form, and do this repeatedly for the duration of the spell. The statue can be wounded by chipping or breaking off parts, but is as hard as granite. For the initial transformation, the creature rolls percentile dice as a system shock roll and adds its Constitution score to the roll. If the total is 18 or less, the creature dies.

The material components are mortar, sand, and lime, mixed with water and stirred with a bar of iron.

Notes: Restricted to wu jen. Common in oriental settings; otherwise, very rare.

Statue Form

(Alteration)

(Artifice)

Level: 8

Range: 40 yds.

Components: V, S, M

Casting Time: 2

Duration: 15 rds.

Area of Effect: 20-ft. radius

Saving Throw: None

When the spell is cast, up to six intelligent creatures within a 20-foot radius of a specially prepared statue have their bodies and life forces transferred into the statue (including a caster who is in the area and so desires).

Thereafter, the statue responds each round to the commands of any of the affected creatures with regard to movement, attacks, etc. If two or more conflicting commands are given, initiative among those giving the commands is rolled to determine the controller for the round, with ties broken by rerolls. The statue has a movement rate of 12 and one attack per round. For purposes other than controlling movement and choosing the attack, all those within the statue are involved in its operation.

When attacking with the statue, all inhabitants make an attack roll at their own THAC0 with a magical bonus of +4. The highest roll is used as the statue's attack roll. If the attack is successful, all inhabitants roll 1d6 for damage. The results are added to determine the damage inflicted by the statue's blow.

After 15 rounds (sooner if the caster desires) those within return to their normal forms and the statue crumbles to lifeless gravel.

The statue has an Armor Class of 0 and can take 76 points of damage before being destroyed. It has a magic resistance of 65%. A *stone to flesh* spell makes the statue AC 10 permanently, while a *rock to mud* spell breaching its magic resistance destroys it utterly. Anyone in the statue when it is destroyed is killed instantly. However, since damage short of destruction does not affect the inhabitants, everyone inside when the spell ends reforms whole and well.

Before this spell can be used, a statue of a 6-foot humanoid must be carved from granite. The statue is sprinkled with a mixture of wormroot, wildroot, and beetroot. Decorative writings and drawings can be added to the statue as desired. A new statue must be created for each use of the spell.

Notes: Very rare spell. (Updated from *POLYHEDRON* Newszine).

Steady Aim, Tenser's

See Tenser's steady aim.

Steal Enchantment

(Enchantment)

(Artifice)

Level: 7

Range: Touch

Components: V, S, M

Casting Time: 1 hr.

Duration: Instantaneous

Area of Effect: 1 item

Saving Throw: Neg.

This spell steals the enchantment from one magical item and places it within another, nonmagical item. The two items must be of the same category (blunt weapon, edged weapon, ring, amulet, shield, armor, wand, etc.). The wizard must touch both objects during casting.

The enchantment can be transferred only to a nonmagical item. Only the enchantment of one item can be transferred; it is not possible to combine two magical items into one item. The new item has all the properties of the original magical item (including the same number of charges, if any).

At the culmination of the spell, the original magical object is allowed an item saving throw vs. disintegration with all modifiers it is allowed as a magical item. Exceptionally powerful objects (such as *holy swords*) might automatically succeed at the DM's discretion. (Recommended: Artifact-level items have no more than a 1% chance to be affected, at best.)

If the saving throw is successful, the magical object resists the effect and the spell fails. If the roll is failed, either all powers of the original magical item are transferred to the previously nonmagical object or the powers are lost. The base chance for loss of powers is 100%, reduced by -5% per level of the caster. Thus, a 20th-level wizard has no chance of losing the magic. If the enchantment is lost, both items become nonmagical. (Recommended: The chance of losing the powers of an artifact-level item should be no more than 1%, regardless of the caster's level.)

The spell requires a nonmagical item that is to receive the enchantment. It must be of equal or greater value than the object to be drained.

Notes: Common for incantatrixes; otherwise, uncommon (*ToM*).

Stealspell

(Enchantment/Charm)

Level: 7
 Range: 10 yds./level
 Components: V, S
 Casting Time: 7
 Duration: Special
 Area of Effect: 1 spellcaster
 Saving Throw: Neg.

By means of this incantation, any single spellcaster chosen by the caster must save vs. spell at -1 or suffer the theft of any one memorized spell or spell-like ability use from his or her mind. The stolen spell is determined randomly; the identity of the stolen spell is not revealed by its theft. If no spell is available, the *stealspell* is wasted.

The stolen spell is transferred at the end of the round in which the *stealspell* is cast. A spell in the process of being cast cannot be stolen. The magic of the *stealspell* works in spite of all known shielding spells, save *antimagic shell*.

A stolen spell can be cast immediately by the user of this spell, or held in mind up to 24 hours. The casting can be made without understanding or sufficient level to cast the stolen spell. Any spell cast in this fashion is cast as if by the being from whom the spell was stolen.

While the spell itself has no material components, any material components required by the stolen spell and carried by the original owner are expended at the time the spell is stolen.

This powerful magical spell is rarely known beyond the circles of the Witches of Rasheman, and how it came into the hands of Shoon is unknown.

Notes: Common for Incantrixes and the Witches of Rasheman in the FORGOTTEN REALMS setting; otherwise, very rare.

Stealth

(Alteration)

(Shadow)

Level: 2
 Range: Touch
 Components: V, S, M
 Casting Time: 2
 Duration: 1 turn/level
 Area of Effect: 1 creature
 Saving Throw: None

This spell mutes sounds made by a creature's equipment or movement, giving an 80% chance



to move silently regardless of equipment carried, terrain, or other factors. It does not hinder normal communication or spellcasting in any way. It provides no protection against alarms or noisy traps triggered by the affected creature. (For this purpose, a "nightingale floor" is considered a trap).

The chance for silent movement is not cumulative with other magic, natural abilities, or special devices; only the highest chance applies. Thus, the spell is useless to a thief with a 90% chance for silent movement, or to an individual wearing *boots of elvenkind*.

The material component is a small piece of soft leather.

Notes: Rare spell. (Updated from POLYHEDRON Newszine.)

Stealweb

(Alteration, Evocation)

Level: 5
 Range: 0
 Components: V, S, M
 Casting Time: 5
 Duration: 1 activation/level
 Area of Effect: Special
 Saving Throw: ½

This spell is cast on an archway, portal, doorframe, window, or other solidly defined opening—though this can be as crude as the space between two standing stones or boulders. Like a *magic mouth* spell, it waits, radiating only a faint dweomer until its specific trigger conditions are met, and then lashing out. (Its usual trigger condition is "when any nongood-aligned wizard passes through.")

A bright web of glowing white force-lines appears, washes over the affected victim (a creature passing through the opening), and then vanishes. The creature suffers 4d4 points of damage from a

blast of raw spell energy (save vs. spell for half damage). However, a creature affected by a *stealweb* is forever immune to that particular *stealweb*, nor does the web activate at the being's repeat passage, though its conditions are otherwise unchanged.

A *stealweb* activates whenever its conditions are met, and activates once per level of its caster. It is destroyed by destruction of its opening or by a successful *dispel magic* spell.

The caster of a *stealweb* cannot be harmed by her own spell, even if she meets the conditions for its activation as stated during casting.

The material components are a piece of phosphorus, a flint, and a scrap of cobweb.

The name of this spell comes from an earlier variant (now lost) from ancient Netheril that stole spells from the minds of those who activated it. The current spell is most often used to protect wizards' strongholds.

Notes: Rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Steam Blast

(Evocation)
(Water)

Level: 3
Range: 0
Components: V, S, M
Casting Time: 3
Duration: 3 to 5 rds.
Area of Effect: Special
Saving Throw: ½

The *steam blast* spell creates a billowing cloud of scalding water vapor. The blast forms a cone 40 feet long and 10 feet wide at its terminus. The vapor surges forward from the open arms of the caster and fills the entire area of effect instantly. It remains for 1 round per two levels of the caster (round up), to a maximum of 5 rounds.

Creatures composed of mist or fog (crimson deaths, crystalmists, vampiric mists, etc.) are immune to the spell. Otherwise, the scalding vapors immediately inflict 1d6 points of damage per level of the caster, to a maximum of 10d6 (save vs. spell for half damage). Elemental creatures based on water or air take only half damage (save for one-quarter).

In addition, air-breathing creatures must save vs. breath weapon or pass out for 3d4 rounds from choking, taking one additional point of

drowning damage per round until revived or removed from the area of effect. Those who successfully save are blinded for as long as they remain in the vapor and for 1d2+1 rounds after leaving it.

The steam also causes heat and water damage to exposed items. Items carried by a creature making a successful saving throw are unaffected; otherwise, a saving throw vs. normal fire determines if they are ruined.

Underwater, the steam dissipates immediately after inflicting its first damage.

The material components of this spell are two tea leaves and a pinch of wet, powdered sulphur or a drop of mist dragon spittle.

Notes: Very rare spell. (Updated from DRAGON Magazine.)

Steam Breath

(Evocation)

Level: 3
Range: 0
Components: V, S, M
Casting Time: 1 rd.
Duration: Instantaneous
Area of Effect: 30-ft. long × 20 ft. wide cone
Saving Throw: ½



The wu jen expels a powerful breath of superheated steam that billows forth from the caster's mouth, instantly filling a cone 30 feet long and 20 feet wide at the far end with scalding clouds of mist.

The steam inflicts 1d6 points of damage per level of the caster, to a maximum of 10d6. A saving throw vs. breath weapon is allowed for half damage. Creatures from the Elemental Plane of Water take half damage (save for none). Creatures from the Elemental Plane of Fire take one additional point of damage for every die of damage.

Further, normal fires in the area of effect are extinguished and magical fires are 50% likely to be extinguished, although those that can be rekindled are not permanently affected. The steam clouds dissipate instantly once the spell is cast.

The material component for this spell is a glowing piece of charcoal doused with water.

Notes: Common in oriental settings; otherwise, very rare.

Steaming Sphere, Otiluke's

See Otiluke's steaming sphere.

Steady Aim, Tenser's

See Tenser's steady aim.

Steeldance

(Evocation)

(Artifice)

Level: 3

Range: 10 ft./level

Components: V, S, M

Casting Time: 3

Duration: 2 rds.

Area of Effect: 60-ft.-radius sphere

Saving Throw: None

This spell causes four whirling long swords or scimitars to appear out of thin air and fly about inside the area of effect at MV 18 (A), striking at foes for two rounds before vanishing again. Each blade strikes with a THAC0 of 6 and inflicts 6 points of damage per successful attack. For determining what they can hit, the swords are considered +4 magical weapons, but they give no bonuses to THAC0 and damage. Each blade is AC -3 and has 12 hit points. If a foe hits a blade for more than that amount of damage in a single attack during its brief existence, it winks out immediately. The blades are subject to spell damage if magic is used against them.

Each blade strikes at a target chosen by the caster, but the spell's area of effect is stationary. If the target or targets flee out of the spell's reach, the blades cannot follow.

The *steeldance* spell requires four bladed weapons of any size, from as long as the caster's forearm to tiny replicas. Knives or daggers are commonly used. The blades are not consumed and can be reused.

Notes: Rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Stench of Death

(Necromancy)

Level: 3

Range: 30 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 hr.

Area of Effect: 50-ft. radius

Saving Throw: Neg.



This spell allows the wu jen to fill the area of effect with a smell so foul as to cause complete disorienta-

tion among those caught within it. A successful saving throw vs. paralyzation allows a creature to remain within the stench, unaffected. Those who fail their rolls are overcome by the smell, double over, and remain unable to cast spells or fight. However, they can flee the area of effect. Once outside of the stench, an affected creature requires a round of breathing fresh air before resuming normal activities. As the effect is strictly magical, no wind will blow it away, but it can be dispelled.

The material component of this spell is a rotted body organ.

Notes: Common in oriental settings; otherwise, very rare.

Stern Reproof, Nybor's

See Nybor's stern reproof.

Still Water

(Alteration)

Reversible

Level: 1

Range: 10 yds./level

Components: V, S, M

Casting Time: 1 rd.

Duration: 5 rds./level

Area of Effect: 100 sq. ft./level

Saving Throw: Special



This spell allows the wu jen to calm even the most turbulent waters except those of tsunami force, rendering them placid and still for the duration of the spell. Upon casting the spell, all water in the area of effect becomes calm and settled. Stormy oceans become smooth, raging rapids subside, flood waters flow calmly.

The spell changes the rate of flow of the water and the force with which it moves to a gentle flow. Thus, the whirlpools and turbulence of rapids become a gentle stream easily negotiated. The spell does not alter the amount of water passing through the area, only the force it carries.

If cast on a water elemental or other creature from the Elemental Plane of Water (or a creature of watery substance), the creature is allowed a saving throw vs. spell. If the save is successful, the spell has no effect. If the saving throw is failed, the creature becomes incapable of directly hostile actions, although it can still cause harm indirectly. If such a becalmed creature is attacked, the spell effect is instantly negated.

The material component for this spell is a tiny flask of whale oil.

The reverse of this spell, *turbulence*, increases the choppiness of water. Still water becomes white-capped and choppy, white-capped waves become strong waves capable of capsizing canoes and small boats. Stormy ocean water becomes huge mounting waves capable of swamping small ships. If it is cast on water elementals or similar creatures, they become hostile and belligerent.

The material component required is a small ornamental fan.

Notes: Common in oriental settings; otherwise, very rare.

Sting, Morgannaver's

See Morgannaver's sting.

Stinking Cloud

(Evocation)

(Air, Alchemy)

Level: 2

Range: 30 yds.

Components: V, S, M

Casting Time: 2

Duration: 1 rd./level

Area of Effect: 20-ft. cube

Saving Throw: Special

When a *stinking cloud* is cast, the wizard creates a billowing mass of nauseous vapors up to 30 yards away from his position. Any creature caught within the cloud must roll a successful saving throw vs. poison or be reeling and unable to attack because of nausea for 1d4+1 rounds after leaving the cloud. Those who make successful saving throws can leave the cloud without suffering any ill effects, although those remaining in the cloud must continue to save each round. These poisonous effects can be slowed or neutralized by appropriate magic. The cloud duration is halved in a moderate breeze (8–18 m.p.h.) and is dispersed in one round by a stronger breeze.

The material component of the spell is a rotten egg or several skunk cabbage leaves.

Notes: Common spell (PHB).

If made permanent, the *stinking cloud* remains where it is created and is generally not disturbed by minor effects. If dispersed by a strong breeze, *gust of wind* spell, or even winds of hurricane force, the vapors return one round after the wind passes.

Stone Barrier — Galeb Duhr

(Evocation)

Level: 6

Range: 30 yds.

Components: S

Casting Time: 6

Duration: 13 rds.

Area of Effect: Special

Saving Throw: Special

Upon casting this spell, the galeb duhr creates a wall of flying stones that whirls around a fixed point. The plane of rotation of the wall can be horizontal, vertical, or in between. Any creature attempting to pass this barrier takes 8d8 points of damage, plus 1 point for each Hit Die the galeb duhr possesses. Creatures in the area of the barrier when it is created are allowed a saving throw vs. spell; if successful, the stones are avoided, no damage is taken by the creature, and it escapes the area of the barrier by the shortest possible route. The wall lasts 13 rounds. The galeb duhr can make the wall as small as 5 feet square to as large as 60 feet square.

This spell is 5% likely to be known by a galeb duhr for each 500 years of age over a base age of 2,000 years.

Notes: Restricted to galeb duhr; rare. (Updated from DRAGON Magazine.)

Stone Drill

(Invocation/Evocation)

(Earth)

Level: 5

Range: 30 yds.

Components: V, S, M

Casting Time: 4

Duration: 1 rd./level

Area of Effect: 5 ft.-diam. cylindrical tunnel

Saving Throw: Special

The *stone drill* spell is a form of the *dig* spell that allows the caster to bore tunnels through both hard and soft rock. It cannot move earth, sand, mud, or softer materials, which will collapse. The spell drills through stone at a rate of 1 foot per round, removing about 20 cubic feet of material per round. The removed material is crushed into fine gravel as well.

Tunnels: Tunneling is possible with *stone drill* as long as there is enough space available for the removed material to pile up (other spells or hired help are needed to clean up the debris). The chance for a tunnel to collapse is 10%, checked

for each 5-foot section unless the area is supported or braced.

Pits: A tunnel can be drilled vertically, but a pit, similar to one made by the *dig* spell, has a 5% chance per 5-foot section of collapsing in on itself. The spell is not fast enough to dig pits in front of creatures moving toward the caster. However, creatures within 10 feet of the drilling area will be pelted by gravel and stones cast out by the *stone drill*, taking 2d4 points of damage. A saving throw vs. spell is allowed for half damage. Creatures of earth and rock are unaffected.

If used in combat against creatures of earth and rock, the caster must attack with the spell for two consecutive rounds before inflicting damage, due to the slow speed of the drilling. The spell inflicts 5d6 points of damage on creatures of earth and rock. A successful saving throw vs. spell reduces this damage by half.

The material components are a twisted bar of iron or steel and 500 gp worth of diamond chips. These are expended in the casting.

Notes: Rare for Earth mages; otherwise, very rare. (Updated from *DRAGON Magazine*.)

Stone Feet

Reversed form, see fleet feet.

Stone Hull

(Alteration)

(Province: Sea)

Level: 3

Range: 10 yds. + 10 yds./level

Components: V, S, M

Casting Time: 3

Duration: 1 turn + 1 turn/level

Area of Effect: 1 vessel up to 150 ft. long

Saving Throw: None



The *stone hull* spell reinforces a ship's hull with a magical aura, helping it withstand monster attacks, hidden shoals and reefs, and ramming attacks by other ships. It also counters the effects of spells such as *warp wood* and *turn wood*, but not fire. The seaworthiness of the craft under these conditions improves by 20% (see Table 77 in Chapter 14 of the DMG). The ship gains no improvement for situations other than those listed. For example, in storms or on extended voyages, the ship has its original seaworthiness.

However, the moment *stone hull* is cast, the ship's base movement per hour is halved, before any other modifiers are applied. The same is true

of its emergency movement. In addition, the protected hull radiates a *dweomer* of alteration magic. The caster can dispel *stone hull* at will, if within range of the ship.

The material component of this spell is a bit of pumice (a volcanic rock light enough to float on water). The pumice is consumed in the casting of the spell.

Notes: Common for spellcasters from an Arabian setting; otherwise, very rare

Stone Shape

(Alteration)

(Earth)

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Permanent

Area of Effect: 1 cu. ft./level

Saving Throw: None

By means of this spell, the wizard can form an existing piece of stone into a shape that suits his purposes. For example, the wizard can make a stone weapon, a special trapdoor, or an idol, etc. This spell can also enable the spellcaster to reshape a stone door to escape imprisonment, providing the volume of stone involved is within the limits of the area of effect. While the caster can thus create stone doors and coffers, the fineness of detail is not great. If the construction involves small moving parts, there is a 30% chance they do not function.

The material component of this spell is soft clay that must be worked into roughly the desired shape of the stone object and then touched to the stone when the spell is uttered.

Notes: Common spell (*PHB*).

Stone Sleep

(Enchantment/Charm)

(Earth)

Level: 2

Range: 30 yds.

Components: V, S, M

Casting Time: 2

Duration: 2d4 + 1 rds.

Area of Effect: 1 creature

Saving Throw: Neg.

When this spell is cast, the wizard forces one creature made of earth and stone (or any from the

Elemental Plane of Earth), into a state of dormancy. The caster uses a tuning fork to create a deep, resonating tone over which he speaks the verbal components. Once the spell has taken effect, the creature simply stops in its tracks, moving and attacking no further. The creature is still aware of everything around it, but has been momentarily soothed by the tone of the tuning fork. The caster can move at only half normal movement while concentrating and must keep the tuning fork pointed toward the affected creature. Any attack against the creature breaks the spell instantly.

This spell affects such creatures as earth elementals, clay and stone golems, galeb duhr, mud men, sandlings, and xorn. The DM may rule that other creatures related to the earth or having power over it (such as basilisks, stone giants, medusae, and rust monsters) are affected as well.

The spell requires a platinum tuning fork of at least 500 gp value and of the finest craftsmanship, and a smooth stone on which to strike it. These can be reused.

Notes: Rare for Earth mages; otherwise, very rare. (Updated from *DRAGON* Magazine.)

Stone Tell

The Red Wizards of Thay are rumored to have a 7th-level version of this priest spell, in which a face is drawn on the stone with chalk and conversed with.

Stone to Flesh

(Alteration)
(Alchemy, Earth)
Reversible

Level: 6
Range: 10 yds./level
Components: V, S, M
Casting Time: 6
Duration: Instantaneous
Area of Effect: 1 creature
Saving Throw: Special

The *stone to flesh* spell turns any sort of stone into flesh. If the recipient stone object was formerly living, this spell restores life (and goods), although the survival of the creature is subject to the usual system shock survival roll. Any formerly living creature, regardless of size, can be thus returned to flesh. Ordinary stone can be turned to flesh in a volume of nine cubic feet per experience level of the spellcaster. Such flesh is inert, 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 body). If cast upon stone, the wizard can create a cylinder of fleshy material from one to three feet in diameter and up to 10 feet long, allowing a passage to be made.

The material components are a pinch of earth and a drop of blood.

The reverse, *flesh to stone*, turns flesh of any sort to stone. All possessions on the person of the creature likewise turn to stone. The intended subject of the spell receives a saving throw vs. spell to avoid the effect. If a statue created by this spell is subjected to breakage or weathering, the being (if ever returned to his original, fleshy state) will have similar damage, deformities, etc. The DM may allow such damage to be repaired by various high-level clerical spells, such as *regenerate*.

The material components of the spell are lime, water, and earth.

Notes: Common spell (PHB).

Stonecage

This lost spell reputedly encased the victim in a large rectangular block of stone until the magic was dispelled or the duration expired. Its casting required at least five spellcasters in combination, and its duration even then was 50 turns.

The spell could be made permanent if the casters ringed the victim's stone and then use the spell on themselves. Myth has that this creates a permanent ring of stones that maintains the original spell until the ring is broken, at which point the imprisoned creature would be released.

Stoneflight — Pluma

(Alteration)

Level: 1
Range: 30 yds.
Components: V, S, M
Casting Time: 1-6 rds.
Duration: 3 turns/level
Area of Effect: 3 slingers/level
Saving Throw: None



This spell benefits slingers, allowing them to cast their missiles to double normal range, and to inflict an extra hit point of damage per hit. Three slingers per caster level, up to a maximum of 30 slingers can be affected.

The material component is a tiny ball of dried bird guano.

Notes: Restricted to practitioners of *pluma* magic (the Maztica setting); common.

Stoneiron

(Enchantment)

Level: 3
 Range: Touch
 Components: V, S, M
 Casting Time: 1
 Duration: 5 rds./level
 Area of Effect: Weapon(s) touched
 Saving Throw: None



This weaker version of the *enchanted weapon* spell causes stone weapons (flint, obsidian, etc.) to attack and damage as common steel weapons, eliminating all penalties and chances of breakage. One large or two small weapons are affected by a single casting. Missiles affected by this spell lose its effect as soon as the missile strikes its target.

The only way to make the spell permanent is to use *enchant an item* and *permanency* spells as well; repeated castings do not improve the weapon's abilities any further.

The material component is a small chunk of stone, of the same type as the weapon to be enchanted.

Notes: Uncommon for spellcasters from the DARK SUN setting, rare for Savage mages; otherwise, very rare. (Updated from *DRAGON Magazine*.)

Stoneskin

(Alteration) (Earth)

Level: 4
 Range: Touch
 Components: V, S, M
 Casting Time: 1
 Duration: Special (24 hr. maximum)
 Area of Effect: 1 creature
 Saving Throw: None

When this spell is cast, the affected creature gains a virtual immunity to any attack by cut, blow, projectile, or the like. Even a *sword of sharpness* cannot affect a creature protected by *stoneskin*, nor can a rock hurled by a giant, a snake's strike, etc. However, magical attacks from such spells as *fireball*, *magic missile*, *lightning bolt*, and so forth have their normal effects. The spell's effects are not cumulative with multiple castings.

The spell blocks 1d4 attacks plus one attack

per two levels of experience the caster has achieved. This limit applies regardless of attack rolls and regardless of whether the attack was physical or magical. For example, a *stoneskin* spell cast by a 9th-level wizard would protect against from five to eight attacks. An attacking griffon would reduce the protection by three each round; four *magic missiles* would count as four attacks in addition to inflicting their normal damage. If not ended by attacks, the *stoneskin* spell lasts for 24 hours.

The material components of the spell are granite and diamond dust sprinkled on the recipient's skin.

Notes: Common spell (*PHB*).

Stony Grasp, Maximillian's

See Maximillian's stony grasp.

Stony Hands

Aka Manshoon's xorn talons.

Stop

Aka hover.

Storm

(Alteration)

Level: 8
 Range: 10 miles
 Components: V, S, M
 Casting Time: 1 turn
 Duration: 1 hr./level
 Area of Effect: 2-mile radius
 Saving Throw: Special

By casting this spell, the wizard causes a horrendous thunderstorm to break in any vicinity he so chooses. After the casting of the spell, it takes one turn for the clouds to gather, regardless of the current weather conditions. Another turn after this, the storm breaks, rain pounds down, and lightning bolts strike all over the area of effect at random. The caster must concentrate for the entire duration; any disturbance during this time negates the storm, causing the rain to cease and the clouds to disperse in one turn.

The rains fall at the rate of ½-inch per hour. The wizard can direct one lightning bolt every five rounds, at the cost of shortening the spell's duration by one hour each. The caster can direct only as many lightning bolts (directed bolts are treated as the 3rd-level spell, *lightning bolt*) as he has levels minus two. Thus, a 20th-level wizard can direct a total of eighteen bolts, shortening the spell's dura-

tion to only two hours (at one bolt every five rounds, it would take a minimum of one and a half hours to direct all eighteen lightning bolts.)

A bolt cannot be directed by the wizard if doing so would negate the hour of duration in which the attempt is made. For instance, if a 16th-level wizard cast a *storm* spell and let it rage for fifteen hours without directing any bolts, he could not direct one in the last hour of the spell as that bolt would negate the hour of the spell that was already taking place. These bolts cause 6d6 points of damage (save vs. spell for half damage) and strike in a 5-foot diameter column.

This spell can be cast through a *crystal ball*.

The material component of this spell is a used (previously stricken) lightning rod, which the caster hurls at the sky to cause the clouds to gather. The rod flies straight up into the clouds, where it is consumed in a brilliant lightning flash.

Notes: Common for Storm mages, uncommon for Weather mages; otherwise, very rare. Believed to be in *The Blue Book of Othyisar Du'Morde, Vol. 3*. (Updated from *DRAGON Magazine*.)

Storm's Frozen Moment

(Alteration)

Level: 1

Range: 10 ft./level

Components: V, S

Casting Time: 1

Duration: 1 rd.

Area of Effect: 1 being

Saving Throw: Special

This spell enables the caster to temporarily interrupt the movement of a being through the air, including a fall, jump—including magical jumps—and natural or magical flying. If the spell recipient is unwilling, a saving throw vs. spell applies; but if the caster is able to touch the being as the spell is cast, the saving throw is made at a -5 penalty.

Storm's frozen moment causes the recipient to halt and hover in midair for one round. During this time, the being is held stable, so that a quick spell can be cast, a knot can be tied, a lock opened, or other complex but swift task performed. This spell is often used to allow falling beings to tie a rope around a projection. The magic temporarily removes the need for a winged creature to beat its wings, but does not affect *fly* spells in any way; the magics coexist, neither one affecting the dura-

tion or performance of the other.

A *frozen moment* cannot coexist with a *featherfall* spell. It negates any existing *featherfall* magics, and prevents such spells or magical item abilities from functioning on the same being the *frozen moment* was cast upon for one turn after the *frozen moment* ends, unless a *dispel magic* is cast on the being to remove this prohibition. In other words, a non-flying being who receives *frozen moment* falls after the spell ends unless restrained by a rope, handhold, or other means; and takes normal falling damage, even if already protected by a *featherfall*.

Notes: Restricted to the Seven Sisters, their apprentices, and select Harpers; uncommon or rare.

Storm's Spell Thrust

(Enchantment/Charm)

Level: 5

Range: 0

Components: V, S, M

Casting Time: 5

Duration: 2 rds.

Area of Effect: Special

Saving Throw: None

This spell causes up to two hostile spell manifestations (one per round of its existence) to rebound back instantly at their source. Thus, a *lightning bolt* would leap back whence it came, the blast of an expanding *fireball* would be directed back at its source in a long jet of flame, and so on. Each spell rebounds toward its source, up to 10 yards per level of the *spell thrust* caster. Creatures at a rebounded spell's source are allowed whatever saving throws the returned spell normally allows.

If multiple spell manifestations occur in a round, the spellcaster chooses which one is thrust back at its source. The caster of the *spell thrust* need not be able to see the source of a spell to rebound it.

Some spells, by their nature, cannot be made to rebound; *Storm's spell thrust* has no effect on them. A *spell thrust* has no visible manifestation to warn enemy spellcasters that it is operating.

The material component is a small, curved piece of polished metal or glass.

Notes: Restricted to the Seven Sisters, their apprentices, and select Harpers; rare or very rare.

Storm's Swordfire**(Alteration, Evocation)**

Level: 3

Range: 0

Components: V, S, M

Casting Time: 3

Duration: 1 rd./level

Area of Effect: 1 weapon

Saving Throw: None

This spell causes any one metal bladed weapon touched by the caster during spellcasting to erupt in flames. These magical flames persist for the spell duration, racing up and down the blade without harming it or affecting its temper. A weapon exhibiting *swordfire* is considered a +2 magical weapon for purposes of what beings it can hit, but does not gain any attack bonuses or damage bonuses.

The flames inflict an additional 2d4 points of damage atop the physical damage normally done by the weapon to any creature struck. If a creature struck is undead, it suffers an additional 1d12 points of damage on top of the flame damage. The flames also ignite all flammables (such as paper, cloth, and oils), and force item saving throws vs. magical fire on all objects touched by them.

The caster can by act of will alone cause her own *swordfire* to instantly die, but once it is gone, it cannot be recalled. Another *swordfire* spell is needed to evoke the effect again.

The material components are a lodestone or magnetized piece of metal and a lump of saltpeter as large as the caster's mouth. The weapon is not consumed by the magic, but the lodestone and the saltpeter are.

Notes: Restricted to the Seven Sisters, their apprentices, and select Harpers; uncommon or rare.

Strahd's Baneful Attractor**(Evocation)**

Reversible

Level: 2

Range: 60 yds.

Components: V, S, M

Casting Time: 2

Duration: 2 rds./level

Area of Effect: 1 creature, 15-ft. radius

Saving Throw: Neg.

This spell is the reverse of *Hornung's baneful deflector*. Of course, the vampire Count chose to

name it after himself rather than credit the upstart Hornung. It can be cast upon any creature within 60 yards. A successful saving throw vs. spell negates the spell's effect. Otherwise, the spell forms a hemispherical shell identical in form to the shell of *Hornung's baneful deflector*. Instead of deflecting spells directed at the target, however, it attracts them. Any spell targeted at an individual within 15 feet of a creature afflicted by *Strahd's baneful attractor* are redirected to the afflicted creature. Area-effect and touch spells are not affected. If the redirection causes the spell to exceed its range, then it travels the full distance and fizzles out at the edge of its range.

The material component is a few bits of broken glass.

Notes: Common in the RAVENLOFT setting; very rare elsewhere. This spell can be researched only on the Demiplane of Dread.

Strahd's Frightful Joining**(Necromancy)**

Reversible

Level: 7

Range: Touch

Components: V, S

Casting Time: 7

Duration: 2 rds./level

Area of Effect: Creature touched

Saving Throw: Neg. and special

This spell is the reverse of *Bloodstone's frightful joining*. The original spell enables the caster to merge his mind with the body of an undead creature. This spell enables an undead creature, such as a vampire or lich, to merge its mind with the body of a living person. Since Strand Von Zarovich is a vampire, this variation is much more useful to him than *Bloodstone's* original spell.

The target of the spell must be a living, intelligent humanoid. A target creature that is not a human or demihuman (such as a goblin, ogre, or werewolf) receives a +2 bonus to its saving throw. If the saving throw vs. spell succeeds, the undead wizard is forced back into its original body. No system shock roll is necessary. If the target creature's saving throw fails, the undead wizard joins its mind to the creature's body.

While in the creature's body, the caster can use all of the creature's special abilities except memorized spells. Meanwhile, the wizard's undead body remains lifeless and is vulnerable to attack. Once in the body, the wizard can travel

any distance, so long as the wizard remains in the same domain as his or her true body.

Once in the body, the undead caster fills the target creature's mind with ghastly thoughts. At the beginning of each hour during the *joining*, the target creature must roll a madness check. Failure means that the undead caster's mind overcomes that of its victim. No further checks are necessary and the undead wizard can remain in control of its mortal victim effortlessly for the duration of the spell. A successful madness check means that the undead wizard must make a successful saving throw vs. death magic to remain in the body. A successful saving throw means the mental battle goes on. Failure means the undead wizard's mind is cast from the body and the victim regains control. However, a creature that successfully ejects the undead wizard from its body must still roll a horror check.

One interesting side effect of *Strahd's frightful joining* is that while in the mortal body, the caster can do things that he cannot do in his own undead body. For example, a vampiric caster can walk in the sunlight and see his reflection in a mirror. For Strahd, this spell can have very potent ramifications. Of course, the victim is likely to be a raving lunatic when the darklord is through with him, but Strahd cares little about that.

Notes: Common in the RAVENLOFT setting; very rare elsewhere. This spell can be researched only on the Demiplane of Dread.

Strahd's Malefic Meld

(Necromancy)

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: Permanent

Area of Effect: Creatures melded

Saving Throw: None

This spell enables the necromancer to create an undead, golemlike monster composed of up to three dead bodies. These parts can be from any selection of dead animals, humanoids, or monsters, as long as they span no more than two size categories. For example, a dog and an elf could be melded since one is size S and the other size M. However, a house cat and an elf could not be melded since the cat is size T, more than one size category different from the elf. Similarly, a dog, an elf and an ogre could not be melded since they are sizes S, M, and L, respectively. None of the



creatures melded together can have more than 5 Hit Dice.

The advantage of the meld is that the caster can use various attributes from whichever of the original creatures used them best, though the monster will always have animal Intelligence. Most attributes are associated with a particular piece of the creature's body, which must be used in the meld. At least one attribute must be taken from each creature in the meld. The created monster will always loyally serve its creator.

The created monster inherits four attributes from the original creatures: Hit Dice, Armor Class, movement rate, and attacks. The monster's Hit Dice determines its THAC0, saving throws, and resistance to turning undead attempts. The caster can derive the monster's movement rates from multiple creatures, so long as only one movement rate per creature per medium is selected: running, swimming, flying, burrowing, etc.

The caster must choose the number of attacks per round from a single creature, but can give the creation attack forms from any or all of the creatures in the meld. The creature can have more attack forms than it has attacks per round. Of course, the appropriate body part for the attack form must exist in the meld. Most physical attacks can be retained, including poison, paralysis, web spinning, and breath weapons.

Magical or mental powers do not survive the transition into undeath. This includes gaze attacks, spellcasting, magic resistance, immunity to nonmagical weapons, spell-like abilities, a lycanthrope's cursed bite, etc. However, for each creature in the meld that has a magical or mental power, the undead creation gets one special undead power. These powers are cumulative and granted in order.

- +1 or better magical weapon needed to hit;
- Life energy drain (1 level) by touch; and
- 10% magic resistance.

The caster must assign the level drain to a single attack form, such as the claws of a claw/claw/bite sequence. Notice that only a meld of three creatures that all had magical or mental powers creates a monster with magic resistance. Among player character classes, only spellcasters and psionists qualify as having special powers for this purpose. Other classes that can cast spells at higher levels, such as ranger or bard, do not qualify.

One of Strahd's favorite melds is a werewolf,

a large spider, and a gargoyle. This foul creature uses the gargoyle's flying movement and the spider's ground movement. (Although a werewolf is faster than the spider, he can only pick the legs of one of them, and therefore cannot have web movement if he uses the lycanthrope's legs.) The Hit Dice are drawn from the werewolf, which has 4+3 Hit Dice. The Armor Class of 5 is taken from the gargoyle, as is the number of attacks (4). The creature gets the werewolf's bite and the spider's poison and web-spinning ability.

Because both the gargoyle and the werewolf had magical abilities, the melded creature has the first two undead abilities: +1 or better magical weapon needed to hit and a life-level-draining horn attack. Visually, the abomination has a spider's legs, a werewolf's body and head, and a gargoyle's wings and arms. In the summary below, its attacks are claw/claw/bite/horn.

The material component for this spell is a pinch powdered doppelganger bone. Casting this spell is cause for a Ravenloft powers check.

Notes: Common in the RAVENLOFT setting; very rare elsewhere. This spell can be researched only on the Demiplane of Dread.

Werewolf/Spider/Gargoyle Meld: AL CE; AC 5; MV 6, FI 15 (C), Wb 15; THAC0 15; #AT 4; Dmg 1d3/1d3/2d4/1d4; SA poison bite, webs, level drain horn; SD +1 or better magical weapon to hit; SZ M; ML special; XP 3,000.

Streaking Meteors, Syluné's

See Syluné's streaking meteors.

Strength

(Alteration)

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: 1 hr./level

Area of Effect: Person touched

Saving Throw: None

Application of this spell increases the Strength of the character by a number of points—or tenths of points after 18 Strength is attained (only if the character is a warrior). Benefits of the *strength* spell last for the duration of the magic. The amount of added Strength depends upon the spell

recipient's group and is subject to all restrictions on Strength due to race and class. Multi-class characters use the best die.

Class	Strength Gain
Priest	1d6 points
Rogue	1d6 points
Warrior	1d8 points
Wizard	1d4 points

If a warrior has an 18 Strength already, from 10% to 80% is added to his extraordinary Strength roll. The spell cannot confer a Strength of 19 or more, nor is it cumulative with other magic that adds to Strength. Beings without Strength scores (kobolds, lizard men, etc.) receive a +1 to attack and damage rolls.

The material component of this spell is a few hairs, or a pinch of dung, from a particularly strong animal—ape, bear, ox, etc.

Notes: Common spell (PHB).

Strengthen Water Creature

(Alteration)

(Province: Sea)

Reversible

Level: 4

Range: 10 yds./level

Components: V, S, M

Casting Time: 4

Duration: 1d4 rds. + 1 rd./level

Area of Effect: 1 creature + 1 creature/level

Saving Throw: Neg.



This spell physically enhances creatures that live in or breathe while in water, as well as those from the Elemental Plane of Water. Examples include water weirds, water elementals, sea monoliths, fish, ocean-going mammals such as whales and dolphins, and native ocean races including locathah and sahuagin.

The spell has no effect on beings that breathe underwater by artificial or magical means. Nor does it affect those who merely use water-based spells, including wizards and priests.

Because most effects of this spell are beneficial, many recipients waive their saving throw. All recipients gain a +1 bonus to attack and damage rolls. If the damage inflicted by a creature is measured by a number of dice, then +1 is added to each die before any other modification is made. Nonoffensive statistics are boosted, too. Creatures from the Elemental Plane of Water im-

mediately gain 1 hit point per Hit Die. Any damage suffered by these creatures is subtracted from the bonus hit points first.

In addition, creatures that ordinarily need water to survive can survive without it for the duration of this spell. When the spell ends, however, their need for water immediately returns. A thin, bluish sheen coats the bodies of all recipients, radiating strong alteration magic. Otherwise, no visual change occurs.

The reverse of this spell is *weaken water creature*. Instead of a +1 bonus to attack and damage rolls, targets suffer a -1 penalty. Creatures from the Elemental Plane of Water lose 1 hit point from each Hit Die they have, reduced immediately. The same bluish sheen coats the recipients, radiating a strong aura of alteration magic. A successful saving throw negates the effects of this spell.

The material component of both spells is a glass of water. The caster throws it toward the target creatures to provide Strength, and pours it on the ground to cause weakness.

Notes: Common for spellcasters from an Arabian setting; otherwise, very rare.

Strike of Doom

Reversed form, see elude blow.

Succor

(Alteration, Enchantment)

(Artifice)

Reversible

Level: 9

Range: Touch

Components: V, S, M

Casting Time: 1 to 4 days

Duration: Special

Area of Effect: 1 individual

Saving Throw: None

By casting this spell, the wizard creates a powerful magic in some specially prepared object—a statuette, a jeweled rod, a gem, etc. This object radiates magic, for it contains the power to instantaneously transport its possessor to the abode of the wizard who created it.

Once the item is enchanted, the wizard must give it willingly to an individual, at the same time informing him of a command word to be spoken when the item is to be used. To make use of the item, the recipient must speak the command word at the same time that he or she reads or breaks the item. When this is done, the individual and all



items worn and carried are instantly transported to the abode of the wizard. No other creatures can be affected.

The reversed application of the spell transports the wizard to the immediate vicinity of the possessor of the spelled item, when it is broken and the command word said. The wizard will have a general idea of the location and situation of the item possessor, but has no choice whether or not to go (making this a rare casting indeed!).

The material components used include gemstones totaling not less than 5,000 gp value; whether it is a faceted gem or not is immaterial. The components can be enchanted only once per month (usually on a night of a clear, full moon). At that time, the object is set for the type of *succor* and its final destination (either the location of the spellcasting or an area well known to the wizard).

Notes: Common spell (PHB).

Suffocate

(Alteration, Necromancy)

(Air)

Level: 7

Range: 30 yds.

Components: V, S, M

Casting Time: 7

Duration: 1 rd./level

Area of Effect: 10-ft.-radius circle

Saving Throw: Neg.

The *suffocate* spell draws the breath out of all creatures within the area of effect that fail a saving throw vs. spell. Their breath is placed within a small silk bag held by the caster.

Each round, a victim of this spell must attempt a Constitution check. If failed, the creature suffers 2d4 points of damage. If successful, the subject has taken in enough air to reduce the damage to 1d4. (A creature without a Constitution score makes a saving throw vs. paralyzation instead.)

As they struggle and gasp for air, affected creatures move and attack at half their normal rates, have a -4 Armor Class penalty, an attack penalty of -4, and lose all Dexterity combat bonuses.

Effects of this spell continue each round regardless of whether the victims remain in the original area of effect. The damage accumulates until the spell expires, the silk bag is opened, or a successful *dispel magic* spell is cast upon the bag. The penalties to combat remain in effect for 1d3 rounds after the spell ends.

The spell requires a small silk bag studded with black opals worth no less than 5,000 gp total. The bag is not destroyed during casting, but becomes useless for future castings if a successful *dispel magic* spell is used on it.

Notes: Uncommon spell (*ToM*).

Suggestion

(Enchantment/Charm)

(Mentalism, Song)

Level: 3

Range: 30 yds.

Components: V, M

Casting Time: 3

Duration: 1 hr. + 1 hr./level

Area of Effect: 1 creature

Saving Throw: Neg.

When this spell is cast by the wizard, he or she influences the actions of the chosen recipient by the

utterance of a few words—phrases or a sentence or two—suggesting a course of action desirable to the spellcaster. The creature to be influenced must, of course, be able to understand the wizard's suggestion—it must be spoken in a language that the spell recipient understands.

The suggestion must be worded in such a manner as to make the action sound reasonable; asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act automatically negates the effect of the spell. However, a suggestion that a pool of acid was actually pure water and that a quick dip would be refreshing is another matter. Urging a red dragon to stop attacking the wizard's party so that the dragon and party could jointly loot a rich treasure elsewhere is likewise a reasonable use of the spell's power.

The course of action of a *suggestion* can continue in effect for a considerable duration, such as in the case of the red dragon mentioned above. Conditions that will trigger a special action can also be specified; if the condition is not met before the spell expires, then the action will not be performed. If the subject successfully rolls its saving throw, the spell has no effect. Note that a very reasonable suggestion causes the saving throw to be made with a penalty (such as -1, -2, etc.) at the discretion of the Dungeon Master. Undead are not subject to *suggestion*.

The material components of this spell are a snake's tongue and either a bit of honeycomb or a drop of sweet oil.

Notes: Common spell (*PHB*).

Summon Cats

(Conjuration/Summoning)

Level: 2

Range: Special

Components: V, S, M

Casting Time: 2

Duration: Instantaneous

Area of Effect: 30 ft. radius

Saving Throw: None

This spell teleports the two largest cats within 20 miles to fight for the caster. Normal, giant-sized, and magical cats can be affected, but not feline crossbreeds (for example, an elven cat might appear, but a manticores would not). Only living cats are affected, and the caster has no control over what cats appear.

The cats protect or fight for the wizard for up to one round per caster level. They are not controlled by the wizard, but generally cooperate

(though cooperation may not extend to the caster's allies).

At the end of the duration, the cats either leave or cease to cooperate. If slain, they are dead.

The material component is a cat's whisker, freely given.

Notes: Known to the wizard Delsenora, of the Crystallist Mountains in the *WORLD OF GREYHAWK* setting. (Updated from *POLYHEDRON* Newszine.)

Summon Cosmic Storm

(Evocation)

Level: 9

Range: Special

Components: V, S, M

Casting Time: 9

Duration: Special

Area of Effect: Special

Saving Throw: None



This spell calls into existence that strange phenomenon known as the "cosmic storm." Some sages theorize that the cosmic storm is actually one end of a "wormhole" in space, and anything sucked in at one end is ejected through the other somewhere (or even *somewhen*) else.

It can only be cast in wilderness, more than 100 miles from the nearest planet-sized object. The storm appears in 1–10 turns, at a distance of 1–20 hexes (500 ft./hex) from the spellcaster's current position, in a random direction. Once it has been summoned, the storm cannot be controlled by the caster or by anyone else.

Each turn, the storm moves 1–6 hexes in a random direction. At the beginning of each turn, before they make their own movement, all ships within 20 hexes of the storm are moved 4 hexes directly toward it. This movement does not change the ships' headings. Any ship that manages to move more than 20 hexes away from the storm is free of its influence. Any ship that enters the same hex as the storm has been engulfed by it.

The cosmic storm is a gateway to other parts of the space-time continuum; any ship absorbed by the storm can be deposited anywhere in the universe. The storm remains in existence until the distance between it and the spellcaster exceeds 20 hexes, or until the spellcaster is absorbed by the storm.

The material components for the spell are a piece of lodestone and a piece of mithral, both of which are consumed in the casting.

Notes: Common for spellcasters from a spell-jamming culture; otherwise, very rare.

Summon Daemon/Demon/Devil

See *summon fiend*. This knowledge is highly dangerous and typically pursued only by evil NPCs.

Summon Darsson

(Summoning)

Level: 5

Range: 10 yds.

Components: V, S, M

Casting Time: 5

Duration: Special

Area of Effect: Darsson (only)

Saving Throw: Neg.

When *summon Darsson* is cast, it opens a line of communication with that mage, waking him if need be (though the spell is ineffective if cast when Darsson is unconscious). An image of Darsson's head appears before the person who cast the spell; Darsson can see, hear, and speak through the image.

Spells cannot be cast through the image in either direction. The image provides enough information for psionic contact to work, but normal range modifiers still apply; Darsson is not considered to be within line-of-sight, even though his image is.

If the caster is one of Darsson's friends or utters a code word known to Darsson and identifying the caster as a friend of a friend, Darsson forgoes the saving throw he would normally receive against the spell and allows himself to be summoned to the caster.

If Darsson does not know the caster of the spell and no code is mentioned, the caster has a short time (up to 10 seconds) to explain himself or herself. If the caster is slow, Darsson prompts the person to explain the reason for casting the spell. If the explanation is reasonable, or if a good reward is offered, or if for some other reason Darsson feels he should go to the caster's aid, he forgoes the saving throw. In certain cases, he might go simply to see how the caster came into possession of the spell and to mete out punishment if such is deserved.

If Darsson does not wish to be summoned for any reason, he receives a saving throw vs. spell. Since he is a 16th-level mage, he needs roll only a 6 or better on 1d20 to succeed (possibly altered by items in his possession).

If Darsson fails his saving throw, or if he willingly forgoes his saving throw, he instantly arrives within 10 yards of the caster of the spell. He has some choice about where he arrives and, having seen the scene through his image, chooses a place that appears advantageous for him. If he is not on friendly terms with the caster of the spell, Darsson can choose to arrive in

a place that gives him a distinct advantage.

Darsson arrives with whatever equipment and clothing he has on at the time, as well as whatever he can grab in the few seconds between notification and transportation. This has on occasion led to some embarrassing situations, such as the time a friend summoned Darsson from a bath to help him against a mind flayer. Fortunately, Darsson is never too far from his magical items, and he is never without spells.

If he is summoned into a dire situation, Darsson should be able to defend himself. If frivolously or maliciously summoned by someone with no right to use the spell, Darsson is more than capable of causing enough damage to inspire more politeness in the future—if the offender lives.

This rather unusual spell was created by Darsson to allow his friends to summon him, presumably in times of great need. Few wizards would do such a thing because it impinges upon their time, and because it is potentially dangerous—partly because an astute study of the spell will reveal the wizard's true name, possibly giving another great power over the wizard.

Still, because of the many upheavals in his life, Darsson cares deeply for his friends and created this spell so that he might be able to help them in times of need. He has placed the spell on scrolls for a select few, and it is recorded in *Darsson's Notes* as well as a few of Darsson's other spellbooks and notebooks.

Since Darsson has many friends who are not wizards, he created the *summon Darsson* spell so that it can be placed onto a scroll that can be activated by non-mages. If *summon Darsson* is placed on a scroll by a wizard capable of casting it (such as Darsson himself, as is usually the case), it can be activated by any person capable of reading.

Notes: Very rare spell from the FORGOTTEN REALMS setting. Known to be in *Darsson's Notes*.

Darsson Spellmaker: AC 5; MV 12; W16; hp 41; THAC0 15; #AT1; Dmg by weapon; SA spells; AL N; S 10, D 15, C 16, I 18, W 16, Ch 11. Weapons: Dagger, sling, staff.

Magic: *Cloak of protection +5*, *ring of magic detection*, *ring of fire resistance*, *wand of fire*, *wand of paralyzation*, and possibly other magic.

A quiet researcher in his late 40s, Darsson has blue eyes and black hair graying at the temples. Instead of robes, he wears a dark cloak, white shirt, black vest, gray trousers. He prefers enchantments, rarely uses necromancy, and never uses illusions. He despises most Halruan things and people.

Summon Deadly Smog

(Summoning)

Level: 5

Range: 10 ft./level

Components: V, S

Casting Time: 3 turns

Duration: Instantaneous

Area of Effect: Summons one creature

Saving Throw: None

This spell summons one creature known as a "deadly smog" from the Negative Material Plane. The caster can cause the creature to appear at any location within the specified spell range. The deadly smog then is trapped within the Prime Material Plane until it is killed, gated back by some other force, or forced back by powerful wizards. This spell drains the caster of one-half his total hit points; the spell cannot be cast again until rest sufficient to restore all hit points lost has been completed; potions and spells do not suffice in this case.

Notes: Very rare spell.

Deadly Smog: AC 0; MV 9; HD 10+; THAC0 10; #AT Special; Dmg 1d6; SD +1 or better weapons to hit, takes magical bonus damage only; SW if frozen can be shattered and damaged by normal weapons; AL N; Int 1; SZ L; ML 16; XP 2,000. Appearing as a non-corporeal 10-foot cloud of mist with a slight musty smell, the creature can exude up to 50 tentacles to a distance of 15 feet in search of warm-blooded prey. Regardless of the number of tentacles attacking, up to four per individual, a creature struck takes only 1d6 points of damage. For every 6 points of damage it inflicts, the smog gains 1 hit point permanently. For every 8 points gained, it gains a Hit Die (though THAC0 does not change). Attacks that displace or destroy fog will affect this creature as well. The creature drifts at ground level.

Summon Equine Beings (Conjuration/Summoning)

Level: 2

Range: 100 yds./level

Components: V, S, M

Casting Time: Special

Duration: Special

Area of Effect: Special

Saving Throw: Neg.

This spell summons horses or horselike beings to the caster's location. The caster begins the incantation and continues uninterrupted until an equine creature appears or three turns have elapsed. Naturally, this spell doesn't work indoors or in underground settings. The caster's chance of success depends on the type of equine being summoned and current location. The table can be used if the local equine population is unknown.

The caster can call three times, attempting to summon a different type of creature each time. Each call requires one full turn. Once a call is successful, no more equines can be called without another casting of the spell. The DM may modify the chance of success based on his assessment of the area and whether or not the creature in question is likely to be within the spell's range.

A single known individual equine can be summoned at double range, but if so, it will be the only equine affected.

The creatures summoned by the spell are allowed a saving throw vs. spell to avoid the summons. Wild equines save at a -5 penalty; domestic horses, ponies, etc. save at a -4 penalty; war horses, pegasi, and other trained steeds save at a -1; and unicorns and paladins' war horses save with no modifier. Any equine beings summoned are favorably disposed to the caster and give whatever aid they are capable of. However, if the caster or members of his party are evil, the summoned equines are allowed another saving throw vs. spell when they approach within 10 yards, this time with a +4 bonus. The equines immediately seek to escape if they succeed in this second saving throw.

Summoned mules, riding and draft horses, or ponies are not willing to fight for the caster, although they will carry him and his friends as requested. Other equines (including war horses) fight on the caster's behalf as long as the enemy is evil and not overpoweringly strong. The caster's influence lasts until the equines complete one distinct task or mission for him, but no longer

than one day per two levels of experience in any event.

The material component is a small cube of sugar.

Notes: Restricted to those of gypsy blood; rare. (Updated from *DRAGON* Magazine.)

EQUINE SUMMONING TABLE

Creature Called	Chance of Success in...		
	Plains/Hills	Forest	Coastal
4d4 Ponies	30%*	25%	35%
4d4 Mules	35%	30%	25%
4d4 Horses	40%*	20%	30%
4d2 Centaurs	20%	30%	10%
1d4 Pegasi	10%	30%	10%
1d4 Hippogriffs	30%**	10%	10%
1d4 Hippocampi	-	-	30%
1d2 Unicorns***	10%	30%	10%

* In mountains, use half the plains' chance

** In mountains only; otherwise 5%

*** Come to a female spellcaster only

Summon Fetish Spirit (Conjuration/Summoning)

Level: 1

Range: Touch

Components: V, M

Casting Time: 5

Duration: Special

Area of Effect: Special

Saving Throw: None



The casting of this spell awakens a spirit of the caster's totem animal that which has been bound into a special item (called a *fetish*). The spirit then transforms a skeleton or model of the totem animal into a body it can use. The construct then tries to carry out one task required by the wizard, so long as it can finish the task before the next sunset or sunrise (whichever comes first). The physical construct has the abilities of an animal of its type, with Hit Dice according to the time the wizard spent constructing it (see below).

After at least one round of bickering, the spirit tries fairly to fulfill the task's meaning (for example, "Rescue me from these enemies" or "Guide me through the forest safely").

After the spirit completes the task, it tries to escape the wizard's power. If the wizard makes a successful Charisma check (Charisma or less on 1d20), the spirit is forced back into the fetish, and the wizard can retrieve the fetish from the construct.

Failure means the spirit is free and may attack the wizard or any companions, or simply escape. The spirit's physical form wreaks great damage until the next sunset or sunrise, whichever comes first. Such damage works against the wizard's interests. Then the spirit vanishes with the fetish, never to return.

The first time the wizard summons the spirit, the Charisma check takes no modifier. On each subsequent summoning, the wizard incurs a -3 cumulative penalty to the Charisma check. In addition, the spirit grows more quarrelsome, hostile to the wizard, and slower to fulfill its task. The DM may impose additional penalties if the wizard summons the spirit more often than once a year.

A successful *dispel magic* or similar spell can destroy the fetish, but as long as it remains intact, the wizard can summon another totem spirit as early as a day later.

This spell requires a fetish containing a bound and sleeping spirit. Also, the wizard must build a skeleton or model of the totem animal and incorporate the fetish into it. This requires one turn per Hit Die the wizard wants the *spirit fetish* to have, from a minimum of the caster's level plus four, to a maximum of 10 Hit Dice.

Notes: Common for wizards of the Veiled Alliance in the DARK SUN setting, optionally common for Savage mages; virtually unknown elsewhere.

Fetish Spirit: Use the appropriate animal statistics, with HD equal to 4 plus caster level, to a maximum of 10 HD. Unbound fetish spirits can become invisible at will to all eyes except the summoner's, but cannot attack while invisible. The spirit can be hit only by +1 or better magical weapons; normal weapons inflict no damage. Typical spirits include the great cats, bears, rats, lizards, toads, bats, and so on.

Summon Fiend

(Conjuration/summoning)

Level: 8

Range: 60 yds.

Components: V, S, M

Casting Time: 1 turn

Duration: 1 turn/level

Area of Effect: Special

Saving Throw: Special

This dangerous spell allows the wizard to summon a fiend of his choice and forces the

creature to do his bidding for the duration of the spell, much like *conjure elemental*. Creatures that can be summoned through this spell include all varieties of baatezu, tanar'ri, yugoloth, gehreleth, plus fiendish creatures such as barghests, hordlings, and vaporighu. Unique creatures or fiends of demipower status cannot be called. The summoned creature is allowed a special saving throw to resist the summons; this is a percentage chance equal to twice the sum of its Intelligence score and its Hit Dice. If the creature succeeds in this check with a roll of less than half of its total score, it can choose to come if it wishes to, but is completely free of the caster's will and can act in any manner it pleases for the duration of the spell.

Example: A wizard attempts to summon a red abishai baatezu (6+3 HD, Int 8-10). The DM sets the monster's Intelligence at 9, so the fiend has a 30% chance to resist the summons. If the roll comes up 01-15, the monster can either resist or answer the call, unbound by the caster's will.

The conjured fiend must be always consciously controlled and directed by the wizard. It can employ any of its spells or powers at the wizard's command, with the exception of *gating* in others of its kind or granting *wishes*. If the caster's concentration is broken for some reason, the summoned fiend instantly returns to its home plane, ending the spell. While this spell is clearly useful in combat, the fiend can be commanded to perform almost any task the wizard desires. It is dangerous to allow the fiend too much latitude in interpreting its directions when possible, the creature will usually attempt to twist its instructions to produce unpleasant results.

The caster can drastically increase the margin of safety in summoning a fiend by employing a *protection from evil* (or *good*) spell or by burning a special blue candle that requires 500 gp worth of rare materials. Either of these measures reduces the chance to resist the call and rebel against the caster's will by one-half, so in the example above, the abishai would only have a 15% chance to ignore the summons and a 7% chance to arrive under its own free will.

If the summoned creature has an Intelligence score of Average (8-10) or better, it can claim a service from the caster in the future. The wizard must obey the creature and undertake its task, or

risk being carried off to the creature's home plane as its slave. The exact nature of the task or the risk of retribution is left to the DM, but it's highly dangerous to go back on a bargain with a fiend. Employing *summon fiend* is not a good act. The material component for this spell is a chip of stone or pinch of earth from the home plane of the creature to be called.

Notes: Uncommon for evil wizards, rare for conjurers; otherwise, very rare. Seeking this knowledge is an evil act.

Summon Fire Dragons

(Evocation)

(Province: Flame)

Level: 6

Range: 10 yds./level

Components: V, M

Casting Time: 6

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: ½



Despite its name, this spell does not summon any sort of creature. Instead, it enables the caster to create 1 to 10 fiery tongues of snaking flame, called *fire dragons*. These roaring, flickering presences are 6 feet in diameter and move according to the mental direction of the caster. They dissipate harmlessly if the caster is struck in combat or ceases to concentrate on them.

Fire dragons flicker along the ground at 180 feet per round, and can reach up to 30 feet vertically. They cannot attack airborne targets higher than 30 feet, or targets standing in water. They otherwise strike targets as directed by the caster, with a THAC0 of 9. Each flame tongue strikes once per round, inflicting 4d6 points of damage if it hits. Any creature struck is allowed a saving throw vs. spell for half damage.

The material component is a strip of paper soaked with saltpeter, coal oil, and sulphur that catches fire as the spell is cast.

Notes: Common for spellcasters from an Arabian setting; otherwise, very rare.

Summon Least Yugoloth (Conjuration/Summoning)

Level: 6

Range: 5 yds.

Components: V, S, M

Casting Time: 2 turns

Duration: Special

Area of Effect: 1 least yugoloth

Saving Throw: Neg.

Using this spell, a wizard can summon a least yugoloth guardian to protect something of importance. The yugoloth is under the wizard's complete control, and will obey commands of its master even after the master's death. The yugoloth must stay within 90 yards of the charge or be subject to fits of searing—ultimately lethal—pain.

The most important component for the spell is the true name of the individual yugoloth to be summoned. Finding such a name is a difficult task, and only through exacting research or dark pacts with other fell creatures can a wizard obtain a least yugoloth's name.

The material component is a ruby worth at least 500 gp, which is destroyed in the casting.

The reverse, *banish least yugoloth*, will send a least yugoloth back to its home plane. If the creature's true name is used, the banishment is automatic. If the true name is not used, the creature receives a saving throw vs. spell at a -2 penalty against the banishment.

The material component for the banishment is a pinch of powdered silver mixed with holy water.

Notes: Uncommon spell for evil spellcasters; otherwise, very rare. Seeking this knowledge is an evil act.

Typical Least Yugoloth: AC 3; MV 9; HD 6; THAC0 15; #AT 3; Dmg 1d10/1d10/1d4; SA fire breath cone (30' × 10', 3/day, 3d6 damage, save for half); SD immunities (charm, hold, sleep, polymorph, fear), 50% likely immune to one other weapon type or spell type (possible reflection or weapon breakage), 30% chance of thief abilities (move silently, hide in shadows, climb walls); Int Ave (8-10); SZ S (4'); ML Steady (12); XP 2,000.

Summon Lycanthrope

(Conjuration/Summoning)

Level: 4
 Range: Special
 Components: V, S, M
 Casting Time: 1 turn
 Duration: Special
 Area of Effect: 1 creature
 Saving Throw: Neg.

This spell is effective only on the night of a full moon and one night immediately preceding and following it. The caster frequently inscribes a special warding circle before beginning the spell.

For the spell to be effective, the caster and the lycanthrope must be on the same plane of existence; there is no other range limitation. When the spell is cast, the nearest lycanthrope (as determined by the DM) of the chosen species is allowed a saving throw. If successful, the creature is unaffected. Failure means the lycanthrope instantly appears near the caster.

Upon arrival, the creature can freely attack the wizard unless the caster has created a warding circle. If a circle is present, the lycanthrope appears in the circle; otherwise, it appears 1d10 feet away from the caster in a random direction (the DM can use the scatter diagram for grenade-like missiles found in the *DMG* to determine direction).

The warding circle is a temporary prison drawn with specially prepared pigments laced with silver filings. These pigments cost 100 gp for each foot of diameter of the circle (thus, a circle 10 feet across costs 1,000 gp). The circle must be at least 5 feet in diameter; if smaller, the lycanthrope is automatically freed. Preparing the circle takes one turn per foot of diameter.

Even with such protection, the lycanthrope can break out of the circle and wreak vengeance upon the summoner. The creature's base chance is 20%, modified by the difference between its Hit Dice and the wizard's experience level. If the spellcaster is of a higher level, the difference is subtracted from the creature's chance of escaping the circle. If the lycanthrope is of higher Hit Dice than the wizard's level, the difference is added to its chance. Each creature is allowed only one attempt to escape.

Any break in the circle spoils the power of the spell and enables the lycanthrope to break free. Even a straw dropped across the line of a magic circle destroys its power. However, the trapped creature cannot act against any portion of the ward, for the magic of the barrier absolutely prevents this.

Once safely ensnared, the lycanthrope can be held for as long as the summoner dares. The creature cannot leave the circle, nor can any of its attacks or powers penetrate the magical barrier. When the full moon sets, the lycanthrope reverts to its human form. At this time, it is free of the spell and can leave the circle.

The material components are a drop of blood from any animal, a human hair, and a moonstone worth at least 150 gp. If the caster elects to create the warding circle, the components described above are also required.

Notes: Uncommon spell (*ToM*).

Summon Modron I

(Conjuration/Summoning)

Level: 3
 Range: Special
 Components: V, S, M
 Casting Time: 3
 Duration: 2 rds. + 1 rd./level
 Area of Effect: 30-ft. radius
 Saving Throw: None

Within one round of casting this spell, the wizard magically conjures 2d4 monodrone modrons (extraplanar creatures from the Outer Plane called Mechanus). The modrons appear anywhere within the spell's area of effect, as desired by the wizard. They attack the spell user's opponents to the best of their ability until either he commands that the attacks cease, the spell duration expires, or the monsters are slain. These creatures do not check morale, but they vanish when slain. Note that if no opponent exists to fight, the modrons can, if the wizard can communicate with them and if they are physically able, perform other services.

The material component of this spell is a tiny bag containing eight marbles.

Notes: Known to the wizard Argramund of the Rock, whose current whereabouts are unknown. (Updated from *POLYHEDRON* Newszine.)

Monodrone Modron: AC 7; MV 6, fl 18 (D); HD 1+1; THAC0 19; #AT 1; Dmg 1d4 or by weapon; SD Immune to fear, emotions, illusions, mind-affecting magic, Positive and Negative energy (including energy drains); also save at +1 and take -1 point of damage per die from fire, cold, and acid; AL LN; SZ S; ML Fearless (20); XP 120.

Summon Modron II

A rumored work in progress by Argramund of the Rock; a 4th-level spell that will summon 1d6 duodrone modrons.

Summon Sha'ir — Genie

(Conjuration/Summoning)

Level: 7

Range: 10 yds./level

Components: V, S, M

Casting Time: 7

Duration: 1 day/level

Area of Effect: 1 sha'ir

Saving Throw: Neg.



When a sha'ir has abused his gen, bound genies, or powers to create magical items, a genie sorcerer can use this spell to compel service from the sha'ir. It cannot be used on those of other classes, there must have been actual abuses, and several warning signs must be given before the spell takes effect. The genie must have a personal item of the sha'ir to cast the spell, usually obtained by intimidating the sha'ir's gen when it comes to the elemental plane in search of magic on its master's behalf. The gen will be missing for 1 to 6 hours while the genie browbeats it into compliance. If the gen makes a morale check at -2, it remains faithful to its master. Otherwise, it agrees to the genie sorcerer's demands, and when the sha'ir next sends it off to fetch a spell, the gen takes a personal item of the sha'ir's with it to the genie. The item need not be valuable; for example, a shoe, a razor, or a comb is sufficient. The gen is again absent for 1 to 2 hours while it makes its way to the genie's location on the elemental planes.

If the sorcerer genie has the required item, the spell can be cast successfully. The sha'ir is allowed a saving throw without bonuses, and with a -1 penalty for each gen he has lost, a -2 for each bound genie he has mistreated, and a -3 for each magical item he has created beyond the first, all in the last decade. If the saving throw fails, the sha'ir is whisked away to the elemental plane of the caster and must serve as if under the influence of a *charm person* spell for a number of weeks equal to the sorcerer's level.

Notes: Restricted to genie sorcerers; common.

Summon Shadow

(Conjuration/Summoning, Necromancy)

Level: 5

Range: 10 yds.

Components: V, S, M

Casting Time: 5

Duration: 1 rd. + 1 rd./level

Area of Effect: 10-ft. cube

Saving Throw: None

When this spell is cast, the wizard conjures up one shadow (see the *MONSTROUS COMPENDIUM* tome) for every three levels of experience he has attained. These monsters are under the control of the spellcaster and attack his enemies on command. The shadows remain until slain, turned, or until the spell duration expires.

The material component for this spell is a bit of smoky quartz.

Notes: Common spell (*PHB*).



Summon Spider — Drow**(Summoning)**

Level: 6

Range: 60 yds.

Components: V, S, M

Casting Time: 6

Duration: 6 rds. + 1 rd./level

Area of Effect: Special

Saving Throw: None

This spell calls 1 Hit Die of spiders per level of the caster, of any type the caster desires. The spiders may have from 1+1 Hit Die to 5+5 Hit Dice each (the most common sorts of spiders are detailed in the *MONSTROUS COMPENDIUM* tome). Thus, a 12th-level caster could summon twelve 1+1 Hit Die spiders, six 2+2 HD spiders, four 3+3 Hit Die spiders, and so on. The spell brings the nearest spiders of the type closest to the caster's desire, so if multiple spiders are summoned, they may be of various types (the DM decides the type and number of spiders that answer the summoning). The arachnids appear within spell range and attack creatures indicated by the caster until the spell expires, the caster commands them to cease, or they are slain.

The spiders never attack the caster, and do not check morale. If commanded to attack each other, slain in battle, or if another being attempts to usurp control of them by magical means, the summoned spiders vanish into thin air. If no opponent exists to fight, the spiders can perform other services. They obey only the caster.

The material components of this spell are a bag (of any size), a small candle, taper, or lamp (not necessarily lit), and a spider leg or entire spider corpse.

Notes: Known to the drow; uncommon.

Summon Spirit**(Necromancy)**

Level: 4

Range: 10 yds.

Components: V

Casting Time: 1 turn

Duration: 1 rd./level

Area of Effect: 1 dead human or demihuman

Saving Throw: Special

The wizard can use this spell to raise up the spirit of a dead human or demihuman, which may then answer questions put to it by those present at the summoning. Of course, the questioners must speak the same language as the dead creature.

Extensive preparations are required (see below).

Summoning a dead spirit is far from a certain enterprise. The base chance that a spirit will answer the summons is 50% + 1% for each experience level of the wizard casting the spell. The chance also depends on the authority of the caster in the spirit world, the length of time the subject has been dead, and the specific time of the casting (see table).

Regardless of actual penalties or bonuses, the chance of success never drops below 5% or rises above 95%. If the spell fails, the summoning may attract the attention of some other (potentially hostile) spirit or undead creature, either from the netherworld or the general vicinity of the caster. The chances of summoning a malicious undead are 5%, cumulative with every failed attempt by the same caster. The DM may roll on the table for the priest spell, *summon undead*. Note that this spell in no way protects the wizard or those present at the casting from the attacks of inadvertently summoned undead.

If the summoning is successful, the desired spirit slowly rises from the ground before the caster. The spirit's willingness to answer questions will first determine the effectiveness of the spell. If the spirit is a different alignment than the caster or formerly had more Hit Dice than the caster's current level of experience, the shade is allowed a saving throw vs. spell to resist the interrogation.

If the spirit is agreeable, it can answer no more than one question for every three levels of the caster. Summoned spirits tend to be evasive and cryptic when questioned by the living. In general, their knowledge is limited to what they knew while alive. A spirit can also be called upon to answer specific questions about the near future, regarding actions undertaken before the next nightfall. Questions and predictions about future events are subject to the same conditions and limitations as the priest spell *augury*.

This spell may also attract hostile undead (if the summoning fails). The DM might modify this spell so that it always summons a host of spirits (numbering 1–20) who must be individually questioned and placated before the desired shade arrives. The DM might increase the chances of summoning a hostile undead (even if the spell succeeds) to reflect the caster's location and the tone of the campaign. Obviously, calling a beneficial spirit near the burial mound of a wraith may bring both creatures to investigate the unusual summons.

Notes: Restricted to necromancers and witches; uncommon. Optionally, rare for diviners and very rare for others.

SPIRIT SUMMONING MODIFIERS

Modifier	Condition
+5%	Caster is a necromancer
+5%	Caster has spirit lore proficiency
+10%	Caster's kit is Witch
None	Subject dead for up to 1 week
-5%	Subject dead for up to 1 month
-10%	Subject dead up to 1 year
-15%	Subject dead up to 10 years
-20%	Subject dead up to 100 years
-30%	Subject dead up to 1,000 years
-50%	Subject dead over 1,000 years
-25%	Spell cast by day
None	Spell cast by night
+10%	Spell cast at full moon
+25%	Spell cast on a holy day associated with the dead
+10%	Subject's relative at summoning
-10%	Spirit previously summoned within one month

Summon Spirit — Wu Jen

(Conjuration/Summoning, Necromancy)

Level: 9

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: 1 turn

Area of Effect: Summons one spirit

Saving Throw: Neg.



This spell allows the wu jen to summon any type of spirit. The caster must have a particular spirit in mind when the spell is cast and the spirit is allowed a saving throw vs. spell to avoid the effect. The spirit can be the ghost of a long dead ancestor, a spirit of nature, or any greater spirit that occupies the Prime Material Plane. Once summoned, the spirit appears before the caster, remaining for one turn. It is cooperative and friendly, considering the caster to be a helpful and needy person. However, aside from appearing and remaining for the turn, it is not under any obligation to the caster. It freely answers questions, provides guidance, and assists the caster within the scope of its abilities at that moment. The DM may adjust or disallow the spirit's saving throw based on the material components used, the urgency with which the spirit might consider the matter, or campaign plot considerations.

The material components for this spell are a stick of incense and an offering appropriate to the nature and power of the spirit summoned.

Notes: Uncommon for other necromancers.

Summon Swarm

(Conjuration/Summoning)

(Song)

Level: 2

Range: 60 yds.

Components: V, S, M

Casting Time: 2

Duration: Special

Area of Effect: 10-ft. cube

Saving Throw: Neg.

The swarm of small animals (roll on following table to determine type, or the DM can assign an appropriate creature) drawn by the summon swarm spell will viciously attack all creatures in the area chosen by the caster. Creatures actively defending against the swarm to the exclusion of other activities suffer 1 point of damage for each round spent in the swarm. Those taking other actions, including leaving the swarm, receive damage equal to 1d4 points + 1 point per three levels of the caster, every round. Note that spell-casting within the swarm is impossible.

Dice Roll	Swarm Type
01-40	Rats
41-70	Bats
71-80	Spiders
81-90	Centipedes/beetles
91-00	Flying insects

The swarm cannot be fought effectively with weapons, but fire and area effects can force it to disperse by inflicting damage. The swarm disperses when it has taken a total of 2 points of damage per caster level from these attacks. A *protection from evil* spell keeps the swarm at bay, and certain area effect spells, such as *gust of wind* and *stinking cloud*, disperse a swarm immediately, if appropriate to the swarm summoned (e.g., only flyers are affected by a *gust of wind*). The caster must remain stationary and undisturbed to control the swarm; if his concentration lapses or is broken, the swarm disperses in two rounds. The swarm is stationary once conjured.

The material component is a square of red cloth.

Notes: Common spell (PHB).

Summon Undead — Red Wizard (Conjuration, Necromancy)

Level: 1
Range: 0
Components: V, S, M
Casting Time: 1 turn
Duration: 1–8 turns + 1 turn/level
Area of Effect: 100 ft. radius/level
Saving Throw: None

The nearest 2–12 undead of Hit Dice equal to or less than the level of the caster, and within 100 feet per level of the wizard, travel to the summoner at normal pace. The summoned undead are not hostile, nor are they under the control of the summoner. They may act as they wish.

Once they have reached the summoner, the undead may turn around and go back where they came from, attack anyone in their way, talk to the summoner, or perform any other action that seems reasonable to them. Unthinking undead (such as zombies and skeletons) with a purpose immediately return to their station. Wandering unthinking undead stay and wait for orders (for which the caster needs *charm undead*, a *potion of undead control*, or something similar) unless there are obvious foes besides the summoner to attack.

The material component is bone dust, which is scattered to the wind during the casting.

Notes: Common for necromancers of the Red Wizards of Thay, but not taught to conjurers.

Summon Wind (Conjuration/Summoning) (Air, Artifice)

Level: 7
Range: Special
Components: V, S, M
Casting Time: 1 turn
Duration: Special
Area of Effect: 1 ship
Saving Throw: None

With this spell, the wizard calls up a steady wind to fill the sails and blow a ship in the desired direction. The wind never blows harder than required for a moderate rate of travel, but is completely reliable for as long as it lasts. It is unaffected by prevailing winds. To cast this spell, the wizard must know the true name of a wind elemental, whose help he calls upon to direct the magical winds. If the same elemental has been

called previously, there is a 5% cumulative chance per summoning that the elemental refuses to serve. If this happens, the elemental arrives, but is uncontrollable.

Once the spell is successfully cast, the duration of the resulting wind must be determined. The wizard makes an Intelligence check. Failure means the wind blows for one hour and then dies out. Success means the wind lasts all day or until dismissed by the wizard. At the end of each day of sailing, another Intelligence check must be made. When the check fails, the wind ceases. The wizard can cast other spells while the wind blows, but once it stops it does not start again unless magically summoned once more.

The material component is a flask of air captured and sealed in a bottle on the Elemental Plane of Air. The spell takes effect when the bottle is opened and the air released.

Notes: Common for Sea mages, uncommon for air mages and artificers; otherwise, very rare. (Updated from *DRAGON* Magazine.)

Summon Wind Dragons (Evocation) (Province: Wind)

Level: 6
Range: 10 yds./level
Components: V, S, M
Casting Time: 6
Duration: 1 rd./level
Area of Effect: Special
Saving Throw: ½



Despite its name, this spell does not summon any sort of creature. Instead, it enables the caster to create 1 to 10 small whirlwinds or vortices, dubbed "wind dragons." These whirling, shadowy presences measure 6 feet in diameter, and move according to the mental direction of the caster. They dissipate harmlessly if the caster is struck in combat or ceases to concentrate on them.

Wind dragons whirl through the air at 210 feet per round, with maneuverability class A. They strike targets as directed by the caster, with a THAC0 of 10. Each whirlwind can strike once per round, inflicting 4d4 points of damage. The target creature is allowed a saving throw vs. spell; success halves the damage. The caster can direct each whirlwind against a different target, but no more than two can attack any single creature at once. Although the wind dragons cannot actually lift or move solid objects, they can rake and shake



living (and undead) bodies effectively. A spellcaster struck by a whirlwind cannot cast spells the same round, though his or her fighting ability is otherwise unaffected.

The material component of this spell is a cup of any sort. When casting, the wizard must blow into the cup while twirling it. The spell fails if cast in a place without air (for example, it won't work underwater).

Notes: Common for spellcasters from an Arabian setting; otherwise, very rare.

Summon Yugoloth (Least)

See summon least yugoloth.

Summoning Wind

(Conjuration/Summoning)

Level: 8

Range: 0

Components: V, S

Casting Time: 1 turn

Duration: Instantaneous

Area of Effect: Special

Saving Throw: None



This spell causes a magical wind to carry an urgent message to one or more creatures. When cast, the wu jen can phrase any message of 25

words or less. This message can then be sent to any creature or creatures. The number of creatures that can be contacted is 10 times the level of the caster. The specific identity of each creature need not be known, but some type of common identifier must be provided. This must be more specific than the creature's race or character class. It must be some identifier of the position of the creature or creatures called. The wu jen could send the message to the soldiers of his palace guard or to the governors of all the provinces of a single land. The message is delivered on a gentle breeze, whispering its secrets into the ears of those it is intended for. The spell does not compel the receiver to respond or act. It only informs them of the message sent. This spell is commonly used to rally troops, send warnings, or disseminate proclamations.

Notes: Common in oriental settings; otherwise, very rare.

Summons, Alyssindra's

See Alyssindra's summons.

Sun Stone

(Evocation)

(Province: Flame)

Level: 7

Range: 5 yds./level

Components: V, S, M

Casting Time: 7

Duration: 2 rds.

Area of Effect: Special

Saving Throw: Special



A small stone, held in the sunlight by the caster, becomes a magical incendiary missile when this spell is cast upon it. The *sun stone* becomes so hot that it glows fiery red, but the caster can handle it safely. It must be thrown the same round the spell is cast or it loses its power.

Like a *magic missile*, a *sun stone* must be aimed at a target that the caster can see or detect. Its range is 5 yards per experience level. The stone streaks through the air, swooping around corners as needed to follow a moving target. The stone strikes with a THAC0 of 9, and is considered a +3 magical weapon for purposes of what it can hit. The stone burns its way into whatever it strikes, setting flammable items afire. The target creature suffers 4d4 points of fire damage, with no saving throw allowed. After that, the stone returns to normal.

If a stone that misses its target—that is, if its attack roll fails—it falls to the ground. Beings

touching the stone in the round after casting take half damage. A successful saving throw vs. spell reduces the damage to 1 hit point (per stone). After that, the stone returns to its original state and becomes harmless.

A wizard can evoke one stone for every three levels of experience. (Hence, a 15th-level wizard can cast five stones simultaneously.) Each stone has its own target—either the same individual or a different one, as desired by the caster.

Notes: Common for spellcasters from an Arabian setting; otherwise, very rare.

Sunbolt — Elf

(Invocation/Evocation)

Level: 4

Range: 10 yds. + 10 yds./level

Components: V, S, M

Casting Time: 4

Duration: Instantaneous

Area of Effect: 30-ft. radius

Saving Throw: Special

This spell creates a blinding discharge of sunlight energy, which strikes living targets for 1d4 points of damage per level of the caster. The target creature, and all that observe the *sunbolt* except the caster, must successfully save vs. spell or be blinded for 2d4 rounds.

The *sunbolt* is most effective against undead creatures. Damage against the undead is doubled, with no saving throw. Self-willed undead, such as liches, vampires, or mummies must successfully save vs. death magic or be blinded for 2d4 turns. The blinding effect is not effective against mindless undead such as skeletons and zombies.

The material component is a small sunstone, worth at least 25 gp.

Notes: Known to the elves of Evermeet in the FORGOTTEN REALMS setting; uncommon.

Sunburst

(Invocation/Evocation)

Level: 4

Range: 120 yds.

Components: V, S, M

Casting Time: 4

Duration: Instantaneous

Area of Effect: 40-ft. diameter sphere

Saving Throw: Special

This spell creates a brilliant flash of greenish-white light with blazing golden rays. Undead

within the area of effect suffer 6d6 damage with no saving throw. Other creatures in the area of effect, or those outside the flash but looking in that direction, must make a successful saving throw vs. spell or be blinded for one full round. Creatures without eyes are immune to this effect.

The *sunburst* also negates any darkness spell within the area of effect, if the caster of the *sunburst* is of equal or higher level than the creator of the darkness effect.

The material component is a sunflower seed.

Notes: Very rare spell. (Updated from POLYHEDRON Newszine.)

Sunburst

(Evocation)

Level: 8

Range: 0

Components: V, S, M

Casting Time: 4

Duration: Instantaneous

Area of Effect: 10-ft./level radius

Saving Throw: Special

The *sunburst* spell causes a globe of radiance to explode silently from the caster's form, instantaneously reaching its limit of 10 feet per level of the caster. The *sunburst* has the following effects (use the greatest effect that applies).

- *Most Creatures:* Creatures looking at the caster and within the area of effect must successfully save vs. spell or be blinded for 1d3 rounds.
- *Creatures With Infravision:* All creatures looking at the caster and within the area of effect that use infravision must successfully save vs. spell or be blinded for 2d4 rounds.
- *Creatures To Which Sunlight Is Harmful:* All creatures in the area to which sunlight is harmful must make a saving throw vs. spell. Success blinds them for 2d6 rounds; otherwise, they are blinded for 1d100 days.
- *Undead Creatures:* Undead within the radius, including vampires, suffer 8d6 points of damage. Those making a successful saving throw vs. spell take half damage.
- *Fungoid Life:* All fungoid life within the radius takes 8d6 points of damage from the light with no saving throw.

The material components of this spell are a piece of sunstone and a naked flame.

Notes: Rare spell, originally from the FORGOTTEN REALMS setting. Known to be in the tome *Against the Undead*.

Sundazzle

(Evocation)

(Province: Flame)

Level: 2

Range: 10 yds./level

Components: V, S, M

Casting Time: 2

Duration: Instantaneous

Area of Effect: 15-ft. radius area, 1 target/level

Saving Throw: Neg.



This spell can be cast only in full daylight, or in the presence of other magics that mimic full daylight, such as *sunray* or *continual light*. Its casting causes small, multi-colored spheres to appear and dance about, striking at the eyes of targets. The effects match those of the 2nd-level spell *blindness* for 2d4 rounds. A blinded target suffers a -4 attack roll penalty, and opponents gain a +4 bonus to attack rolls against him.

The caster can target one creature per experience level. All target creatures must be within a 15-foot radius area of effect. There is no bonus for using *sundazzle* to attack a single target rather than multiple targets.

Sundazzle only affects creatures that see normally. It doesn't affect blind creatures, nor does it harm those that rely primarily on other senses or forms of detection. Against undead, *sundazzle* causes the itching associated with the 2nd-level spell *irritation*. Thus, an affected undead creature's Armor Class is worsened by 4 points and its attack rolls have a -2 penalty for 2d4 rounds.

The material component of this spell is a small glob of sweet gum, which is destroyed in the process of casting.

Notes: Common for spellcasters from an arabian setting; otherwise, very rare.

Sunfire (At'ar's Fire)

(Evocation)

(Province: Flame)

Level: 4

Range: 10 yds. + 10 yds./level

Components: V, S, M

Casting Time: 4

Duration: Instantaneous

Area of Effect: Sphere with 20-ft. radius

Saving Throw: ½



This spell creates a deadly and explosive ball of flame, said to be harnessed from the sun. Creatures killed by the *sunfire* are typically

burned to ash. Damage equals those of a fireball: it causes 1d6 points of damage per level of the caster, up to a maximum of 10d6. Creatures within the radius of the sphere suffer only half damage if they make a successful saving throw vs. spells. Further, *sunfire* consumes or melts flammable items in its area of effect (items are still allowed a saving throw vs. magical fire).

Yet, there is one key difference between this spell and a *fireball*. The wizard who casts *sunfire* is immune to the spell effects. So are all nonliving items that he carries or wears. The caster can even center the spell on himself and still escape harm.

The material component of this spell is a ball of sticky gum.

Notes: Common for spellcasters from an arabian setting or from the Anauroch Desert in the FORGOTTEN REALMS setting; otherwise, very rare.

Sunflare

(Conjuration, Evocation)

Level: 8

Range: 10 yds./level

Components: V, S

Casting Time: 9

Duration: Instantaneous

Area of Effect: 1 spelljamming vessel

Saving Throw: Special



This spell envelops an opposing spelljamming vessel in flames that appear to erupt directly from Firefall. The effect is very brief, but devastating.

The spell will damage all the ship's rigging and sails, reducing its Maneuver Class and SR by 1. Non-wooden ships do not burn as readily as other types, and will have only rigging or sails burnt by a casting of this spell, not both. External weapons will also be damaged, with a 1 in 6 chance that any such weapon is destroyed. Wooden ships may also burst into flame. On a roll of 1 or 2 on 1d6, the ship's hull and deck have caught fire and will suffer 1 Hull Point of damage per round, and will suffer the appropriate deterioration of its air quality. The spell itself causes 1d4 points of Hull Damage.

Creatures within the area of effect take 5d6 points of fire damage, with a saving throw vs. spell allowed for half damage. No normal or magical effects (other than *wishes*) will reduce the amount of fire damage. Creatures are stunned for 1d4 rounds by the sudden combustion of the air and all flammable materials.

The helmsman is allowed a saving throw for

the ship and its inanimate contents. If successful, the ship will not lose its rigging or catch fire, but will still suffer 2 points of Hull Damage.

This spell cannot be cast if the wizard and the target ship are farther from Firefall than the orbital paths of the Antilan flatworlds.

The wizard must be standing in full sunlight to cast this spell.

Notes: Known to the Sun Mages of the Astromundi Cluster and usable only in that setting.

Sungate

(Alteration)

Level: 9

Range: Touch

Components: V, S, M

Casting Time: 1 month/9

Duration: Special

Area of Effect: 1 crystal portal

Saving Throw: None

The *sungate* is a powerful teleportation device used by the Sun Mages to achieve secret movement from one point in the Astromundi Cluster to another.

The spell must be cast upon a crystal portal, usually in the shape of a door. The portal can be no more than 5 feet × 5 feet × 5 feet in size, and must be worth at least 5,000 gold bars. The spell takes one month of preparation to cast, and, once cast, lasts for one year for each level of the caster.

Once a *sungate* has been created, its magic works without fail so long as it is kept in the light of the sun, Firefall. *Sungates* that are not illuminated by the rays of that sun do not function; the portal requires that sun's energy in conjunction with the magic of this spell to power it. Wizards can pass from one *sungate* to another that they are aware of, anywhere within the sphere. There is no chance for failure, the wizard always arrives at the desired portal, as long as that portal is functioning. If it is not functioning, the wizard will remain at the starting point.

The wizard must be standing in full sunlight to cast this spell.

Notes: Known to the Sun Mages of the Astromundi Cluster and usable only in that setting.



Sunscorch

(Evocation)

(Province: Flame)

Level: 3

Range: 5 yds./level

Components: V, S

Casting Time: 3

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: ½



When a wizard casts this spell, an intense blast of heat emanates from his hand, forming a narrow beam that curves around obstacles and moves to follow its target, striking as unerringly as a magic missile spell.

The beam bakes the target with 6d4 points of heat damage—plus an additional 2d4 if the creature is wearing armor or physically touching any metal weapon or item larger than a sword, including a shield.

The *sunscorch* spell does not require sun, heat, or even warm surroundings to work. However, a wizard cannot cast it underwater or through water, including rain or fog.

The magical heat of this spell affects living flesh only. Undead or nonliving objects are immune, even if they're highly flammable or vulnerable to sunlight. Thus, a warrior carrying a skin of goat's milk can be cooked to death while the milk remains cool and unspoiled.

Notes: Common for spellcasters from an Arabian setting; otherwise, very rare.

Sunscream

(Evocation)

Level: 9

Range: Special

Components: V, S, M

Casting Time: 4

Duration: Instantaneous

Area of Effect: Special (The Astromundi Cluster)

Saving Throw: None



This spell provides a means by which a Sun Mage near death can contact his or her peers. It creates a magical shout that can be heard by all Sun Mages within the Astromundi Cluster, and directs these mages to the one who cast the *sunscream*. In casting this spell, the Sun Mage permanently loses 10 hit points due to its powerful effect on the caster.

The main effect of this spell is focused on sending this sound throughout the Astromundi Cluster, and thus anyone within one mile of the caster's location is affected as per the deafening effects of a *shout* spell. In addition, creatures within a five mile radius see a radiant, fiery image that resembles the caster's masked features expanding from the spell's point of origin. This image is immaterial and does not radiate heat, and swiftly expands into nothingness.

Sun Mages rarely ignore this call, as it is only used in times of direst emergency, when a Sun Mage is about to fall. A side effect of the spell is the identification of the mage in trouble. If a mage cries wolf, it is very likely that he or she will be ignored in the future, or at the very least response to the call will be slow.

The mage must be standing in full sunlight to cast this spell.

Notes: Known to the Sun Mages of the Astromundi Cluster and usable only in that setting.

Sunshield

(Abjuration, Evocation)

Level: 9

Range: Touch

Components: V, S, M

Casting Time: 1 day

Duration: Until triggered

Area of Effect: Self, special

Saving Throw: ½



This is the most fearsome of the defensive spells used by Sun Mages. It is cast into a specially prepared shadowstone gem of at least 1,000 gp value. This gem is worn at all times by the mage casting the spell. At the time of the casting, the Sun Mage establishes a command word that will activate the gem's power.

The first effect of the sunshield is to enhance the wearer's AC by 3 points, lowering an AC of 9 to an AC of 6, for example. This effect is permanent and always accessible, regardless of the status of the secondary effects; the wearer does not need to speak the command word to keep this power active. This gem's Armor Class bonuses can operate with both *bracers of defense* and *rings of protection*. However, after the secondary effects of the spell have been activated, the gem shatters into useless shards.

The second, and by far more dangerous effect, is the sudden explosion of flame that engulfs the Sun Mage wearing the sunshield

stone. These flames are extremely hot, and seem to explode from the caster, enveloping everyone within a 30-foot radius. With the exception of the Sun Mage who activated the spell, those caught in the expanding flames suffer 10d6 points of fire damage; victims can attempt a saving throw vs. spell for half damage. As with all offensive sun magic spells, no natural or magical resistance to fire has any effect against the *sunshield*.

The mage must be standing in full sunlight to cast this spell.

Notes: Known to the Sun Mages of the Astromundi Cluster and usable only in that setting.

Sunstrike

(Evocation)

Level: 8

Range: 40 ft. + 10 ft./level

Components: V, S

Casting Time: 9

Duration: 1 rd.

Area of Effect: 1 creature or object

Saving Throw: ½



The *sunstrike* spell is one of the Sun Mages' most deadly attacks. It causes a fiery line of magical energy to shoot from the hand of the caster to a designated single target within visual range. This line is 1 foot wide and can go around corners, through windows and doors, over walls, and under or around any obstacles between the caster and the target.

This spell hits any one creature the wizard desires, inflicting 8d8 points of damage (save vs. spell for half). Like *sunflare*, normal or magical flame protection does not defend against this spell. The *sunstrike* causes any flammable items to burst into flame on contact (only magical items are allowed a saving throw).

This spell is a favorite among Antilan Warlocks, who channel the spell through their *soulblades* for an additional 1d8 of damage (9d8 total).

The mage must be standing in full sunlight to cast this spell.

Notes: Known to the Sun Mages of the Astromundi Cluster and usable only in that setting.

Sunwarp**(Evocation, Illusion/Phantasm)****(Province: Flame)**

Level: 4

Range: Special

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: Sheet 1 ft. thick, 20 ft. wide/level
× 20 ft. high/level

Saving Throw: None



This complex spell multiplies an image selected by the caster until it fills the area of effect, creating an impressive illusion. For example, one camel becomes a herd. Twelve desert riders become an army. The chosen image repeats itself across a blurred, wavering field, which appears to be distorted by natural heat shimmer. The illusion is equally convincing when viewed from the rear or the front.

When casting this spell, the wizard must first view the image he intends to multiply through a small quartz crystal. Next, the wizard designates one object within the image—a bridle, for example, or a warrior's dagger—as the focal point of the illusion. The wizard must have touched that item personally, though it's not part of the actual spellcasting. The focal point anchors the illusion. It is the foremost point, and the area immediately around it is the clearest image within the illusion. (The focal point is not destroyed by the casting.) When the focal point moves, the illusion follows; when the focal point halts, the illusion halts, too.

For example, imagine that 10 warriors are attempting to look like a hundred (with a wizard's help). One warrior's dagger is the focal point; he rides slightly ahead of his companions. If he falls, and they keep riding, suddenly nine warriors will emerge in front of a shimmering image—an image of one man down, repeated to look like nearly a hundred men down. If, however, one of the other warriors picks up the dagger and takes the dead man's place, the illusion moves onward, more or less intact. Like a natural mirage, the *sunwarp* is derived from wavering heat. The spell draws warmth from the desert and sends it skyward, creating a stiff, hot breeze immediately behind the sheet. The sheet is hot enough to terrify a camel ridden through it, but it does no harm to combustibles or creatures.

Moving through the sheet does not destroy it, nor does combat within it. Only *dispel magic*, *dispel mirage*, or the destruction of the focal point can

bring down the illusion before it expires—unless the caster himself chooses to end it. He does not have to concentrate to maintain it. Even if he dies, the illusion survives him (until it is destroyed or its duration has ended).

The material component of this spell, a small quartz crystal, is consumed by the casting.

Notes: Common for spellcasters from an Arabian setting; otherwise, very rare.

Superheroism — Elf**(Alteration)**

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: 2 rds./level

Area of Effect: 1 warrior

Saving Throw: None

A superior version of *heroism*, this spell is a carefully guarded secret of the great elven wizards. It confers a temporary increase in life energy level upon any warrior character of 13th level or lower, including 0-level men-at-arms or hirelings. The amount of the increase varies with the subject's base level:

Level of Recipient	Number of Energy Levels Bestowed	Bonus Hit Points
0	6	5d10
1st to 3rd	5	4d10+1
4th to 6th	4	3d10+2
7th to 9th	3	2d10+3
10th to 12th	2	1d10+4

The recipient of the spell gains the THAC0, number of attacks per round, and saving throws of the new, temporary level, and a number of bonus Hit Dice that add to his or her current hit point score. Any damage the warrior takes during the spell is subtracted taken from these bonus hit points first. The bonus hit points vanish at the end of the spell, and the warrior returns to his or her own true level. If the warrior is struck by energy draining attacks while the spell is in effect, bonus levels are absorbed first.

The material component is a leaf from a treat.

Notes: Very rare spell. (Updated from *POLYHEDRON NEWSZINE*.) The spell is jealously protected by the elves, and a character would have to perform some great service or quest in order to gain access to it.

Superior Magnetism

(Alteration)

Level: 6

Range: 30 yds. + 5 yds./level

Components: V, S, M

Casting Time: 6

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

When this spell is cast, the wizard designates one inanimate object of stone, earth, or metal within the spell's range to function as a powerful magnet, attracting all metal. The object affected can be no larger than a 10-foot cube, although a section of wall, floor, or ceiling about 10 square feet will work. Once magnetized, the object exerts a powerful attractive or repulsive force (caster's choice) against objects of ferrous metal. The effects vary by the proximity of the metal objects to the center of magnetism (see table).

Distance to Magnetism	Movement Rate per Round	Effective Strength	Missile Attack Penalty
To 10 ft.	40 ft.	22 (Garg.)	-40
To 20 ft.	20 ft.	20 (Huge)	-20
To 30 ft.	10 ft.	18 (Large)	-10
To 40 ft.	5 ft.	14 (Medium)	-5
To 50 ft.	2 ft.	10 (Small)	-2
To 60 ft.	1 ft.	4 (Tiny)	-1

The movement rate represents how fast objects are drawn to or repelled from the center of magnetism. If the creature or object in question is heavier than the magnetized item, the magnetized item does the moving instead. The effective Strength is the "pull" of the magnetism at that range; the size equivalent refers to creature sizes, not weapon sizes (all human-sized weapons are considered small or tiny for this chart). An individual carrying loose metal items or objects such as weapons, shields, helms, buttons, and so on must win an opposed Strength check to keep these possessions from being wrenched away by the magnetism (both check, the highest successful roll wins). Securing a weapon in its sheath, holding an item with both hands, and other precautions may give an individual a +2 to +4 bonus on the ability score, at the DM's discretion.

Those wearing metal armor must attempt an opposed Strength check to ignore the effects of the magnetism. An individual failing the Strength check outright slips, then flies towards or away

from the object at the full rate indicated. Full falling damage is suffered, based on the speed of impact—1d6 for every 10 feet of movement rate, or half that damage if the individual is repelled and simply thrown back onto the ground. An individual passing the Strength check but beaten by the magnetism roll is pulled or repelled one foot for each point of difference in the rolls. Again, precautions or assistance may help those wearing iron. For monsters, compare the creature's size to the effective size of magnetism.

An armored creature stuck to a surface or object loses any Dexterity adjustments to AC and cannot make any physical attacks. The individual can try to wriggle out of the armor, employ a magical item, or use any psionic powers at his or her disposal.

Lodestone the fighter is charging a wizard when the dastardly felon magnetizes a sizable boulder about 30 feet from Lodestone's present position. Lodestone carries a long sword, a shield, and wears plate mail; he has a Strength of 17.

First, he checks to see if he holds onto his sword and shield, making two opposed Strength rolls. He loses the shield, but keeps hold of his sword. Now the DM checks to see if Lodestone resists the drag on his armor. At 30 feet, the magnetism has a



Strength of 18. Lodestone rolls a 6, but the magnetism roll is 12. Although both Lodestone and the magnetism made their Strength rolls, the magnetism roll is higher and does not go over its target Strength score. As a result, Lodestone is dragged 6 feet closer to the boulder. Next round, Lodestone tries again and blows his roll altogether, moving a full 10 feet closer. Now only 14 feet from the boulder, the magnetism's Strength is effectively a 20, which means Lodestone is in big trouble. If he blows his roll again the next round, he'll go flying into the boulder at a rate of 20 feet/round, which will inflict 2d6 points of damage.

A creature winning its Strength check can ignore the spell's effects and move out of the zone of influence normally.

Superior magnetism also affects the passage of iron or steel missiles, such as steel-headed arrows or quarrels. Any missile that passes through the zone of influence suffers an attack penalty equal to the movement at the range indicated. For example, if the path of an arrow brings it within 40 feet of a magnetized object, the attack suffers a -5 penalty. Finally, it is possible for the casting wizard to be affected by this spell as well. Thus, the wizard had better be out of the effective area of effect when casting.

The material component for this spell is a small bar magnet, bent into a U-shape.

Notes: Uncommon spell (PO:SP).

Superior Spell Enhancer, Rary's

See Rary's superior spell enhancer.

Suppress Blood Ability

(Alteration)

Level: 3

Range: 10 yds.

Components: V, S, M

Duration: 1 turn/level

Casting Time: 1 rd.

Area of Effect: 1 creature

Saving Throw: Neg.

Suppress blood ability removes an individual's power to use one blood ability for the duration of the spell. The caster must know both the bloodline derivation and blood ability of the target, as well as the power of the blood ability to be suppressed (minor, major, or great) or the spell will fail. Bloodlines are somewhat resistant to tampering; therefore saving throws receive the

following modifiers based on bloodline strength: tainted, -2; minor, -0; major, +2; great, +4. Multiple castings can affect multiple abilities on the same target.

The material component is a small object from the victim's bloodline totem (cat whisker, snake scale, etc.).

Refer to sidebar for a list of totems.

Notes: Common on Cerilia, the BIRTHRIGHT setting; unknown elsewhere.

Suppress Bloodline

(Alteration)

Level: 6

Range: 50 yds.

Components: V, S, M

Duration: 1 turn/level

Casting Time: 5 rds.

Area of Effect: 1 creature

Saving Throw: Neg.

Similar to the 3rd-level spell *suppress blood ability* but stronger, *suppress bloodline* removes an individual's power to use any of his blood abilities for the duration of the spell.

The caster must know the bloodline derivation of the subject or the spell will fail. Bloodlines are somewhat resistant to tampering; therefore, the saving throw vs. spell is modified based on bloodline strength: tainted, -2; minor, 0; major, +2; great, +4.

The material components are six small objects related to the bloodline's totem.

Notes: Common on Cerilia, the BIRTHRIGHT setting; unknown elsewhere.

BIRTHRIGHT Totems

Bloodline	Totem Animal
Anduiras	Lion
Basaiä	Eagle
Brenna	Cat
Masela	Dolphin
Reynir	Wolf
Vorynn	Owl
Azrai	Serpent

Suppress Lycanthropy

(Alteration)

Reversible

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 2

Duration: 3 rds./level

Area of Effect: 1 lycanthrope

Saving Throw: Neg.



This spell can be used to give the afflicted lycanthrope a temporary reprieve from its curse, or as a combat tactic against any type of lycanthrope. Most of these shapechangers are far less powerful in their humanoid form.

If successful, the spell forces the lycanthrope into his human form. The creature retains any powers or immunities that its human form normally grants, but remains unable to change shape for the duration of the spell.

The material component of this spell is a sprig of wolfsbane.

Strahd Von Zarovich was as interested in the reverse of this spell, *induce lycanthropy*, as its original form. With it, he can force a lycanthrope into its animal or man-beast form for the duration of the spell. Afflicted lycanthropes adopt the bestial mindset that normally overcomes them in this form. However, casting this spell has no effect on non-lycanthropes. Casting *induce lycanthropy* is cause for a Ravenloft powers check. The material component is a sprig of wolfsbane.

Notes: Common in the RAVENLOFT setting; very rare elsewhere. This spell can be researched only on the Demiplane of Dread.

Sure-Footed Shuffle, Otto's

See Otto's sure-footed shuffle.

Surelife

(Alteration)

Level: 8

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 2d4 rds.

Area of Effect: The caster

Saving Throw: None



This spell allows the wu jen to protect himself from some sure cause of death—one that if en-

tered or undertaken is normally guaranteed to cause the death of the caster. The event protected against can only be a natural one—not a spell or the action of another individual or creature.

The wu jen could use the spell to protect himself from dying in a pot of boiling oil or under the crushing weight of an avalanche, but could do nothing to prevent death from the breath of a dragon or the swords of a band of samurai.

The event being protected against must be specific and the spell is only effective against that event. Should the event come to pass during the duration of the spell, the wu jen suffers no damage from it nor does he feel any discomfort. However, the spell does nothing to protect those items carried or worn by the wu jen.

At the expiration of the spell's duration, the event formerly protected against has full normal effects on the wu jen.

The material component for this spell is an ointment of peach syrup and cinnabar.

Notes: Common in oriental settings; otherwise, very rare.

Suric's Swift Perusal

(Alteration)

(Alchemy)

Level: 1

Range: 0

Components: V, S

Casting Time: 1 rd.

Duration: 1 hr./level

Area of Effect: The caster

Saving Throw: None

The *Suric's swift perusal* spell aids in library research by allowing the caster to read normal, nonmagical books at five times normal reading rate. However, the spell does not help wizards read magical tomes or memorize spells. Further, the wizard won't remember where any particular piece of information is without immediately writing down a reference to its location. It can be used in combination with *comprehend language* but not with *read magic* and similar spells. *Suric's swift perusal* is most often used by wizards, alchemists, and sages to find exacting knowledge of obscure subjects.

Notes: Common or uncommon in the MYSTARA setting; otherwise very rare.

Suspended Silence, Khelben's

See Khelben's suspended silence.

Suspension

(Alteration)

(Force)

Level: 5

Range: 20 yds./level

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 day/level + 1d4 days

Area of Effect: 1 creature or object

Saving Throw: Neg.

This is a powerful, long lasting version of the *levitate* spell thought to have been brought south to Halruaa by the original Netherese. This spell is known to be one of the magics necessary to power the fabled Halruan skyships.

It functions in all ways as does the *levitate* spell. It can be cast on the wizard's person, on an object, or upon a single creature. The weight limit, 1,000 pounds per level of the caster, is greater than that of the *levitate* spell. Unwilling creatures are allowed a saving throw vs. spell to avoid the effects.

Concentration is required only when changing height. The vertical movement rate for this spell is 12. Smashing someone into a rock ceiling at that rate causes only 1d6 points of damage, with a saving throw vs. paralyzation to avoid all damage. Once the desired height is reached, the levitated object or person remains at that height for the spell duration or until the height is changed again.

The material component is a small leather loop suspended from a bent golden wire.

Notes: Common in the Halruan region of the FORGOTTEN REALMS setting; otherwise, very rare. Known to be in *Darsson's Notes*.

Sustain Fire

(Alteration)

(Fire)

Level: 1

Range: 5 yds./level

Components: V, S

Casting Time: 2

Duration: Special

Area of Effect: 5-ft. radius

Saving Throw: None

When this spell is cast on a nonmagical fire, the fire is made to consume its fuel at only one-tenth its normal rate, while giving off its full

amount of light and heat; a boon in areas where firewood is scarce. A fire so affected will radiate magic is such is detected for, but is treated like a normal flame for all other purposes; it can be extinguished normally, and it does not count as a magical attack form when used against creatures that are harmed only by magical weapons.

Sustain fire can be cast on any number of fires, as long as they are all entirely within the area of effect at the time of casting. Thus, a bundle of lit torches could be created and then separated for full effect. However, if one such torch is used to light another fire, the new fire has only a normal duration. Multiple *sustain fire* spells cast on a single object have no additional effect, and any extra fuel added to the fire after the casting will burn at the normal rate, not at the enchanted rate. If the enchanted fire is extinguished, the spell ends, no matter how much time was left to the fuel. If the fire is relit, the remaining fuel burns at its normal rate.

Notes: Very rare spell. (Updated from *DRAGON Magazine*.)

Swift Perusal, Suric's

See Suric's swift perusal.

Swiftly Devour the Written Word

A *MYSTARA* setting spell, aka Suric's swift perusal.

Swim

(Alteration)

Reversible

Level: 1

Range: 120 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 3 rds./level

Area of Effect: 1 creature

Saving Throw: None



This spell allows the wu jen to give the recipient the ability to swim with the ease of a fish. The creature has a swimming rate of 12, and can carry a normal load of equipment with no difficulty. A normally outfitted character cannot drown while this spell is in effect. Excessive weight still causes the character to sink and drown normally, however. The spell does not impart the ability to breathe underwater.

The reverse of this spell, *sink*, reduces the swimming ability of the target by one class unless

a successful saving throw vs. spell is made. Thus, natural swimming creatures are treated as land creatures trained in swimming, those with swimming proficiency are treated as without this ability, and those without swimming proficiency sink like stones.

The material component for either spell is the scale of a goldfish.

Notes: Common in oriental settings; otherwise, very rare.

Sword, Mordenkainen's

See Mordenkainen's sword.

Sword of Darkness

(Evocation, Necromancy)

Level: 6

Range: 60 yds.

Components: V, S, M

Casting Time: 6

Duration: 1 rd./level

Area of Effect: 1 creature

Saving Throw: None



This spell creates a jet black sword that radiates a palpable aura of evil. The sword can appear anywhere within the range of the spell. When cast, the *wu jen* targets the spell on one creature. Thereafter, the sword can attack only that creature. The *wu jen* must concentrate on the actions of the sword, causing it to strike as if he held it in his own hand (nonproficiency penalties do not apply).

On a successful hit, the sword temporarily drains the creature hit of 1–3 levels or Hit Dice. Appropriate hit points, fighting ability, spell levels, and level powers are lost. The sword itself causes no physical damage. A creature reduced below 0 level or Hit Dice is slain. In 1–3 days, the spirit returns as a *kuei* (undead). Lost levels are regained 1–3 turns after the *sword of darkness* disappears, provided the character has not died; however, lost spells are not regained. These spells must be memorized again before they can be cast.

The material component for this spell is a katana or long sword worth at least 20 gp, which is shattered against a stone.

Notes: Common in oriental settings; otherwise, very rare.

Kuei: AC -4; MV 18; HD 3 to 6; THAC0 17 or 15; #AT 1; Dmg 1d6, 1d8, 1d10 or 1d12; SA possession (3/day); SD Requires magical weapon to hit +1 (3 HD), +2 (4 HD), +3 (5 HD) or +4 (6 HD) immune to ESP, charm, enchantment, illusion, and water-based spells and normal cold and fire; magical cold and fire inflict half damage; MR 10%; AL Any; SZ M (5'–6'); ML Elite (14); XP 1,000 + 1,000/HD over 3.

This noncorporeal undead uses its victim's body to complete some task left undone in life. While in control the *kuei* uses its own abilities, not those of the host. The possession can be broken by the death of the host, the completion of the task, or by magics able to drive out possessing spirits. The host has no memory of actions taken under the *kuei*'s influence.

Sword of Deception

(Evocation)

Level: 5

Range: 60 yds. + 10 yds./level

Components: V, S, M

Casting Time: 5

Duration: 1 rd./level

Area of Effect: 1 creature

Saving Throw: None



This spell creates a shimmering pale green blade anywhere the *wu jen* desires within the range of the spell. This sword hovers and dances in the air, striking of its own accord if the *wu jen* concentrates on it. The sword strikes as if it were wielded by a samurai of the same level as the caster and causes 1d4 points of damage. Since it is magical, it can strike any creature hit by magical weapons. In addition to the damage, each hit by the sword lowers the chances of the victim making his next saving throw by -1. This effect is cumulative up to -5. After this is reached, additional hits only cause damage.

The sword can be moved from creature to creature within the duration of the spell, but only one creature can be attacked at a time. The saving throw penalty remains in effect until the creature is forced to make a saving throw in a dangerous situation. Thus, a companion of the victim could not cast a relatively harmless spell on him to cancel the effect. *Remove curse*, *limited wish*, and *wish* can be used to negate the effect.

The material components for this spell are a miniature replica of a sword and a set of loaded dice.

Notes: Common in oriental settings; otherwise, very rare.

Swordfire, Storm's

See Storm's swordfire.

Swordshun

(Necromancy)

Level: 4

Range: 0

Components: V, S, M

Casting Time: 4

Duration: Special

Area of Effect: The caster

Saving Throw: None

This battle spell sees little use because the caster must deliberately wound herself with a bladed weapon to cast it. The weapon inflicts its normal damage, plus 1 point every second round thereafter, so long as it remains in the wound.

A wizard typically uses this spell when attacks cannot be avoided. The caster can cast other spells while a *swordshun* is in effect on her, but all such magics have their casting time increased by 1.

While the weapon is in the wound, however, no other bladed or piercing weapons of any sort can harm the caster. Those that do strike draw no blood and inflict no damage, and the wounds they cause close by themselves almost instantly. The caster can walk through a *blade barrier* unharmed while using *swordshun*, or stroll unhurt through a shower of arrows.

The spell ends when the caster loses consciousness or the weapon is removed. Healing magic applied to the caster while the weapon used to cast the spell is in place are delayed in effect by the *swordshun* enchantment so that they do not work until the weapon is removed. When the weapon is removed, they take instant effect, no matter how much time has passed.

The material component of this spell is the weapon, which dissipates in smoke when the spell is done.

Notes: Restricted to the Seven Sisters and their apprentices; rare.

Syluné's Absolute Immunity

(Abjuration)

Level: 8

Range: Touch

Components: V, S

Casting Time: 8

Duration: 1 day/level

Area of Effect: Creature touched

Saving Throw: None

This spell protects the caster or a willing spell recipient touched during casting from all damaging effects of a particular spell. The spell must be of 7th level or less. Absolute immunity is gained. If a *delayed blast fireball* struck the chest of a being protected against that spell and then exploded, it would explode as normal, perhaps slaying many folk and devastating a room, but the unblackened, unhurt protected being would still be standing in the midst of the ashes afterward.

This spell also confers a limited benefit on the protected being of a +2 bonus on all saving throws against spells similar to the designated one, but does nothing else to lessen damage from them. In the case given above, the spell recipient would gain this saving throw bonus against *flaming sphere*, *fireball*, *Melf's minute meteors*, *meteor swarm*, and probably some additional, less common, mobile-ball-of-flame spells. *Syluné's absolute immunity* has no effect at all on other spells than the designated one and related spells as described above.

A being can only be under the protection of one *absolute immunity* at a time. Casting a second immunity to the same spell on the same person overlaps the spell durations, so that the protection lasts longer. Casting a second *absolute immunity* switches the spell protected against to the second spell, replacing the first immunity.

Notes: Restricted to the Seven Sisters and their apprentices; rare or very rare.

Syluné's Displeasure

Aka Laeral's disrobement (*this name is a discontinued usage*).

Syluné's Secret

(Abjuration, Alteration, Divination)

Level: 7

Range: 0

Components: V, S, M

Casting Time: 7

Duration: 1 rd./level

Area of Effect: The caster

Saving Throw: None

Syluné was quite secretive about her spell creations. This spell is one of the few she shared with her sisters. It is an enchantment the caster employs on herself just before battle, which protects her against a single type of spell effect selected during casting. For example, the caster could choose to be protected against cold, fire, heat, electrical, blast, or raw energy discharge, such as magic missiles or spellfire. If any natural or magical attack of the chosen type comes into contact with the caster, it is instantly drawn into the caster.

For example, a *fireball* blast that would have harmed the protected caster appears with a flash and then vanishes into the caster, inflicting upon other beings in its blast area either 1 or 2 points of damage in the fleeting shadow of a moment of its manifestation. The caster is not harmed by the incoming spell energy, and if injured at the time, is healed of 1 point of damage per absorbed attack. The spell provides no protection against other attack forms, but can absorb any number of attacks of the selected type in a single round. On at least one occasion, Syluné used the spell to escape several intersecting *meteor swarms* unscathed.

The remainder of the spell energy can be used, if the caster desires, to teleport a short distance. This teleportation is similar to the 4th-level wizard spell *dimension door*, though the protected caster does not have to perform any casting to make the trip, or spend any time recovering afterwards; she can in fact proceed with other spell-casting or physical combat during the same round. The destination is selected by the will of the caster when the energy is received. If the spell energy is not used to teleport in the round it is received or the round directly following, the energy is lost.

The caster cannot protect another being or empower them to *dimension door* by means of this spell. Laeral is said to be working on an 8th-level variant of this spell that allows the caster to confer by touch both aspects of the spell, together or separately, on another being. She has not succeeded thus far, however.

The material components for a *Syluné's secret* are a cat's whisker, a shell from any marine creature, and a stone that has at some time been thrown a short distance by the caster.

Notes: Restricted to the Seven Sisters and their apprentices; rare or very rare.

Syluné's Streaking Meteor (Alteration)

Level: 7
Range: 10 ft./level
Components: V, S, M
Casting Time: 7
Duration: 1 rd.
Area of Effect: Special
Saving Throw: ½

This spell creates a flying sphere of flame 12 feet across. It can begin anywhere within spell range that the caster desires, and at any height (including touching the ground). It begins its journey by moving away from the caster in the direction the caster points, forming a 40 foot-long teardrop of flame as it goes. It may rise, descend, or fly in a level manner, as the caster's points, forming a 40 foot-long teardrop of flame, at it goes. It may rise, descend, or fly in a level manner, as the caster's pointing finger directs (or as forced to by walls).

After the *streaking meteor* has traveled 60 feet away from the caster, it turns sharply (90°) to the right, left, up, or down (whichever direction the caster has chosen during casting), runs for another 60 feet, and then abruptly fades away. Note that this trajectory allows a wizard to hurl fire around corners, up shafts, or down behind barriers.

A streaking meteor rebounds straight back on its own path if it strikes a large solid object such as a wall or a huge or larger-sized creature. When a rebound occurs, the meteor tries to continue the remainder of its trajectory (whatever remains of 60 feet, right-angled turn, then 60 feet more). It can rebound any number of times (for example, from wall to wall), but loses 1d6 from the 0 damage it inflicts with each rebound. (A creature struck repeatedly by it as it races back and forth may fail to fully appreciate this weakening.) Upon contact, a *streaking meteor* automatically ignites all readily flammable substances, forces saving throws vs. magical fire on all other items, and deals all creatures 1d6 points of damage per level of the spell's caster, to a maximum of 16d6. This may be lessened by rebounds, though each contact causes damage, if a creature is struck repeatedly. This damage is halved if the creature successfully makes a saving throw vs. spell.

The material components of this spell are an insect wing or bird feather, a pinch of ash from any fire, and a pinch of sulphur or saltpeter.

Notes: Very rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Syluné's Viper

(Alteration)

Level: 3

Range: 0

Components: V, S, M

Casting Time: 3

Duration: 4 rds.

Area of Effect: The caster

Saving Throw: Special



This spell temporarily transforms one of the caster's arms into a retractable serpent, whose eyes the caster can see through (if desired), complete with a fanged mouth. This serpent bites once per round as if it were a wizard seven levels higher than the caster, and its bite does 1d4+1 points of damage and forces the victim to make a saving throw vs. spell. If the saving throw is failed, the victim is convulsed for the following round. During this time, the victim is helpless to attack, deliberately defend, or complete any other voluntary task or activity, and has his or her Armor Class penalized by 4. The *serpentine arm* can extend up to 50 feet and is effectively weightless. It can bite through armor plate, shields, and the like, and is a magical force rather than a real snake. It is unaffected by magic governing serpentkind.

The *serpentine arm* cannot constrict or entwine about victims, and its bite is not poisonous. Each time a victim is struck a saving throw vs. spell must be made to avoid the convulsive effect. The arm can climb vertical walls and then drag the caster's body after it if the caster so desires, but it moves at the caster's movement rate. The caster cannot work any other magic while one of her arms is in serpent-form, but she can end the spell before expiration by silent act of will.

The *serpentine arm* can be struck by foes. It is AC 4 and has 44 hit points beyond the caster's own. If attacks reduce these hit points to 0, the serpentine arm vanishes and the spell ends. All attacks on the caster during the functioning of a *Syluné's viper* spell inflict damage against these extra hit points created by the viper arm first. Excess damage beyond the viper's 44 hit points is suffered by the caster directly.

The material components of this spell are a scale and a tooth from any snake (not necessarily a fang).

Notes: Rare or very rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Symbol

(Conjuration/Summoning)
(Geometry)

Level: 8

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: 3 or 1 turn

Area of Effect: 60-ft. radius

Saving Throw: None or neg.

This spell allows the caster to scribe any of on the potent runes described below. A symbol can be quickly scribed in the air or on some surface, or carefully inscribed on a surface.

A *quickly scribed* symbol has a casting time of 3. The resulting rune becomes active immediately. It lasts one turn per caster level and glows faintly while it lasts. Symbols of *fear*, *hopelessness*, *pain*, or *persuasion* can be used in this manner. Symbols of *death*, *discord*, *insanity*, *pain*, *sleep*, *stunning*, and *spell loss* cannot.

The only material components required are a small amount of mercury and phosphorus.

A *carefully inscribed* symbol has a casting time of one turn. The *symbol* is inactive when finished and remains so indefinitely until triggered. Once triggered, it becomes active and glowing, usually lasting one turn per caster level. Some symbols can burn out more quickly. For example, a *symbol of death* ends when it has slain 80 hit points worth of creatures, or after one turn per level of the caster, whichever comes first.

The material components for a carefully engraved symbol are mercury and phosphorus, plus powdered diamond and opal worth at least 5,000 gp each.

To be effective, a *symbol* must always be placed in plain sight and in a prominent location, covering or hiding the rune renders the symbol ineffective. As a default, a *symbol* is triggered whenever a creature does one or more of the following, as selected by the spell caster: reads, touches, or passes over the rune; looks at the rune; or passes through a portal bearing the rune. In this case, "reading" the rune means any attempt to study, identify, or fathom its meaning. Throwing a cover over a *symbol* to render it inoperative triggers it if it reacts to touch. To trigger a *symbol*, a creature must be within 60 feet of the rune.

The caster can set special triggering conditions of his own. These can be as simple or elaborate as the caster desires. Special conditions for triggering

a symbol can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, hit dice, or hit points don't qualify. For example, a *symbol* can be set to activate when a lawful good creature approaches, but not when a paladin approaches.

A symbol's triggering conditions are defensive. A touch-triggered *symbol* remains untriggered if an item bearing the symbol is used to touch a creature. Likewise, a *symbol* cannot be placed on a weapon and set to activate when the weapon strikes a foe. Once cast, a *symbol's* triggering conditions cannot be changed.

The caster ignores the effects of his own *symbols*, and cannot inadvertently trigger them. When scribing a symbol quickly, the caster can instantly attune any number creatures to the symbol, rendering them immune to its effects, provided the creatures are within 60 feet of the rune when it is created and that the caster is aware of their presence.

When creating a carefully inscribed rune, the caster can specify a password or phrase that prevents a creature using it from triggering the symbol. The caster also can attune any number or creatures to the symbol, but this can extend the casting time. Attuning one or two creatures takes negligible time; attuning small group (up to 10 creatures) takes an hour. Attuning an entire household (up to 25 creatures) takes a day. Attuning larger groups takes proportionately longer, as the DM sees fit.

When triggered, a *symbol* affects all creatures within a 60-foot radius, except for the caster and any individuals attuned it. If a *symbol* has a passphrase, anyone using it remains immune to that particular rune's effects so long as the individual remains within 60 feet of the rune. An individual who leaves the radius and returns must use the passphrase again.

Once triggered, a *symbol* remains active until its duration expires; creatures that subsequently meet an active *symbol's* triggering conditions suffer its effects. The symbols described below are the most commonly known.

Lesser Symbols:

Fear: This symbol can be scribed quickly or carefully engraved on a surface. Creatures within the radius are afflicted by a powerful version of the 4th-level wizard spell, *fear*. If scribed in the air, this symbol imposes a -4 penalty to saving throws against the fear effect. If the rune is carefully engraved on a surface, the saving throw penalty rises to -8.

Hopelessness: All creatures within the radius must attempt saving throws vs. spell, at a -4 penalty if the rune is carefully engraved on a surface. If the saving throw fails, the creature suffers from *hopelessness* for 3d4 turns. It submits to simple demands from foes, such as to surrender or get out; the effect is similar to the 3rd-level wizard spell, *suggestion*. If no foes are present to make demands, there is a 25% chance that the creature takes no other action than to hold its ground. If the creature remains free to act there is a 25% chance it will retreat from the rune at its normal movement speed. In either case, the creature can defend normally if attacked.

Pain: Creatures within the radius suffer *wracking pains* that reduce Dexterity scores by two points and impose a -4 attack penalty. Both effects last 2d10 turns. This symbol can be scribed quickly or carefully engraved on a surface.

Persuasion: This symbol can be quickly scribed or carefully engraved on a surface. Each creature within the radius must attempt a saving throw vs. spell, at a -4 penalty if the rune is carefully inscribed on a surface. If the saving throw fails, the creature becomes the same alignment as the caster for 1d20 turns. During this time, an affected creature becomes friendly to the caster as though subjected to the 1st-level wizard spell, *charm person*.

Greater Symbols:

Death: One or more creatures within the radius, whose total hit points do not exceed 80, are irrevocably slain as though struck by the 6th-level wizard spell, *death spell*. This symbol must be carefully engraved on a surface.

Discord: All creatures within 60 feet immediately fall into loud bickering and arguing. Meaningful communication is impossible. If the affected creatures have different alignments, they are 50% likely to attack each other. Bickering lasts 5d4 rounds, fighting lasts 2d4 rounds. This symbol must be carefully engraved on a surface.

Insanity: One or more creatures within the radius, whose hit points do not exceed 120, become insane and act as though affected by the 4th-level wizard spell, *confusion*. Insanity lasts until a *heal*, *restoration*, or *wish* spell is used to remove the affliction. This symbol must be carefully engraved on a surface.

Sleep: Creatures within the radius fall into a catatonic slumber if they have 8+1 hit dice or less (characters are affected if 8th level or less). Sleeping creatures cannot be awakened for 1d12+4 turns. This symbol must be carefully engraved on a surface.

Stunning: One or more creatures within the radius, whose total hit points do not exceed 160, are *stunned* for 3d4 rounds, Stunned creatures drop what they are holding and cannot take any meaningful actions. They cannot communicate, employ spells, use magical items, initiate psionic abilities, use spell-like powers, fight, or move freely. Movement is limited to one-third the creature's current movement rate, or a rate of 3, whichever is less. Attacks against stunned creatures gain a +4 bonus. This symbol must be carefully engraved on a surface.

A successful *dispel magic* removes the effects of a *symbol* from a creature, unless the symbol's effect is instantaneous (*death*, *spell loss*) or the description specifies another remedy (*insanity*). The rune itself can be removed with a successful *erase* spell or a successful *dispel magic* targeted solely on the rune. The destruction of a surface upon which a *symbol* is inscribed destroys the rune, but also triggers its effects.

Notes: Common spell (PHB). This spell has been substantially reworked from the 2nd Edition version. The *symbol of spell loss* originated in the FORGOTTEN REALMS setting.

Permanent Symbols: A symbol can be rendered permanent with the 8th-level wizard spell *permanency*, provided the rune is carefully engraved upon a permanent, non-portable surface such as a wall or door. A *permanency* spell indefinitely extends a symbol's basic duration of one turn per caster level. When triggered, a *permanent symbol* usually glows for about a turn each time it is activated, but there is no limit to the number of times it can be triggered. If the *symbol* can affect only a limited number of hit points of creatures, the limit applies each round. For example a *permanent symbol of death* can slay 80 hit points of creatures every round.

Synostodweomer, Simbul's
See Simbul's synostodweomer.



Talon's Skitmaster — Bard

(Illusion)

Level: 3
 Range: 0
 Components: V, S, M
 Casting Time: 3
 Duration: 3 hrs.
 Area of Effect: 20 ft. × 20 ft.
 Saving Throw: None

This is an especially effective spell for a bard, who can summon forth illusions of heroes and monsters, giving real life to his stories. The illusions can appear to do battle, while the caster narrates the scene and adds vocal color where he sees fit.

The caster must mark with a line of sand an area no larger than 20 by 20 feet when the spell is cast. While it is in effect, the caster must remain inside this boundary. To invoke the special abilities of the spell, the caster blinks twice and then states the name of up to six objects and creatures. The caster becomes invisible, and the named objects and creatures appear in his place. For example, the caster can call into being a terrifying troll. The troll has no substance and cannot pass beyond the sandy boundary. Nor can it speak. However, it can move about at the caster's whim, dancing, jumping, and performing feats to impress an audience. The caster can speak during this time, telling a story, singing, or casting spells to enhance the show.

The spell is broken if the caster steps out of the boundary or if the line of sand is broken.

The bard Talon Stringfellow developed this enchantment after years of research and practice, to produce more spectacular and crowd-pleasing performances.

Notes: Known to Talon Stringfellow.

Talon's Soundmaster — Bard

(Illusion)

Level: 3
 Range: 0
 Components: V, S, M
 Casting Time: 3
 Duration: 24 hrs.
 Area of Effect: Ivory six-sided cube
 Saving Throw: None

Talon Stringfellow, always looking for spells to improve his stage shows, created this enchant-

ment that uses a small ivory cube. When cast, the spell conforms closely to the 1st-level wizard spell, *audible glamer*.

The caster selects six sounds and places them onto the faces of the ivory cube. These sounds can be virtually any noise with which the caster is familiar, and can be as loud as an *audible glamer*. They might include a dragon's roar, a bird chirping, a baby crying. The sounds remain in place on the cube until the cube is employed or the spell's duration lapses.

To call forth a sound, the caster presses the side of the cube he wants to hear. Each sound persists for up to five rounds, and can be called forth only once. This spell is especially handy with the *Talon's skitmaster* illusion.

The spell requires an ivory cube, which can be reused.

Notes: Known to Talon Stringfellow.

Talon's Waterproof — Bard

(Abjuration)

Level: 1
 Range: 0
 Components: V, S, M
 Casting Time: 2
 Duration: 1 hr./level
 Area of Effect: 1 item or creature
 Saving Throw: None

Waterproof makes one item or creature, man-sized or smaller, immune to being wetted by natural water. Water is deflected one inch above the surface of the enchanted object or individual. The spell affects only natural water, and has no effect upon water-based spells or water-based creatures such as water weards or water elementals. It does not dry creatures or items that are already wet. It does not allow the recipient to breathe underwater. Full immersion in water breaks the spell instantly.

This spell was developed by Talon Stringfellow, a famed minstrel of Waterdeep. One day, he grew tired of being drenched by the spring rains, which he feared would damage his polished wood harp. He spent months researching enchantments that would keep him dry.

The material component is a drop of water.

Notes: Known to Talon Stringfellow.

Talonblade — Hishna**(Enchantment)**

Level: 1
 Range: Touch
 Components: V, M
 Casting Time: 1 rd.
 Duration: 1 turn/level
 Area of Effect: 1 weapon
 Saving Throw: None



The *talonblade* spell allows the caster to enchant the blade or tip of any single stone weapon. The weapon gains a +3 to all attack and damage rolls. Any damage sustained by the weapon (if it is a maca) is delayed until the end of the spell's duration; it does take effect then, however.

The material component for the spell is the claw of a jaguar.

Notes: Restricted to practitioners of *hishna* magic (the Maztica setting); common.

Target — Old Empire**(Alteration)**

Level: 3
 Range: 50 yds. + 10 yds./level
 Components: V, S
 Casting Time: 3
 Duration: 1 rd./level
 Area of Effect: 1 creature
 Saving Throw: Neg.

This spell enables the wizard to affect a single target creature. A creature failing a saving throw vs. spell becomes marked so that all physical missile attacks, including arrows, bolts, javelins, and ballistae attacks gain a +2 bonus to attack and damage rolls against it.

Notes: Uncommon spell. As a FORGOTTEN REALMS Old Empire spell, initial exposure requires a mentor or a *read Southern magic* spell.

Tasha's Uncontrollable Hideous Laughter**(Enchantment/Charm)****(Song)**

Level: 2
 Range: 60 yds.
 Components: V, S, M
 Casting Time: 2
 Duration: 1 rd./level
 Area of Effect: 1 or more creatures in a 30-ft. cube
 Saving Throw: Neg.

The victim of this spell perceives everything as hilariously funny. The effect is not immediate, and the creature feels only a slight tingling on the round the spell is cast. On the round immediately following, the victim begins smiling, then giggling, chuckling, tittering, snickering, guffawing, and finally collapsing into gales of uncontrollable, hideous laughter. Although this magical mirth lasts only a single round, the affected creature must spend the next round regaining its feet, and it loses 2 points from its Strength (or -2 to attack and damage rolls) for all remaining rounds of the spell.

The saving throw vs. spell is modified by the Intelligence of the creature. Creatures with Intelligences of 4 or less (semi-intelligent) are totally unaffected. Those with Intelligences of 5-7 (low) save with -6 penalties. Those with Intelligences of 8-12 (average to very) save with -4 penalties. Those with Intelligences of 13-14 (high) save with -2 penalties. Those with Intelligences of 15 or greater (exceptional) have unmodified saving throws.

The caster can affect one creature for every three levels attained—e.g., one at 3rd level, two at 6th level, three at 9th level, etc. All affected beings must be within 30 feet of each other.

The material components are a small feather and minute tarts. The tarts are hurled at the subjects, while the feather is waved in one hand.

Notes: Common or uncommon spell (*PHB*).

Tasirin's Haunted Sleep**(Enchantment/Charm)**

Level: 3
 Range: Touch
 Components: V, S
 Casting Time: 1 rd.
 Duration: 1 turn/level
 Area of Effect: Creature touched
 Saving Throw: Neg.

Tasirin's haunted sleep puts a sleeping creature into a much deeper sleep, such that early awakening from this state can be accomplished only by *limited wish*, *dispel magic*, acute physical pain (wounding), or at the caster's command. The state of deep sleep lasts for one turn per level of the caster.

This spell can be cast successfully only upon a sleeping creature—those unconscious, entranced, drugged, in a coma or similar state of mental injury resulting from concussion, potion, or astral



or psionic activity are not affected.

The target creature is allowed a saving throw vs. spell, which if successful negates the *haunted sleep*. The caster is never directly aware of the target's thoughts or mental state, or of the success of the spell.

While in such a deep sleep, the creature is open to the influence of subconscious visions or dreams. The caster can project one specific scene or vision into natural mental activity, and this will come into the creature's consciousness soon after awakening. The vision's clarity, detail, and accuracy depend upon the caster's concentration, for the scene must be held in mind during the casting.

Such visions can masquerade as memories or divine communications, and can be used to influence decisions, goad the creature into a certain course of action, trouble the recipient, or, conversely, to calm and rest the creature at a time of mental anguish or troubles. A spellcaster skilled in the use of this spell can boost morale, joy, or enthusiasm—or crush it.

During *haunted sleep*, the recipient is especially susceptible to any one *suggestion* spell, which can be cast by the caster of the *haunted sleep* or another spellcaster. The sleeping creature is allowed a saving throw vs. spell at a -3 penalty. The suggestion will be heard as an

inner mental voice, and must be in a language that the creature understands or it will fail.

Should the creature be protected in slumber (as by a *protection from evil* spell) the *haunted sleep* may have no effect at all, depending on the intentions and motives of the caster—attempts to deceive or manipulate will absolutely fail.

Notes: Uncommon or rare spell from the FORGOTTEN REALMS setting. Known to be in *The Wizard's Workbook*.

Tasso's Shriek

(Illusion/Phantasm)

Level: 1

Range: 10 yds./level

Components: V

Casting Time: 1

Duration: 1 rd./level

Area of Effect: Hearing range

Saving Throw: Special

This specialized form of an *audible glamor* spell is released by the caster with only minimal utterance. Its casting is all but silent and untraceable, requiring a minimum of concentration (thus enabling it to be cast during melee or when the caster is in pain, constrained, or the like). The magic produces a shrieking crying shouting or other verbal utterance. Once cast the sounds cannot be ended before the spell expiration.

The sounds carried by this magic are limited to those produced by the caster's voice (although mimicry is possible). These are typically used to produce shouted warnings or cries to suggest a fight or attack offstage, or to suggest the presence of unseen intruders so as to distract opponents of the caster. The spellcaster must emit all of these sounds while memorizing the spell and cannot later alter them.

Notes: Very rare spell from the FORGOTTEN REALMS setting. Known to be in *Tasso's Arcanabula*.

Tattoo of Power**(Alteration, Evocation)**
(Geometry)

Level: 6
 Range: Touch
 Components: V, S, M
 Casting Time: 1 hr./level of spell implanted
 Duration: Until triggered
 Saving Throw: None
 Area of Effect: 1 creature



The *tattoo of power* is a method of implanting spells using the art of tattooing. The wizard casts the *tattoo of power* in conjunction with the spell to be implanted in the tattoo. The wizard then begins to tattoo the recipient of the spell. When finished, the tattoo contains the power of the spell, which can be released simply by touching the tattoo and uttering a command word. Once the spell is cast from the tattoo, the markings of the tattoo fade and disappear almost immediately.

When the spell in the tattoo is released, it operates exactly as if it were cast by the wizard who originally implanted the spell. If a 10th-level wizard implanted a spell, it is released at the 10th level of ability.

Tattoos can take a lot of space. For every level of the spell implanted, the tattoo will cover a 2-inch square of flesh. This limits the number of tattoos that can be drawn upon the average human body. Up to four levels of spells could be inscribed on the average human arm, 10 levels of spells on the chest, and six spell levels on each leg. There are practical limitations to this—magic becomes “fuzzy” when condensed into such a small area. No more than four tattoos of power can be placed upon a single individual at any one time. Finally, the caster of this spell must have the tattooing proficiency or the spell will not function.

Notes: Common for spellcasters from an Arabian setting; otherwise, very rare. Optionally uncommon for Savage mages and geometers.

Taunt**(Enchantment)**
(Song)

Level: 1
 Range: 60 yds.
 Components: V, S, M
 Casting Time: 1
 Duration: 1 rd.
 Area of Effect: 30-ft. radius
 Saving Throw: Neg.

A *taunt* spell enables the caster to jape and jeer effectively at a single type of creature with an Intelligence of 2 or greater. The caster need not speak the language of the creatures. His words and sounds have real meaning for the subject creature or creatures: challenging, insulting, and generally irritating and angering the listeners.

Those failing to save vs. spell rush forth in fury to do battle with the spellcaster. All affected creatures attack the spellcaster in melee if physically capable of doing so, seeking to use body or hand-held weapons rather than missile weapons or spells. Separation of the caster from the victim by an impenetrable or uncrossable boundary (a wall of fire, a deep chasm, a formation of set pikemen) causes the spell to break.

If the caster taunts a mixed group, he must choose the type of creature to be affected. Creatures commanded by a strong leader (i.e., with a Charisma bonus, with higher Hit Dice, etc.) might gain a saving throw bonus of +1 to +4, at the DM's discretion. If used in conjunction with a *ventriloquism* spell, the creatures may attack the apparent source, depending upon their Intelligence, a leader's presence, and so on.

The material component is a slug, which is hurled at the creatures to be taunted.

Notes: Common spell (*PHB*).

Telekinesis**(Alteration)**
(Force, Mentalism)

Level: 5
 Range: 10 yds./level
 Components: V, S
 Casting Time: 5
 Duration: Special
 Area of Effect: Special
 Saving Throw: Neg.

By means of this spell, the wizard is able to move objects by concentrating on moving them mentally. The spell can provide either a gentle, sustained force or a single short, violent thrust.

A sustained force enables the wizard to move a weight of up to 25 pounds a distance of up to 20 feet per round. The spell lasts two rounds, plus one round per caster level. The weight can be moved vertically, horizontally, or both. An object moved beyond the caster's range falls or stops. If the caster ceases concentration for any reason, the object falls or stops. The object can be telekinetically manipulated as if with one

hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated and so on, if the force required is within the weight limitation. The caster might even be able to untie simple knots, at the discretion of the DM.

Alternatively, the spell energy can be expended in a single round. The caster can hurl one or more objects within range and within a 10-foot cube, directly away from himself at high speed, to a distance of up to ten feet per caster level. This is subject to a maximum weight of 25 pounds per caster level. Damage caused by hurled objects is decided by the DM, but cannot exceed 1 point of damage per caster level. Opponents who fall within the weight capacity of the spell can be hurled, but they are allowed a saving throw vs. spell to avoid the effect. Furthermore, those able to employ as simple a counter-measure as an *enlarge* spell, for example (thus making the body weight go over the maximum spell limit), can easily counter the spell. The various *Bigby's hand* spells also counter this spell.

Notes: Common spell (PHB)

Telekinetic Sphere, Otiluke's

See Otiluke's telekinetic sphere.

Telepathic Bond, Rary's

See Rary's telepathic bond.

Teleport

(Alteration)

(Universal)

Level: 5

Range: Touch

Casting Time: 2

Components: V

Duration: Instantaneous

Area of Effect: Special

Saving Throw: None

When this spell is used, the wizard instantly transports himself, along with a certain amount of additional weight that is on or being touched by the spellcaster, to a well-known destination. Distance is not a factor, but interplanar travel is not possible by means of a *teleport* spell. The spellcaster is able to teleport a maximum weight of 250 pounds, plus an additional 150 pounds for each level of experience above the 10th (a 13th-level wizard can teleport up to 700 pounds). If the destination area is very familiar to the wizard (he has a clear mental picture through actual proxim-

ity to and study of the area), it is unlikely that there is any error in arriving, although the caster has no control over his facing upon arrival. Lesser known areas (those seen only magically or from a distance) increase the probability of error. Unfamiliar areas present considerable peril (see table).

Probability of Teleporting:

Destination is:	On		
	High	Target	Low
Very familiar	01-02	03-99	00
Studied carefully	01-04	05-98	99-00
Seen casually	01-08	09-96	97-00
Viewed once	01-16	17-92	93-00
Never seen	01-32	33-84	85-00

Teleporting high means the wizard arrives ten feet above the ground for every 1% he is below the lowest "On Target" probability; this could be as high as 320 feet if the destination area was never seen. Any low result means the instant death of the wizard if the area into which he teleports is solid. A wizard cannot teleport to an area of empty space—a substantial surface must be there, whether a wooden floor, a stone floor, natural ground, etc. Areas of strong physical or magical energies may make teleportation more hazardous or even impossible.

Notes: Common spell (PHB).

Teleport Block

(Abjuration, Alteration)

(Dimension)

Level: 8

Range: 20 ft. + 10 ft./level

Components: V, S

Casting Time: 1

Duration: 8 hrs. + 1 hr./level

Area of Effect: 60 ft. cube

Saving Throw: None

Teleport block prevents all teleport-like functions from operating in the area of effect. The following spells cannot penetrate the barrier of a *teleport block*: *teleport*, *teleport without error*, *plane shift*, *dimension door*, *blink*, *phase door*, and *transport via plants*. The *gate* spell and the hierophant druid's *plane shift* ability work only if the spellcaster makes a successful saving throw vs. spell. In addition, the following spell effects are blocked as well: *meld into stone*, *wraithform*, and *passwall*.

The material component for this spell is a small

crystal cube that is destroyed during the casting.

Notes: Uncommon for dimensionists; otherwise, very rare. (Updated from *POLYHEDRON* Newszine.)

Teleport Dead

(Alteration, Necromancy)

Level: 6

Range: Touch

Components: V, S

Casting Time: 4

Duration: Instantaneous

Area of Effect: 1 undead creature

Saving Throw: Neg.

By means of this magic the caster can instantly teleport a single dead or undead creature to any location on the same plane. Weight is not a factor, but only one creature and its immediate belongings can be teleported. Undead with spell abilities and access to this spell can teleport themselves. Success depends on how familiar the destination is to the caster (see table).

Probability of Teleporting:

Destination is:	On		
	High	Target	Low
Very familiar	01-02	03-99	00
Studied carefully	01-04	05-98	99-00
Seen casually	01-08	09-96	97-00
Viewed once	01-16	17-92	93-00
Never seen	01-32	33-84	85-00

The caster must touch the undead to be teleported. If the teleportation is involuntary, the undead receives a saving throw vs. spell to resist the effect. Undead that can use spells (such as liches) gain a +3 bonus to these saving throws to avoid teleportation.

Teleporting *high* means the undead arrives 10 feet above the ground for every 1% it is below the lowest "On Target" probability. A *low* result means that the undead has appeared 10 feet below the location chosen. This is often, though not always, fatal to the undead involved. It is not possible to deliberately teleport high, the location chosen must be on a hard surface.

This spell is often used to send the recently deceased back to a safe haven or friendly church fair care and eventual resurrection. It can also be used to send a particularly nasty single undead away, with the chance that it will not return. Teleporting undead into the houses and castles of

enemies is considered to be an evil act in most of the Realms, and those who are affected (if they survive) will take steps to track down the individuals responsible.

Notes: Rare spell from the FORGOTTEN REALMS setting. Known to be in the tome *Against the Undead*.

Teleport Object

See the 7th-level spell, vanish.

Teleport Object

(Alteration)

(Dimension)

Level: 3

Range: Touch

Components: V, S

Casting Time: 2

Duration: Instantaneous

Area of Effect: 1 object, 2 oz./level

Saving Throw: Special

By casting this spell, a wizard instantly transports a small object to another location. The object can weigh no more than 2 ounces per level, so a 5th-level wizard can transport an item weighing 10 ounces. Distance is not a factor, but interplanar transport is not possible. Like the *teleport* spell, accuracy depends on the caster's familiarity with the target location (see table).

Probability of Teleporting:

Destination is:	On		
	High	Target	Low
Very familiar	01-02	03-99	00
Studied carefully	01-04	05-98	99-00
Seen casually	01-08	09-96	97-00
Viewed once	01-16	17-92	93-00
Never seen	01-32	33-84	85-00

This spell cannot place an object within any solid, such as a wall or an enemy. The destination must be a surface, not empty air or inside a solid or liquid. If this condition is not fulfilled, the spell fails.

Control of this spell improves with time. A 5th-level caster can teleport only nonmagical items, and then only if the item is unencumbered (not tied down or in someone's grasp). At 9th level, the caster can teleport a magical item. Only at 12th level can the caster affect an item in someone else's grasp. To teleport an object held by someone else, the wizard must first make a successful attack roll to touch the object. This is a "called

shot"; the wizard's initiative has a -1 penalty and the attack roll has a -4 penalty. The owner of the item can avoid the spell with a successful saving throw vs. spell.

Since a sheet of parchment usually weighs less than two ounces, wizards often use this spell to send written messages.

Notes: Uncommon for dimensionists; otherwise, very rare. (Updated from *DRAGON Magazine*.)

Teleport Other

(Alteration)
(Dimension)

Level: 6

Range: Touch

Components: V, S

Casting Time: 4

Duration: Instantaneous

Area of Effect: 1 person

Saving Throw: Special

By casting this spell, a wizard instantly transports any one person other than himself to another location. Distance is not a factor, but interplanar transport is not possible. Like the *teleport* spell, accuracy depends on the caster's familiarity with the target location (see table), and the destination



must be a surface, not inside solid or liquid matter. The spell poses a slight risk to the caster, because teleporting a person inaccurately causes a psychic backlash. A wizard who rolls a "High" or "Low" result for accuracy is immediately stunned (reeling and unable to attack) for 1d6 turns.

Probability of Teleporting:

Destination is:	On		
	High	Target	Low
Very familiar	01-02	03-99	00
Studied carefully	01-04	05-98	99-00
Seen casually	01-08	09-96	97-00
Viewed once	01-16	17-92	93-00
Never seen	01-32	33-84	85-00

Using this spell in combat requires a successful attack roll, and the target creature is allowed a saving throw vs. spell to negate the teleport. Further, if the teleportation would be fatal, at the DM's option the creature is allowed a saving throw vs. death magic. Success teleports the subject to a random location instead of the caster's desired one.

Notes: Uncommon for dimensionists; otherwise, very rare. (Updated from *DRAGON Magazine*.)

Teleport Undead

Aka teleport dead.

Teleport Without Error

(Alteration)
(Universal)

Level: 7

Range: Touch

Components: V

Casting Time: 1

Duration: Instantaneous

Area of Effect: Special

Saving Throw: None

This spell is similar to the *teleport* spell. The caster can transport himself, along with the material weight noted for a *teleport* spell, to any known location in his home plane with no chance for error.

The spell also enables the caster to travel to other planes of existence, but any such plane is, at best, "studied carefully." This assumes that the caster has, in fact, actually been to the plane and carefully perused an area for an eventual *teleport without error* spell. The table for the *teleport* spell is used, with the caster's knowledge of the

destination used to determine chance for error. (*Exception:* See the 9th level wizard spell, *succor*.) The caster can do nothing else the round that he appears from a teleport.

Notes: Common spell (*PHB*).

Tempestcone

(Alteration, Evocation)

Level: 9

Range: Touch

Components: V, S

Casting Time: 9

Duration: 1 rd./level

Area of Effect: Creature touched

Saving Throw: None

This spell creates a shadowy, upright cone of force surrounding the caster or one creature touched by the caster. The cone comes to a point a few feet above the recipient's head, and extends to the floor (or, if the caster is flying, failing, or otherwise removed from a solid surface, to just below the lowest part of the caster's body). The *tempestcone* moves with the caster, and seems to be a faintly shrieking, tumultuous chaos of whirling winds and shadowy clouds (hence its name). Its only effect is to "drink" all magic coming into contact with it (including spells cast by a spellcaster it is protecting), and transforms them into *magic missiles*.

The caster is unharmed by the whirling cone of winds (and is unaffected by all incoming spell effects); the *magic missiles* created by a *tempestcone* whirl around the cone until hurled unerringly at targets within 40 feet by the being enveloped by the cone. The protected creature can hurl the missiles even if not a spellcaster; a mental command is all that is needed. The missiles are identical in all respects to those from a *magic missile* spell.

A *tempestcone* creates two *magic missiles* per spell level absorbed, each inflicting 1d4+1 points of damage and flying unerringly at the target creatures. The action of directing discharged spell energy replaces any other attacks the protected creature is allowed. Such energy is always discharged on the protected creature's next action; if not directed, it shoots off harmlessly in a random direction. If the projectiles pass more than 40 feet from the cone, or are unused when the spell expires, they fade away harmlessly. In addition, if the number of spell levels absorbed in one round equal or exceed the caster's experience level, the spell shatters, releasing all its energy at once. The

protected creature takes two points of damage for each level of stored energy (save vs. spell for half) and is stunned for 1d4 rounds.

Notes: Known to the Cult of the Dragon in the FORGOTTEN REALMS setting; otherwise virtually unknown.

Important: This spell has been somewhat amended from earlier versions. It no longer absorbs magical item charges, the range of the *magic missiles* has been substantially reduced, and it is now possible to overload the spell.

Temporal Disjunction, Wesley's

See Wesley's temporal disjunction.

Temporal Eye

(Chronomancy)

Level: 7

Range: 0

Components: V, S, M

Casting Time: 3 turns

Duration: 1 turn + 2 rds./level

Area of Effect: The caster

Saving Throw: None

This spell allows the caster to scry people or places in other times. This operates through the chronomancer's mind, and any innate abilities or permanent spell effects placed on the caster apply. The spells *comprehend languages*, *read magic*, and *infravision* work through *temporal eye*. *Tongues*, *detect magic*, *detect good/evil*, and *message* have a 5% chance per level of the chronomancer of working correctly. *Locate object*, *domination*, *suggestion*, and *true seeing* have a 5% chance per 2 levels of the chronomancer of working correctly.

The chance for scrying success, as well as the chance for detection, is the same as those for a *crystal ball*. Scrying into a different time offers no further penalty. In any case, a *detect scrying* detects a *temporal eye*.

There are many materials required. The eye of a far-seeing creature (eagles or hawks do nicely) is held in the left hand. Blood from a temporal dog is mixed with a concoction of alcohol, sodium, and strychnine. Finally, hundreds of strands must be collected from Demiplane of Time, enchanted, and woven into a veil worn over the face. All items are destroyed except the veil, which can be reused.

Notes: Restricted to chronomancers; common.

Temporal Freedom

(Alteration)

Level: 8

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 day

Area of Effect: Creature touched

Saving Throw: None

This spell provides protection against any spell creating a stasis effect that would affect the protected creature. Examples of such spells include *Phezult's sleep of ages*, *temporal stasis*, and *time stop*. For example, a being within the confines of a *time stop* and protected by *temporal freedom* remains free to hear, see, and act; but could pretend to be frozen until the caster of the *time stop* drew near, turned away, or left himself open to attack. After providing its protection against one such a spell, however, the spell ends.

The *temporal freedom* spell also confers immunity to aging attacks upon the protected creature, such as those of a ghost. It does not prevent aging side effects, such as those caused by a *gate* spell or a *potion of speed*. This protection lasts as long as the spell, to a maximum duration of one day.

The material component is a pinch of bone dust. The caster ages 6 months immediately upon casting the spell.

Notes: Very rare spell. (Updated from *DRAGON Magazine*.)

Temporal Push

(Chronomancy)

Level: 4

Range: 10 yds. + 5 yds./level

Components: V, S

Casting Time: 4

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: Special

Upon casting *temporal push*, the chronomancer opens a partial slippgate to Demiplane of Time and attempts to force a creature through it. This slippgate is not fully formed, so the subject automatically slips back to reality at a later time. The creature is thrown forward up to 1 round plus

1 round per level of the chronomancer. The amount must be decided before the spell is cast.

The spell removes the creature from reality for a limited time, allowing the chronomancer to deal with other problems, or prepare a welcome for the returning creature. The affected creature is aware of no passage of time. Everything seems to suddenly shift about. If a physical object occupies the space to which the creature will return, the creature will be slightly displaced.

At the time of the casting, both the caster and target creature make Wisdom checks. For every point by which the chronomancer succeeds, add 1 point to the target's roll (maximum of +4). If the chronomancer fails the check or the target succeeds (after penalties), the chronomancer is pushed through the slippgate, instead.

Notes: Restricted to chronomancers; common.

Temporal Reinstatement

Reversed form, see temporal stasis.

Temporal Shell

(Chronomancy)

Level: 9

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: 5-ft. radius

Saving Throw: None

This spell creates a temporary bubble around the caster, which is not affected by Demiplane of Time. While inside the shell, the chronomancer is immune to the passage of time, except as it applies directly to himself. The effect is that the world has frozen between seconds. This gives the caster an opportunity for actions like drinking *healing* potions or letting a harmful spell or potion wear off.

Once created, the shell cannot be moved, and the caster cannot leave it without automatically dispelling the effect. Any creatures within the 5-foot radius are considered in the shell and can interact with the chronomancer as if normal time is passing. If they step outside the radius, they are immediately frozen until the spell expires or the chronomancer dispels it. The spell's duration is measured by the chronomancer's subjective time.

The material components of this spell require preparation. A crystal sphere valued at 1,000 gp or

better is necessary. A diamond worth at least 5,000 gp must be enchanted with a *temporal stasis* spell and placed within the sphere. The entire device must then be touched by a time dimensional while on Demiplane of Time (the touch need not be voluntary). When this spell is cast, the device is consumed by the magical energies.

Notes: Restricted to *chronomancers*; common.

Temporal Stasis

(Alteration)

Reversible

Level: 9

Range: 10 yds.

Components: V, S, M

Casting Time: 9

Duration: Permanent

Area of Effect: 1 creature

Saving Throw: None

Upon casting this spell, the wizard places the recipient creature into a state of suspended animation. This cessation of time means that the creature does not grow older. Its body functions virtually cease. This state persists until the magic is removed by a *dispel magic* spell or the reverse of the spell (*temporal reinstatement*) is uttered.

Note that the reverse requires only a single word and no somatic or material components.

The material component of a temporal stasis spell is a powder composed of diamond, emerald, ruby, and sapphire dust, each crushed stone of at least 100 gp value.

Notes: Common spell (PHB)

Temporal Wall

(Chronomancy)

Level: 5

Range: 30 yds.

Components: V, S, M

Casting Time: 5

Duration: 1 turn + 1 rd./level

Area of Effect: Up to 10 sq. ft./level

Saving Throw: Special

Temporal wall creates a thin barrier composed of the mist-smoke of Demiplane of Time. The wall cannot be moved once created, but it can be shaped in any way (circle, dome, and so on) and placed anywhere within the spell's range. Anyone trying to pass through this wall in either direction suffers the effects of two cumulative *slow* spells and *Wesley's temporal disjunction*. Creatures can save vs. spell (once each) to avoid the effects of the *slow* spells. Missiles, breath weapons, and spell effects are also slowed by the wall, allowing a Dexterity check to reduce their damage by half.



Dispel magic cannot destroy this wall, but any type of magical item that destroys magic can affect this spell. *Passwall*, *dimension door*, *teleport*, and similar spells bypass the wall.

The material component is a strand of webbing from a vortex spider's web.

Notes: Restricted to chronomancers; common.

Temporary Death

Reversed form, see temporary resurrection.

Temporary Resurrection

(Necromancy)

Reversible

Level: 8

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: 2 days/level

Area of Effect: 1 creature

Saving Throw: Special

By means of this spell, the caster can return the spirit of a deceased character or creature to its body, granting temporary life to a creature not more than 1 day per caster level dead. Life and health are restored, provided the creature makes successful resurrection survival check. Any condition that prevents a successful *resurrection* also prevents a *temporary resurrection*.

The affected creature radiates necromantic magic, but to all other tests appears to be a normal living creature. All powers, abilities, knowledge, and memories of the subject return, but the temporarily revived being is a thrall of the caster, nor can any simple means complete the subject's return to life. At the end of the spell's duration, the affected creature literally drops dead.

The material components are a bit of flint and steel that are struck together and destroyed as the incantation is completed.

The reverse of this spell, *temporary death*, apparently kills the subject instantly. The victim is allowed a saving throw vs. death magic to resist. While to all tests the creature is slain and cannot be *raised*, and the creature's body may cool and stiffen, the normal processes of decay do not occur. At the end of the spell (or at a prior time specified by the caster), the creature suddenly returns to life in the exact condition as at the time of death. The state of temporary death can be countered before it runs its course only by

a *resurrection* or full *wish* spell.

The material components are a bit of coal and moss.

Notes: Restricted to non-good spellcasters. Rare for necromancers; otherwise, very rare. (Updated from *DRAGON* Magazine.)

Optional: In some cases, the caster might be able to extend the duration of the spell or restore an individual longer dead by means of an agreement or pact with certain lower planar creatures. This is extremely hazardous, and puts the caster at considerable risk.

Tempus Fugit

(Illusion/Phantasm)

Reversible

Level: 5

Range: 0

Components: V, S

Casting Time: 5

Duration: 5 turns/level

Area of Effect: 10-ft. radius

Saving Throw: None

This powerful illusion affects the minds and bodies of all those within the area of effect. The spell causes those affected to perceive the passage of time in a much faster manner.

Those entering this area after the casting is completed are similarly affected. Every turn (10 minutes) spent under the *tempus fugit* spell seems like a full hour to those within its dweomer (thus, for a 9th level caster, the apparent duration is 7½ hours). Because of this distortion, all metabolic functions of affected individuals are speeded up accordingly. They eat, sleep, and so forth according to an accelerated rate. The duration of other spells within the *tempus fugit* area is also sped up accordingly. One hour is as six to them, four hours a full day. This acceleration of time allows rest, renewal of spells, and recovery of hit points lost. Note that actual weapon speed factors and casting times are not affected in any way; this dweomer is completely unlike the *haste* and *slow* spells. The illusionist is always affected by the spell.

The reverse, *tempus somnus*, slows time for the individuals affected. An hour seems as only a turn, a day merely four hours. The reversal requires no special preparation. The illusionist is affected by the spell. Under the reverse, the

effects will always last at least one turn after the caster desires its dispelling, because his reactions are so greatly slowed.

Notes: Restricted to illusionists; uncommon.

Tempus Somnus

Reversed form, see tempus fugit.

Tenser's Brawl

(Alteration)

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 2

Duration: 1 rd./level

Area of Effect: Creature touched

Saving Throw: None

This spell grants the recipient greater prowess in weaponless combat. The creature gains a +2 bonus to hit with all pummeling, grappling, or overbearing attacks. The subject receives a +2 initiative bonus for pummeling attacks and a +10% bonus to stun an opponent. The fighter suffers no initiative penalty when performing a grappling attack, and any grappling hold achieved by the fighter is more secure, so the held creature attacks at -4.

The material component for the spell is a bit of chest fur from a bear or gorilla.

Notes: Uncommon or rare spell (*WoG*).

Tenser's Deadly Strike

(Alteration)

Level: 3

Range: 0

Components: V, S, M

Casting Time: 3

Duration: 3 rds. + 1d6 rds.

Area of Effect: The caster

Saving Throw: None

This spell improves the martial prowess of the caster. All melee attacks made by the caster are at the usual chance to hit, but every successful attack does maximum damage to the opponent for the duration of the spell. The spell works in combination with any other magic that enhances fighting ability. The spell only affects weapons hand-held or hurled by the caster, and excludes device-propelled missile weapons.

The material component is a full set of tiger claws.

Notes: Uncommon or rare spell (*WoG*).

Tenser's Destructive Resonance

(Invocation/Evocation)

(Force)

Level: 5

Range: 0

Components: V, S, M

Casting Time: 5

Duration: Instantaneous

Area of Effect: Ray, 60 ft. + 10 ft./level

Saving Throw: Special

When this spell is cast, a thin ray of destructive blue force springs forth from the caster's fingertip, to strike any one nonmagical object within range. The ray imparts an immense amount of energy to the object struck, causing it to spontaneously explode. Large, massive objects have more potential destructive energy than small, lightweight objects, but the wizard must hold the ray on the larger object for a longer time in order to cause detonation.

The ray has two principal effects: First, the object struck is *disintegrated* if it fails its item saving throw. Secondly, any creature near the destroyed item suffers damage proportional to the weight of the item detonated (see chart), plus blast damage of 1d6 points per two caster levels. Creatures caught within the blast radius are allowed a saving throw vs. paralyzation for half damage (1 point per caster level), but the base damage of the explosion cannot be saved against.

Weight Category	Weight (lbs.)	Resonance Time	Base Damage	Explosive Radius
Tiny	To 5	Inst.	1d8	2 ft.
Small	6-25	Inst.	1d12	3 ft.
Medium	26-100	1 rd.	1d20	5 ft.
Large	101-500	2 rds.	2d12	10 ft.
Huge	501-2,000	3 rds.	3d12	15 ft.

Objects more massive than 2,000 pounds are simply too big to detonate. Living flesh and enchanted objects or items are immune to the destructive resonance, but a wizard could choose to use *Tenser's destructive resonance* on an object worn or carried by another creature.

If so, the creature is allowed a saving throw vs. spell to negate the ray entirely, preventing any damage at all. If this fails, the creature is

allowed a saving throw for half damage against the blast effect.

Most weapons fall into the first two categories. Shields, light furniture, and large sticks or rocks are considered small. Suits of armor, medium furniture, sturdy doors, and good-sized shrubs or small boulders are medium. Heavy furniture, reinforced doors, small carts, and small trees are large; and finally, fortified gates, moderate vehicles or trees, or good-sized boulders are huge.

The material component for this spell is a tiny orb of finely crafted gold with a small removable ring surrounding it that must be taken off as the spell is cast.

Notes: Uncommon or rare spell (*PO:SP*).

Tenser's Eye of the Eagle

(Alteration)

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: Warrior touched

Saving Throw: None

This spell endows a warrior with superior eyesight that also grants expert missile weapon use. The range of the warrior's vision is effectively doubled, even in combination with infravision or normal vision. This advantage dramatically improves accuracy at great distances. The warrior gains a +2 bonus to hit at the missile weapon's normal ranges.

The material components are a few feathers from the head of an eagle and ground carrot.

Notes: Uncommon or rare spell (*WoG*).

Tenser's Eye of the Tiger

(Alteration)

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: Creature touched

Saving Throw: None

By casting this spell, the wizard can endow a creature with superior night vision, equal to that of a great cat. The creature will be able to see in dim light up to a range of 30 feet and notice moving objects 60 feet away. Under

conditions of total darkness, the creature can note moving objects slightly better. A creature which does not possess the blind-fighting proficiency is granted the proficiency while the spell is in effect, and a creature who already knows the art of blind-fighting fights in the dark at only -1 to hit.

The material components are a tiger's whisker and ground carrot.

Notes: Uncommon or rare spell (*WoG*).

Tenser's Flaming Blade

(Alteration)

Level: 4

Range: 20 yds.

Components: V, S, M

Casting Time: 4

Duration: 3 rds. + 1 rd./level

Area of Effect: 1 dagger

Saving Throw: None

This spell will endow a dagger with the power of *flame* or *frost*, as chosen by the caster. This spell has no effect on a weapon that already has a flame or frost capability. Each power has an effect as described below.

A) Flame: The blade ignites like a torch, casting light in a 30-foot radius. The flame ignites any combustibles that the blade contacts. The blade has no magical bonus, but inflicts +1 point of fire damage in melee. The blade inflicts +3 points of damage against cold-based creatures, so it inflicts 1d4+3 points of damage on a yeti.

The material component for the *flaming blade* is a pinch of phosphorus.

B) Frost: The blade glows with a cold blue aura that sheds light in a 10-foot radius. The blade has no magical bonuses, but inflicts +1 point of cold damage in melee. The blade inflicts +3 points of damage on a fire-based creature, such as a salamander or fire grue. The dagger can also freeze up to one cubic foot of water per round when the blade is in contact with water.

The material component for a *frost blade* is a quartz crystal.

Notes: Uncommon or rare spell (*WoG*).

Tenser's Floating Disc**(Evocation)****(Force)**

Level: 1

Range: 20 yds.

Components: V, S, M

Casting Time: 1

Duration: 3 turns + 1 turn/level

Area of Effect: Special

Saving Throw: None

With this spell, the caster creates the slightly concave, circular plane of force known as *Tenser's floating disc* (after the famed wizard whose greed and ability to locate treasure are well known). The disc is three feet in diameter and holds 100 pounds of weight per level of the wizard casting the spell. The disc floats at approximately three feet above the ground at all times and remains level. It floats along horizontally within its range of 20 yards at the command of the caster, and will accompany him at a movement rate of no more than 6. If unguided, it maintains a constant interval of six feet between itself and the wizard. If the spellcaster moves beyond range (by moving faster, by such means as a *teleport* spell, or by trying to take it more than three feet from the surface beneath it), or if the spell duration expires, the floating disc winks out of existence and whatever it was supporting crashes to the surface beneath it.

The material component of the spell is a drop of mercury.

Notes: Common or uncommon spell (*PHB*).

Tenser's Fortunes of War**(Abjuration)**

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: 24 hr. maximum

Area of Effect: Warrior touched

Saving Throw: None

This spell grants one warrior a bonus of special luck in battle. The warrior is given one chance to avoid any one attack that would reduce him or her to zero or fewer hit points, or against magic that would remove the warrior from battle by paralysis, petrification, sleep, charm, fear, disintegration, death, power word, or any other magical effect.

The warrior is allowed a saving throw to avoid defeat, even if a prior saving throw failed. The warrior must make a saving throw vs. death magic at a -2 penalty. If this saving throw succeeds, then the warrior miraculously avoids defeat.

A damaging attack that would normally reduce the fighter to zero hit points or less instead reduces the fighter's hit point total to one-half its current level; that is, a fighter with 17 hit points who takes 17 points of damage is reduced to 9 hit points. Any other attack that would cause instant defeat takes no effect if the death magic save is made. Regardless of the result of the save, the *fortunes of war* spell is immediately dispelled after the attack.

A warrior can benefit from only one such fortune spell at a time.

The material component is a valuable sacrifice made to the fighter's patron deity, worth at least 5,000 gp in goods desirable to the deity.

Notes: Uncommon or rare spell (*WoG*).

Tenser's Giant Strength**(Alteration)**

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: 3 turns/level

Area of Effect: Person touched

Saving Throw: None

This variation of the *strength* spell empowers the recipient with superhuman physical Strength. The strength gained depends on the experience level of the caster, as shown below.

Those with Strength already greater than the spell's effect receive one more point of Strength. Neither *permanency* nor *wish* can make the effects of this spell permanent.

The material component is a bit of hair from a giant or a titan.

Notes: Uncommon or rare spell (*WoG*).

Wizard's Level	Increase Strength To
7th	16
9th	17
12th	18/01
13th	18/75
14th	18/90
15th	18/00
16th+	19

Tenser's Hunting Hawk**(Alteration)**

Level: 2
 Range: Touch
 Components: V, S, M
 Casting Time: 2
 Duration: 1 rd./level
 Area of Effect: 1 arrow
 Saving Throw: None

When this spell is cast upon an arrow, the missile gains a special *dweomer* that changes the arrow into a hunting hawk as the arrow leaves the bow.

The hawk's first strike is a swooping attack, striking at +2 bonus to hit with its claw attacks inflicting double damage, but no beak attack is allowed. Thereafter, the hawk continues to attack opponents as the caster orders, for one round per level of experience of the caster, or until the hawk is destroyed.

If a magical arrow has hunting hawk cast upon it, then the hawk retains whatever magical bonuses the arrow had, including attack or damage bonuses, so a hawk formed from an arrow +2 will have a +2 bonus to all attack and damage rolls. An *arrow of slaying* cannot be affected by the spell. When the spell's duration ends, the affected arrow disappears permanently.

The material component is a wing feather from a hawk.

Notes: Uncommon or rare spell (*WoG*).

Hunting Hawk: AC 6; MV 33; HD 1; hp 6; #AT 3; Dmg 1d2/1d2/1; THAC0 19; AL N.

Tenser's Master of Arms**(Alteration)**

Level: 4
 Range: Touch
 Components: V, S, M
 Casting Time: 4
 Duration: 1 turn/level
 Area of Effect: Warrior touched
 Saving Throw: None

This spell, when bestowed upon a warrior, improves the warrior's skill with one melee weapon. A weapon with which the warrior is not proficient becomes a weapon of proficiency in the warrior's hands. A weapon of proficiency is treated as a

weapon of specialization. It grants no bonus if the warrior is specialized with the weapon.

The material component for *Tenser's master of arms* is a feather from a crane.

Notes: Uncommon or rare spell (*WoG*).

Tenser's Primal Fury**(Alteration, Enchantment)**

Level: 5
 Range: 20 yds.
 Components: V, S, M
 Casting Time: 5
 Duration: 1 rd./level
 Area of Effect: 1 Warrior
 Saving Throw: None

This spell temporarily endows a warrior with a surge of rage and energy rivaling that of a berserker. Magical *fear* will not affect an enraged warrior. The warrior also receives a +2 bonus to attack and damage rolls, and gains an extra attack every other melee round, so an attack routine of 3/2 attacks becomes 2/1. The fighter also gains a temporary bonus of 4d4 hit points, from which any damage is subtracted before the warrior's permanent hit point total is reduced. The spell does carry a risk, however, because the berserker rage is maintained throughout the duration of the



spell. If all of a warrior's opponents are defeated before the spell expires, then the berserk warrior will turn on the nearest living creature, and continue attacking without regard for friend or foe until the spell expires. A *dispel magic* spell will immediately return a berserk warrior to his or her normal state.

The material component is a bit of fur from a wolferine or a grizzly bear.

Notes: Uncommon or rare spell (*WoG*).

Tenser's Running Warrior

(Alteration)

Level: 4

Range: 60 yds.

Components: V, S, M

Casting Time: 4

Duration: 1 turn/level

Area of Effect: 1 warrior

Saving Throw: None

This spell will improve a warrior's ability in a running battle. First, the warrior's movement rate becomes 15 yards, regardless of the encumbrance of armor or goods carried by the warrior (within the warrior's maximum load capacity). Second, no matter how far the warrior moves during a melee round, the full normal number of melee attacks is allowed. Thus, a fighter who had 2/1 attacks per round could now move, say, a third of his maximum distance, attack one foe, move the remainder, and then attack a second creature.

The material component is a bit of fur from a live wolf.

Notes: Uncommon or rare spell (*WoG*).

Tenser's Staff of Smiting

(Alteration)

(Artifice)

Level: 4

Range: 0

Components: V, S, M

Casting Time: 4

Duration: 2 rds./level

Area of Effect: The caster's staff

Saving Throw: None

This spell increases the effectiveness of the caster's staff when used in melee. The spell works only on a nonmagical staff, adding a +1 bonus to hit and a +4 bonus to damage. The bonuses apply only when the caster personally wields the staff.

The material component is a small iron bar.

Notes: Uncommon or rare spell (*WoG*).

Tenser's Steady Aim

(Alteration)

Level: 1

Range: Special

Components: V, S, M

Casting Time: 1

Duration: 1 turn/level

Area of Effect: 1 warrior

Saving Throw: None

This spell aids a moving archer, crossbowman, or arquebusier with a steady shooting hand. No matter how fast the warrior is moving or how unsteady his motion, the warrior suffers no movement-related attack penalty to shots made with device-propelled missiles. The spell provides no bonuses to slings of any sort, nor any bonus to stationary and steady warriors.

The material component is a small coiled spring.

Notes: Uncommon or rare spell (*WoG*).

Tenser's Transformation

(Alteration, Evocation)

Level: 6

Range: 0

Components: V, S, M

Casting Time: 6

Duration: 1 rd./level

Area of Effect: The caster

Saving Throw: None

Tenser's transformation is a sight guaranteed to astound any creature not aware of its power, for when the wizard casts the spell, he undergoes a startling transformation. The size and strength of the wizard increase to heroic proportions, so he becomes a formidable fighting machine; the spell causes the caster to become a berserk fighter!

The wizard's hit points double, and all damage he sustains comes first from the magical points gained; once these points are eliminated, all subsequent damage (to his true hit points) is doubled. The Armor Class of the wizard is 4 better than that he possessed prior to casting the spell (AC 10 goes to 6, AC 9 to 5, AC 8 to 4, etc.), to a maximum Armor Class of -10.

All attacks are as a fighter of the same level as the wizard (i.e., the wizard uses the combat

values normally reserved for fighters). The wizard can use either a dagger or a staff when attacking. A dagger can be used twice per round, and each successful attack inflicts an additional 2 points of damage. A staff can be used only once per round, but with a +2 bonus to attack and damage rolls. The wizard fights in melee in preference to all other forms of attack, and continues attacking until all opponents are slain, he is killed, the magic is dispelled, or the spell duration expires.

The material component for casting this spell is a potion of *heroism* (or *superheroism*) that the wizard must consume during the course of uttering the spell.

Notes: Common or uncommon spell (*WoG*).

Tentacles

(Alteration, Conjunction)

Level: 6

Range: 0

Components: V, M

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: The caster

Saving Throw: None

By means of this spell, the caster causes two 10-foot-long greenish tentacles to grow from his body. One tentacle grows on each side of the caster's body, centered between his armpit and his thigh. The caster can use the tentacles as normal appendages to grasp tools, use weapons, or help with climbing.

Each tentacle can make an attack, effectively giving the caster two extra attacks per round; a tentacle can strike to inflict 1d4 points of damage, or it can wield a sword, dagger, or other weapon (at the same ability of the caster). The flexible tentacles can easily reach creatures on any side of the caster's body.

If an unarmed tentacle makes a successful attack against a creature that is man-sized or smaller (less than 7 feet tall), it can hold and constrict, inflicting an automatic 2d4 points of damage in every subsequent round. The tentacle's effective Strength is 18/20; creatures of equal or greater Strength take no constriction damage.

Constriction continues until the tentacle is severed (requiring 8 points of damage, which does not otherwise affect the caster), until the caster is killed or rendered unconscious, or until the spell is successfully *dispelled*.

A caster with two intact tentacles adds a 40% bonus modifier to his climbing success rate (see page 122 of the Player's Handbook,) and adds a 20% modifier if he has only one intact tentacle.

The material component for this spell is a dried tentacle from a small octopus.

Notes: Rare spell.

There/Not There*

(Evocation)

(Wild)

Level: 4

Range: 30 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1-6 turns

Area of Effect: 10-ft. cube

Saving Throw: None

This peculiar wild magic creates a random fluctuation in the probabilities of existence. The spell can be cast only upon nonliving objects and can affect only materials within a 10 × 10 × 10-foot cube.

Objects in the area of effect either remain normal and visible or they disappear (50% chance). The state of existence for any object is determined randomly and changes with each viewing and viewer. Thus, a single object could appear and disappear several times during the course of the spell. Furthermore, it might be "there" for one onlooker, but "not there" for another.

For example, a wild mage casts this spell on a doorway. The DM rolls percentile dice and determines the door is "there" for the wizard. The wizard's companion also looks at the door. The DM rolls and determines that the door is "not there" for the companion. The pair studies the door for several minutes, during which time the door does not change (this counts as a single viewing for each character).

The wizard and his companion then close their eyes. When they look at the door again, new checks for each character reveal the door is "not there" for both characters. The pair steps through the open archway and turns around to look at the door once again. This time it is "not there" for the wizard, but "there" for his companion. This random changing continues throughout the duration of the spell.

Objects that are "there" are normal in all respects. Doors can be opened, chests can be picked up and carried, and rocks can be used as

barricades. Objects that are "not there" are gone, although their absence does not cause ceilings to collapse or other damage. A wizard could walk through a "not there" wall without difficulty.

When two parties perceive a *there/not there* object differently, the object functions for each party according to its own perceptions. For example, a wizard hides behind a rock that he sees as "there." Her enemy, a fighter, perceives the rock as "not there" and fires arrows at the wizard. The wizard would perceive the arrows as bouncing off the rock, while the fighter would perceive the arrows as missing their target or falling short. The fighter would be subject to a check before firing each arrow to determine whether his perception changes (assume that the fighter must look away from the rock every time he nocks an arrow; each time he takes aim, this counts as a new viewing).

After the spell is cast, any objects removed from the area of effect retain their uncertain existence for the duration of the spell. Thus, a pair of heroes could pick up a treasure chest, carry it down the hall, set it down, and discover it had vanished while their backs were turned. Worse still, one might see the chest and the other not!

The material component is a small piece of cat fur sealed inside a small box.

Notes: Restricted to wild mages; common.

Thiondar's Permanent Anti-Magic Field

(Abjuration, Alteration)

Level: 9

Range: Object touched

Components: V, S

Casting Time: 1 turn

Duration: Permanent

Area of Effect: 1 object

Saving Throw: None

This spell creates a transparent barrier around any one object, causing it to become impervious to magic and spell effects. The *anti-magic field* prevents the entrance of spells, and hedges out summoned or charmed creatures.

The spellcaster can choose to cast one 2nd-level or two 1st-level spells on the object beforehand; these are then made permanent and protected from being dispelled as well. For instance, a wizard could cast *hold portal* and *alarm* on a door or chest, then conclude by casting *Thiondar's permanent anti-magic field*. The field itself can be countered only by similarly powerful

magics; a *rod of cancellation* or *Mordenkainen's disjunction*, for example. The *anti-magic field* can be destroyed by a *wish*. Casting the spell permanently lowers the wizard's Constitution by one point.

Notes: Very rare spell. (Updated from *DUNGEON Magazine*.)

Thornbush Arrows

(Alteration)

Level: 5

Range: Touch

Components: V, M

Casting Time: 1 rd.

Duration: 1 rd.

Area of Effect: 20 ft. × 20 ft. area, 5 thorns/level

Saving Throw: None



Thorns are the most important component of this spell. When the spell is cast, the wu jen holds the thorns on his open palm and waves a feather of a phoenix over them, then directs them toward a target. The thorns will fly and strike as the caster, with a +4 bonus to the attack roll. The little barbs cause 1–2 points of damage (but they can be dipped in various poisons before being launched). All thorns are used in one shot, but can be spread



out an area to strike multiple targets in a 20 × 20-foot area adjacent to the wu jen. These magical thorns hit only those targets the wu jen can see and cannot follow a fleeing or evading individual.

The material components are whole thorns, sliced from a rose bush and kept with petals from the same plant's blossoms, and a feather from a phoenix. The phoenix feather is useless after the spell, blackened with spent energy. Wu jen who learn this spell constantly seek rose bushes or flowering thorn trees.

Notes: Common in oriental settings; otherwise, very rare.

Threestones

(Alteration)

Level: 2

Range: 10 ft./level

Components: V, S, M

Casting Time: 2

Duration: 1 rd.

Area of Effect: 1 creature

Saving Throw: ½

This spell transforms any three stones that the caster can hold simultaneously in her hand and throw together, into fist-sized stones hurtling straight at a chosen enemy.

The stones fly at MV 27 (A) and always hit unless the target creature can interpose a solid barrier (such as a closed door) between it and the streaking *threestones*. The stones smash into the target at a location roughly chosen by the caster: head, chest or back (depending on how the creature is facing), or legs. Fragile items in the target location must make successful saving throws vs. crushing blow or be crushed. The creature takes 2d4 points of damage per stone; a successful saving throw vs. spell halves this damage.

A target wearing field plate or better armor (by type), takes only 1 point of damage per stone.

The three stones are consumed by the spell.

Notes: Rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Throbbing Bones

(Necromancy)

Level: 5

Range: 10 yds.

Components: V, M

Casting Time: 3

Duration: 1 rd./level

Area of Effect: 1 creature

Saving Throw: ½

This spell causes the bones of the affected creature to throb and pulsate inside its body. The spell can be cast upon any single living creature within the caster's range, providing the creature has bones; for instance, throbbing bones will not affect insects, ghosts, or worms.

For the duration of the spell, the affected creature's Armor Class is worsened by 2, its movement rate is halved, and all its attacks are made with a -2 penalty. Additionally, it suffers 1d4 points of damage per round; this damage is halved if the creature makes a successful saving throw. A successful saving throw has no effect on the movement, attack, and AC penalties.

The material components for this spell are both pieces of a small bone that has been snapped in half.

Notes: Uncommon spell. Optionally available to Savage mages.

Optional: The issue of continuous damage and its effects on spellcasting can be resolved as follows: The damage has an initiative modifier of 0. The spellcaster must win (not tie) an individual initiative roll against the damage to successfully cast a spell, including the spell's casting time as a modifier. Failure means the attempt is unsuccessful and the attempted spell is lost.



Thultaun's Thrust

(Abjuration, Evocation)

(Force)

Level: 5

Range: 5 yds./level

Components: V, S, M

Casting Time: 1

Duration: 1 rd.

Area of Effect: 1 creature

Saving Throw: Neg.

By casting this spell, a wizard creates a powerful, invisible magical force emanating from his own body. It can be directed against one chosen creature, which must make a successful saving throw vs. spell to avoid being hurled away.

An affected being is snatched off its feet and shot through the air, along a straight line away from the caster, up to 80 feet distant or until it strikes a solid barrier. Damage from the tumbling is 2d4 points of damage, and a saving throw vs. crushing blow is required for all fragile items worn or carried by the creature.

If a solid barrier is struck, the hurled being takes 5d4 points of damage and may (at the DM's option) harm the barrier. If the barrier is another creature, this second creature takes 2d4 points of damage, must make a Strength check on 1d20 to avoid being knocked down, and all of its fragile worn or carried items must make saving throws vs. crushing blow. Neither a tumbling target being or any being it strikes can successfully cast spells while being affected by this spell.

The target being receives a saving throw vs. spell at -5, adjusted cumulatively as follows: +1 if the target is undead, +1 if the target has a Strength of 17 or better, +2 if the target is at least large-sized or weighs more than 400 lbs., and +3 if the target is gaseous or noncorporeal. Creatures that successfully save against the spell are completely unaffected; the spell is wasted and cannot be directed against an alternative foe.

The material component of this spell is a small carved fist or hand, which must be made from an organic substance such as bone, ivory, or wood.

Notes: Very rare spell. (Updated from *DRAGON Magazine*.)

Thump

(Evocation)

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 1

Duration: Instantaneous

Area of Effect: Creature touched

Saving Throw: Neg.



Using this spell, the geisya rebukes and thumps the attacking creature with an ornamental fan. If the creature fails its saving throw vs. spell, its aggression is turned back upon itself, and the creature is stunned for 1d6 rounds (reeling and unable to take coherent action). Only attacking,

malicious, hungry, hostile, or angry creatures are affected by this spell.

Notes: Common in oriental settings; otherwise, very rare. (Updated from *DRAGON Magazine*.)

Thundaerl's Universal Taster (Divination, Illusion/Phantasm)

Level: 2

Range: 30 ft.

Components: V, S, M

Casting Time: 2

Duration: 1 rd. + 1 rd./level

Area of Effect: Special

Saving Throw: None

This spell allows the caster (only) to look at foods and see any substance harmful to the caster outlined in luminous purple flames (in the quantities present). The magic penetrates darkness, sauces, and such solid objects such as container lids and layers of meat. If a harmful substance is present, the caster can will the food to emit illusory, hissing black serpents visible to all. This can alert the provider of the food to the wizard's awareness of the threat—or give the caster an excuse for destroying the tainted material along with the dangerous snakes!

The material components of this spell are a berry from any poisonous plant (for example, deadly nightshade) and a piece of snakeskin.

Notes: Very rare spell. (Updated from *DRAGON Magazine*.)

Thunder Staff

(Invocation/Evocation)

(Artifice, Geometry)

Level: 4

Range: 0

Components: V, S, M

Casting Time: 4

Duration: Instantaneous

Area of Effect: 20 ft. × 40 ft. cone

Saving Throw: ½

Upon completion of this spell, the wizard raps his staff on the ground and produces a thundering cone of force 5 feet wide at the apex, 20 feet wide at the base, and 40 feet long. All creatures wholly or partially within this cone must roll a successful saving throw or be stunned for 1d3 rounds. Stunned creatures are unable to think coherently

or act during this time and are deafened for 1d3+1 rounds. Additionally, those who fail the saving throw are hurled 4d4 +4 feet by the wave of force, suffering 1 point of damage per two feet thrown. Intervening surfaces (walls, doors, etc.) may restrict this distance, but damage remains the same (4d4+4).

If the save is successful, the victim is not stunned, but is deafened for 1d3+1 rounds and is hurled only half the distance.

Giant-sized or larger creatures who successfully make their saving throws are deafened but not thrown, suffer no loss of hit points, and are not stunned. Failure means such creatures are hurled 2d4 +2 feet, suffer one point of damage per two feet thrown, and are deafened and stunned.

The cone of force is considered to have a Strength of 19 for purposes of opening locked, barred, or magically held doors. This spell can move objects weighing up to 640 pounds to a maximum distance of 4d4 +4 feet. Fragile items must make a saving throw vs. crushing blow or be destroyed.

The material component is a vial of rain gathered during a thunderstorm, focused by the wizard's staff, which must be made of oak. The staff is not destroyed during casting.

Notes: Common for Storm mages; otherwise, uncommon (*ToM*).

Thunderball — Old Empire

(Evocation)

Level: 2

Range: 10 yds./level

Components: V, S, M

Casting Time: 2

Duration: Special

Area of Effect: 20 ft. radius

Saving Throw: Special

The *thunderball* spell is an explosive burst of lightning accompanied by a clap of thunder. This spell causes 1d6 +1 points of damage to all creatures within its area of effect (no saving throw) and all within its area of effect must roll successful saving throws vs. spell or be deafened for 1d4 rounds. In addition, the caster can elect to target this spell against a single creature. This creature is automatically deafened, and it must roll a successful saving throw vs. spell or suffer double damage.

The material component for this spell is an amber rod.

Notes: Uncommon spell. As a FORGOTTEN REALMS Old Empire spell, initial exposure requires a mentor or a *read Southern magic* spell.

Thunderlance

(Evocation)

(Force)

Level: 4

Range: 0

Components: V, S, M

Casting Time: 4

Duration: 1 rd./level or until discharged

Area of Effect: The caster

Saving Throw: None

Upon casting this spell a faint, gray, shimmering force comes into being in the general shape of a staff or spear. The force can extend up to 20 feet from the caster's pointed finger and retract or grow to the desired size, but it always remains a straight lance of force. Any creature that touches or is touched by the *thunderlance* takes 4d6 points of damage.

Upon discharge, the lance vanishes with a loud clap of thunder. The lance can also be willed out of existence by the caster at any time without hitting anyone. The lance will disappear without inflicting any damage if the caster dies, loses consciousness, or casts any other spells. Full conscious control is not necessary to command the *thunderlance*, allowing the wizard to move and fight normally while carrying the lance.

The lance can be used as a barrier or a trap against attacking creatures but is most often used as a weapon. The lance attacks creatures at their lowest unarmored Armor Class (a dragon would still be AC 2 but a mounted knight would be AC 10). Any non-innate armor is ignored, but Dexterity and magical bonuses apply to the target creature's Armor Class.

The touch of a *thunderlance* will destroy a *shield* spell, a *wall of force*, a *minor globe of invulnerability* and similar abjuration magics of 5th level or less. Higher level abjuration spells are unaffected by the lance. In either case, the *thunderlance* is discharged and fades upon striking such a magical barrier. It can pass through fire and water (including ice) unharmed, even if the fire, water, or ice is the result of magical spells.

The lance also absorbs *magic missiles* directed at the wielder. For every *magic missile* so absorbed, the lance inflicts 1d4+1 more points of damage when discharged. The lance can absorb

and then discharge one *magic missile* for every three levels of the caster. Additional missiles are absorbed but do not increase its discharge. "Magic missiles" include other spells with similar properties such as *Snilloc's major missile* and *Snilloc's snowball*. Each of these spells, if absorbed by the lance, inflicts 1d4+1 points of damage, regardless of the typical damage of the spell.

The material component of this spell is a small, silver spear.

Notes: Uncommon spell from the FORGOTTEN REALMS setting. Known to be in *Aubayreer's Workbook*.

Thunguul's Preservation

(Abjuration, Necromancy)

(Alchemy)

Level: 5

Range: 0

Components: V, M

Casting Time: 5

Duration: 3 hrs./level + 1d6 hrs.

Area of Effect: The caster

Saving Throw: None

Thunguul's preservation drains a portion of the caster's life energy equal to 3d4 hit points and stores it in a special candle, safe from any harm that might befall the wizard. The number of hit points set aside in this fashion cannot exceed the caster's current hit point total at the time the spell is cast. For example, if the caster had only 6 hit points left, *Thunguul's preservation* would take no more than 5, leaving a temporary total of 1 hit point.

The candle is lit when the spell is cast, and gradually burns down until the duration expires. If the candle is extinguished or destroyed prematurely, the reserved hit points are lost, and the wizard must then recover them as if he had been injured normally.

The reserved hit points cannot be recovered by the wizard until the spell ends. In the meantime, if his remaining hit points drop below 0, the wizard will appear to die. To all tests and divinations, he will seem dead. However, when the spell expires, the borrowed life energy returns and restores the caster to life. This is not a true resurrection, since the caster's life force was never completely extinguished. Of course, a caster who is "dead" when the candle is extinguished perishes immediately.

As the caster's life energy returns, normal

wounds and injuries may vanish, but severed limbs and conditions such as poisoning, disease, incineration, disintegration, and other such things are not altered. Thus, if the wizard's body has been rendered incapable of supporting life, the spell returns the life force only for the caster to immediately perish again. Similarly, if the caster's body is in a life-threatening location (for instance, the bottom of a lake), the caster may perish before reaching safety.

Only one *Thunguul's preservation* can be in effect for a caster at a time.

The material component is a special candle that costs 1,000 gp to prepare.

Notes: Rare for alchemists; otherwise, very rare. (Updated from *DRAGON Magazine*.)

Tidal Wave

(Alteration)

Level: 9

Range: 0

Components: V, S, M

Casting Time: 3 turns

Duration: 1 turn/level

Area of Effect: 100 ft. long wave/level

Saving Throw: None

This spell brings up a huge wave of water from a sea or other large body of water. This wave can destroy ships and harbors in its path.

The tidal wave is 75 feet high (regardless of the caster's level), and 100 feet long per level of the caster. The caster can start the wave traveling in any direction, but it cannot be turned once started. It travels at 50 yards per round, devastating all in its path.

Any ship caught before the tidal wave must make a seaworthiness roll (at a penalty of -30) in order to avoid swamping. Rolls that succeed by less than 20% indicate that the ship is driven before the tidal wave, and must continue to make seaworthiness rolls each round until they are swamped or manage to crest the wave. A success by 20% or more means the ship successfully crests the wave, and is out of danger.

Swimmers can ride over the wave by making a saving throw vs. death magic. Failure means the swimmer takes 9d6 points of damage; survivors are washed out of the wave on the other side.

When the wave drives up on shore, it rolls inland, causing 10d6 damage to everyone within 50 yards of shore along its path (ships driven on shore ahead of it make a seaworthiness check

against destruction, as above). It moves inland at a rate of 50 yards per round, the damage diminishes by 1d6 each round until it ceases to exist 500 yards inland.

This spell is so exhausting that after casting this spell the caster is unable to cast magical spells for 1d4 days.

The material component of this spell is a wooden plank, struck forcibly across the surface of the water in the direction the tidal wave is to form.

Notes: Uncommon in the Sea of Fallen Stars in the FORGOTTEN REALMS setting and for Sea mages; otherwise, very rare.

Time Loop — Old Empire

(Alteration)

Level: 7

Range: 0

Components: V, S, M

Casting Time: 7

Duration: 1 rd./level

Area of Effect: 20-ft. cube

Saving Throw: Special

This spell creates an area within which the flow of time repeats itself continually, until the duration of the spell (as timed in the outside world) expires. Any creature in the area of effect at the instant the spell is cast is allowed a saving throw vs. spell to escape the area.

A creature in the area of effect at the instant the spell is cast is allowed a saving throw vs. spell to escape the area.

Creatures caught in the time loop see the world as flickering chaos, and are unable to affect it in any way. Characters outside the loop perceive those trapped as endlessly repeating one set of actions; those outside can affect the characters within the time loop with ranged attacks, but if any who physically enter the loop are also trapped.

The material component for this spell is a powder of crushed diamond, ruby, emerald, and sapphire dust, with each crushed stone being of at least 100 gp value.

Notes: Uncommon spell. As a FORGOTTEN REALMS Old Empire spell, initial exposure requires a mentor or a *read Southern magic* spell.

Time Snare

(Chronomancy)

Level: 3

Range: 60 yds.

Components: V, S

Casting Time: 3

Duration: Special

Area of Effect: 1 creature

Saving Throw: Neg.

Upon casting this spell, the chronomancer creates a time loop in the creature's mind that causes it to repeat this round's action indefinitely. If the creature attacked, it attacks the same person again. If it drank a potion, it drinks from the same bottle again. Even if something happens to prevent this attempt (the opponent is dead, or someone takes the bottle away), the subject still strives to repeat its last action. The creature is allowed a saving throw vs. spell at the end of every round that it is affected by the spell, until the loop is broken. Starting with the second saving throw, the creature gains a cumulative +1 bonus every round.

Notes: Restricted to chronomancers, common.

Time Stop

(Alteration)

(Dimension)

Level: 9

Range: 0

Components: V

Casting Time: 9

Duration: Special

Area of Effect: 15-ft.-radius sphere

Saving Throw: None

Upon casting a time *stop spell*, the wizard causes the flow of time to stop for one round in the area of effect. Outside this area the sphere simply seems to shimmer for an instant. Inside the sphere, the caster is free to act for 1d3 rounds of apparent time. The wizard can move and act freely within the area where time is stopped, but all other creatures, except for those of demigod and greater status or unique creatures, are frozen in their actions, for they are literally between ticks of the clock. (The spell duration is subjective to the caster.) Nothing can enter the area of effect without being stopped in time also. If the wizard leaves the area, the spell is immediately negated. When the spell duration ceases, the wizard is again operating in normal time.

Note: It is recommended that the DM use a stop watch or silently count to time this spell. If the caster is unable to complete the intended action before the spell duration expires, he will probably be caught in an embarrassing situation. The use of a *teleport* spell before the expiration of the *time stop* spell is permissible.

Notes: Common spell (PHB).

Timed Stasis

(Alteration)

(Chronomancy)

Level: 7

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: 1d3+1 months

Area of Effect: 1 object, no more than 27 cu. ft.

Saving Throw: None

This potent dweomer renders a single object completely impervious to all physical, magical, or scrying effects for a preset period. For the object, time itself comes to a complete stop, and it ceases to exist in the normal universe. Although the object can be handled, moved, or carried, no force known to mortals can breach its integrity, damage it, or pry it open.

The caster can choose to simply place the object in a continuing stasis that lasts for a specified time or until the spell's duration ends. He can also create a *periodic stasis* that is in effect only part of the time. For example, the wizard could protect a strongbox by creating a *stasis* that lasts from sunset to sunrise, or a fragile work of art from the rigors of a journey by designating a *stasis* of three weeks, or a trap door that was in *stasis* one minute in every three. Even the caster himself cannot disturb an object in *timed stasis*, although successful *dispel magic* spell cast when the stasis is not active is effective.

The material component is a small platinum spring worth at least 500 gp.

Notes: Uncommon for chronomancers; otherwise, very rare.

Timeheal

Lost spell. Rumored to be 5th level, and possibly the basis of the chronomancy version. Reputed to date from the 3rd Age of the DRAGONLANCE setting.

Timeheal

(Chronomancy)

Reversible

Level: 4

Range: Touch

Components: V, M

Casting Time: 4

Duration: Special

Area of Effect: 1 creature

Saving Throw: Special

This spell replaces the body of the creature on which it is cast. It substitutes the same body taken from a point in its past at which it was in better health. This simulates a healing ability without using priestly powers. Time is of the essence when using this spell, though, as the farther into the past the current body is to be pushed, the greater the chance of failure.

The caster is able to push the creature's body back one minute in time for every level of the caster. For example, a 9th-level caster is guaranteed to restore a person within a nine-minute period. For every additional minute that the caster attempts to push the body backward in time, there is a cumulative 5% chance of failure. A 9th-level caster using this spell to heal a warrior wounded just under 20 minutes ago, is stretching 11 minutes further than a guaranteed success: the spell has a 55% chance to fail.

Multiple *timeheals* cannot increase number of minutes that the caster pushing the body backward in time (a 9th-level wizard can't cast three consecutive *timeheals* to push the patient back 27 minutes in time). Because the caster is actually bringing the patient's past body into present with each casting, each time the spell goes back nine minutes, and it brings back the same body.

Timeheal cannot recall a spirit from death and therefore is only useful on a still-living creature. A dead body that has *timeheal* cast on it may be entirely healed, but remains dead, as the body's spirit has fled. If the spirit can somehow be reunited with the body, though (say through the *raise dead* spell), the creature will then be alive, and as well as the *timeheal* can make it.

Timeheal can also be used to hurt an opponent that has just healed itself. In this case, the caster must successfully touch the target (with an attack roll), and the target gets a saving throw vs. spell. Any healing (or damage) of the creature since the moment the body was drawn from is negated, and any damage the body had at that point is immedi-

ately reapplied. Any resources used to heal the target in the intervening time are entirely wasted. The standard chances of failure still apply.

This spell places extreme temporal stresses on the caster and the timestream, as well as attracting unwanted attention. It can be safely cast no more than once per day.

Notes: Restricted to chronomancers; common.

Timereaver

Lost spell from the 3rd Age of Krynn. Reputed to be 9th level, it sends those within its area of effect backward or forward along the timestream of Krynn, into either the past or future. It was used by ParSalian to send Caramon and Tasslehoff into the past. It was utilized by the Scepter of Time to transport Caramon and Tasslehoff throughout the Legends tales.

Timereaver

(Chronomancy)

Level: 8

Range: 1 yd.

Components: V, S, M

Casting Time: 3 turns

Duration: Instantaneous

Area of Effect: 10-ft. radius

Saving Throw: Neg.

This spell sends those within its area of effect backward or forward in time, up to five years per caster level. In effect, it encases those affected in a null-time bubble and pushes them into the Demiplane of Time. The bubble then moves along the timestream, reenters reality at the desired time, and releases the travelers. To the travelers, no time has passed.

This is the only way a chronomancer can cause others to travel extensively throughout time without actually accompanying them. This can cause a real problem for those sent to another time with no way back. Of course, if they happen to cause enough trouble to the natural order in their new time, the Guardians may show up and give them a free ride home. The chronomancer who sent them there is likely in for a visit, too.

The chronomancer can cast the spell on himself, as an easy way to travel through time with little or no risk. It is not cheap, though.

The material component is a ruby worth 10,000 gp or more, which must be crushed into dust.

Notes: Restricted to chronomancers; common.



Timeslip**(Chronomancy)**

Level: 2

Range: 0

Components: V, S, M

Casting Time: 3 rds. (+ 1rd./companion)

Duration: Instantaneous

Area of Effect: Special

Saving Throw: Neg.

By means of a *timeslip* spell, the barrier between reality and Demiplane of Time is thinned, and the chronomancer instantly slips between the two. Any creatures intending to attack those who *timeslip* away first lose their attacks for that round. Slipping into the Demiplane of Time places the chronomancer and his companions immediately downstream of their lifelines (add one round to the casting time for each companion). Lifelines trail off into the silver mist that surrounds them. Even if there is heavy turbulence in the area, the travelers are displaced slightly so that they are relatively safe from it.

When slipping back from the Demiplane of Time, the caster must focus on a lifeline to make the connection with reality. The chronomancer emerges within 1d10 miles of the creature that lifeline corresponds to. This feature also helps the chronomancer who wishes to intersect a specific lifeline.

All the chronomancer is wearing or carrying slips with him, up to a maximum of 25 pounds per level. Also, for every two levels, the chronomancer can slip one additional companion along on the trip. A reluctant companion is allowed a saving throw vs. spell; if successful, the entire spell is negated.

The material components for this spell are a diaphanous square of fine silk and a small piece of basalt.

Notes: Restricted to chronomancers; common.

Tin Soldiers, Otto's

See Otto's tin soldiers.

Tiny Hut, Leomund's

See Leomund's tiny hut.

Tipple**(Conjuration)****(Alchemy)**

Level: 1

Range: 3 yds.

Components: V, S, M

Casting Time: 1

Duration: Special

Area of Effect: 1 container

Saving Throw: None

By casting this spell on a one-gallon or smaller container of liquid (such as a bottle or flask) the caster can, simply by a moment's concentration, send a mouthful of the liquid flying to his mouth to be swallowed. The liquid moves quickly enough to push a loose cork out of its container and nimbly enough to dodge intervening obstacles. If the spell is cast on a potion vial, the potion is 10% likely to be transformed to water.

The spell lasts until the container is emptied, until any liquid is added to the container, or until 24 hours have passed. Resealing the container has no effect on the duration of the spell, but tightly sealing it may prevent the liquid from being brought forth.

The material component is a hollow reed, which is destroyed in the casting.

Notes: Rare spell. (Updated from *DRAGON Magazine*.)

Tobian's Ultimate Circle**(Abjuration)****(Geometry)**

Level: 9

Range: 0

Components: V, S, M

Casting Time: 9 rds.

Duration: 1 turn/level

Area of Effect: Circle, up to 40 ft. in diameter

Saving Throw: None

Tobian's ultimate circle is completely invulnerable, yet cannot be used to protect a creature attacking another. To cast the spell, the caster makes a circle of gold dust. While preparing the circle, the caster decides if it protects against the inside or the outside. If the circle faces inward, nothing within can escape or attack through the barrier by any means until the spell expires or the circle is broken from outside. If the circle faces outward, anything inside the circle cannot be

harmful by any attack from outside.

In all cases, any force or attack brought to bear against the invulnerable side of *Tobian's ultimate circle* is reflected back against the initiator of the force. However, if a creature moves or attacks through the protected (non-invulnerable) side, the spell is broken. Thus, a protected creature, completely safe inside the circle, destroys the protection upon leaving or attacking from the sanctuary.

The caster can, by a supreme act of will, open the circle for an instant to allow teleportation or *plane shifting*—just long enough to trap a creature inside or bring someone through the barrier. This is the only way a creature can pass through the wall without being bounced back or breaking the spell.

The caster can make the circle permanent with a *permanency* spell, though it can still be broken by someone walking through the opposite side.

The material component is the 10,000 gp of gold dust used to form the initial circle.

Notes: Known to the archmage Tobian. Reported to be in the *Book of Zala* (the *Lakharemtolma Zalarem*). Optionally, can be allowed to geometers and abjurers. (Updated from *DRAGON* Magazine.)

Tonal Attack, Otto's

See Otto's tonal attack.

Tones of Forgetfulness, Otto's

See Otto's tones of forgetfulness.

Tongues

(Alteration)

Reversible

Level: 3

Range: 0

Components: V, M

Casting Time: 3

Duration: 1 rd./level

Area of Effect: 30-ft. radius

Saving Throw: None

This spell enables the wizard to speak and understand additional languages, whether they are racial tongues or regional dialects. This does not enable the caster to speak with animals. The spell enables the caster to be understood by all creatures of that type within hearing distance, usually 60 feet.

This spell does not predispose the subject toward the caster in any way.

The wizard can speak one additional tongue for every three levels of experience. The reverse of the spell, *babble*, cancels the effect of the *tongues* spell or confuses verbal communication of any sort within the area of effect.

The material component is a small clay model of a ziggurat, which shatters when the spell is pronounced.

Notes: Common spell (*PHB*).

Tool

(Conjuration/Summoning)

Level: 7

Range: 0

Components: V

Casting Time:

Duration: Special

Area of Effect: 3 cu. ft./level

Saving Throw: None



This spell allows the wu jen to instantly create one or more common items or tools. The wu jen simply casts the spell and says "Now where did I put that (item name)?" The item instantly appears nearby. More than one item can be created up to the limits of the area of effect. The items created are not magical in any way, nor are they of any extraordinary value. Money of any sort cannot be created since it has a value greater than its form. Common items include weapons, armor, food, tools, boats, wagons, and horses. Once created, the item is treated as a normal item.

Notes: Common in oriental settings; otherwise, very rare.

Toothed Tentacle — Phaerimm

(Evocation)

Level: 2

Range: 10 yds.

Components: V, S, M

Casting Time: 2

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

This spell creates a shadowy, insubstantial "tentacle" or flexible arm extending out from the caster to the limits of spell range. This weightless, retractile limb ends in a cluster of long-toothed, snapping mouths, 1d4+2 in number (round roll up, to an even sum).

These mouths are solid and very real, and bite,

slash, and savage foes. They can be attacked by up to three enemies at once, but can only strike at more than one target (up to the maximum of three) if the targets are grouped around the cluster of mouths to engage them.

The mouths are AC 5 and have 14 hit points each. They bite for 2d4 points of damage each, every round. When a mouth is "killed," it fades away, taking a second mouth with it; if this leaves no mouths, the spell is ended.

Only the mouths and their cluster of eel like "necks" can be attacked; the shadowy tentacle cannot be hit or harmed (except by application of a *dispel magic*, which ends the spell instantly). The tentacle can be passed through freely, and even be intersected by solid barriers and objects (though the caster must be able to see foes, to use the mouths against them), without harm to the caster or the spell.

The caster gains no benefit of hit points, vitality, blood-food, or the like through the tentacle. The caster must concentrate on directing the tentacle; if he is killed, loses consciousness, or undertakes the study or casting of another spell, the tentacle fades away and this spell is ended.

The material components are a hair and three teeth (they need not all be from the same corpse or species).

Notes: Restricted to Phaerimm; common.

Torment

(Alteration, Evocation)

Level: 7

Range: 10 ft.

Components: V, S, M

Casting Time: 1 rd.

Duration: Special 6 rds.

Area of Effect: 1 creature

Saving Throw: Special

When this spell is cast, the wizard seeks to force submission and obedience from a captive creature from another plane from whom a service is being demanded (also see *dolor* and *ensnarement* spells). The initial uttering of the spell causes a link from the caster to a captive creature bound in a magic circle. (The subject of this spell must fail a magic resistance check, if applicable, for the *torment* spell to have any effect.) Thereafter, the wizard continues to read the balance of the specially prepared writing, and each round this continues, the captive feels progressively worse—discomfort and then pain. The first two rounds bring *twinges*, the third

and fourth rounds of reading bring *shooting pains*, and the fifth and sixth rounds of reading cause *aches* and then *cramps*.

The creature refusing to submit to the performance of a service is given a straight saving throw vs. spell, adjusted each round for the increasing intensity of the *dweomer*. The save in the first round is made at -1 to the die roll, the second at -2, the third at -3, the fourth at -4, and the fifth and sixth at -6 and -8 respectively. Failing the saving throw indicates the creature has agreed to the wizard's demands. There is no penalty following round 8 in any event.

The effects of the *torment* spell have an effect on the creature, should it break loose. The creature has a -1 penalty to initiative for every 2 rounds the spell has been in effect, up to a maximum penalty of -4 on round 8. In addition, the creature suffers a -1 to hit and -1 per die of damage after 3 rounds of the spell, this increasing by -1 per round to -4 in round 6, then decreasing again to -1 in round 9.

It is likely that any intelligent creature with low moral standards will submit once it realizes the nature of the spell to which it is being subjected. Naturally, this does not cause the creature to feel anything other than immense hatred for the wizard. The forced service will be carried out to the letter, as is the case with all such agreements, but the creature will most certainly seek whatever revenge it can.

Preparation for the casting of a *torment* spell requires either the secret name for the type of creature or its given name to be inscribed in the text of the incantation. The caster must also identify himself or herself. This establishes the link and allows the *dweomer* to be efficacious. However, for every 1 point of Intelligence of the creature above that of the spellcaster, there is a 1% chance that the captive creature will gain control, draw the caster into the confines of its prison, and carry him or her off to its own plane and whatever fate is thus decreed. If the wizard is interrupted or distracted during the reading, there is a 5% chance per point of Intelligence of the captive creature that it will gain control.

The material component of the spell is the aforementioned "specially prepared writing" (in the form of a scroll). Its special inks will require an expenditure of not less than 1,000 gp per Hit Die of the creature to be affected by the *dweomer* of the spell.

Notes: Very rare spell. Known to be in the *Demonomicon of Iggwilv (WoG)*.

Torrent of Death

A *MYSTARA* setting spell, aka improved magic missile.

Tower of Mental Resistance

(Abjuration)

(Mentalism)

Level: 6

Range: 0

Components: V, S

Casting Time: 1 turn

Duration: Special

Area of Effect: 3 ft. radius

Saving Throw: None

This spell wards the caster's mind against mental attack, creating a barrier much like the psionic defense mode, tower of iron will. A creature attacking psionically must breach the *tower* before its telepathic attacks can affect the protected wizard. The *tower* also protects anyone standing within three feet of the protected wizard.

The *tower of mental resistance* is empowered with 1d4 psionic strength points (PSPs) per caster level, to a maximum of 20d4. These points are not expended until the wizard is psionically attacked. The *tower of mental resistance* remains in force until its strength is exhausted, to a maximum of 24 hours. Casting another such spell restores a partially depleted *tower* to full strength (reroll PSPs), and extends the maximum duration to 24 hours from the time of the casting.

When the wizard is attacked psionically, the *tower of mental resistance* instantly becomes active (attempting any telepathic science or devotion against the wizard counts as an attack). Each round that the wizard is attacked, the tower expends 6 PSPs. When the tower runs out of PSPs, the protection fails. The caster can end the spell at any time by an act of will. Any psionic powers the caster may have are rendered unusable as long as the *tower of mental resistance* remains in effect.

Notes: Very rare spell.

Traceless Travel

(Alteration)

(Province: Sand)

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 6

Duration: 1 turn/level

Area of Effect: Special

Saving Throw: None

This spell allows the recipient—either an

individual or a mount—to tread upon sandy ground without leaving a visible trace. On other terrain, the spell is worthless. The caster must gather a handful of sand, then shed a tear that falls to the ground. The teardrop leaves a visible stain, marking the spot where the spell effect begins. From that point on, the sand (or sandy terrain) will not show the recipient's footprints—or any other physical track that would normally be made. The sand creates a cushion of air above its surface upon which the recipient walks. The cushion remains for one round, allowing a pursuer or companion who follows closely to be similarly concealed, provided exactly the same route is taken.

This path, although invisible to the naked eye, radiates magic for 1d4 turns after casting, regardless of how much the sand or air is subsequently disturbed. Creatures that track by scent or heat are not thwarted by this spell.

The material components of this spell are a handful of sand and the caster's teardrop.

Notes: Common for spellcasters from an Arabian setting; otherwise, very rare.

Tracer, Shandaril's

See Shandaril's tracer.

Tracer, Tulrun's

See Tulrun's tracer.

Tracks, Ruornil's

Reversed form, see Ruornil's tracks.

Trade Tongue, Khinasi

See Khinasi trade tongue.

Transference, Nemicron's

See Nemicron's transference.

Transfix

(Enchantment/Charm)

Level: 4

Range: 120 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 20-ft. cube

Saving Throw: Neg.

This spell is a more powerful version of the *hold person* spell. When cast, the wu jen identifies the center point of the effect. All creatures



within the area of effect at that time must make a saving throw vs. spell. If the save is successful, the spell has no effect on that creature. If the saving throw is failed, that creature is transfixed. Furthermore, any creature entering the area of the spell after it is cast must also make a saving throw vs. spell (at +4 bonus to the die roll) or be transfixed. A saving throw must be made each time a creature enters the area of effect.

Transfixed creatures cannot move, speak, cast spells, or take any action. Once creatures are transfixed, the wu jen must state some condition that must be met to release the victims: "Wait here until I return" or "Stay there for all eternity!" The condition can be anything, however implausible. If this condition is met, the creatures are instantly released. Creatures removed from the area of effect are instantly freed. Also, for every hour a creature remains *transfixed*, it is allowed another saving throw vs. spell to escape.

The spell remains active in its area as long as at least one creature is affected by it.

The material component for this spell is a barnacle crushed underfoot when the spell is cast, or a drop of pine resin.

Notes: Common in oriental settings; otherwise, very rare.

Transformation, Tenser's

See Tenser's transformation.

Transforming Tune

(Alteration, Evocation)

Level: 9

Range: 30 yds.

Components: V, S

Casting Time: 1 rd.

Duration: 1 rd. + 1 rd./level

Area of Effect: Special

Saving Throw: Special

This powerful spell can be cast on a musical instrument (or, touching a being's throat, on the voice of any being having vocal cords), to be released later by singing or playing. The releaser of the spell can choose its targets and effects, employing only one effect per round, but as many effects as desired until the spell expires (the duration is determined by the caster's level).

The effects and targets are selected by the will of the releaser. If a releaser doesn't know what effects are possible, the spell unleashes the effect closest to his desires of the moment—or, if the releaser maintains an open, neutral mind, a random effect will occur (random targets or target areas can also be "selected" in this way).

All saving throws against a *transforming tune* are vs. spell, but with a -3 penalty. The maximum area any tune can affect is a sphere 60 feet across, whose center can't be more than 30 yards away from the source of the tune. This sphere is the "area" referred to below, although the releaser can choose to make it smaller (to exclude certain beings or objects). The area need not rest on the ground—if a midair location is chosen, the sphere remains stationary. Otherwise, the releaser can leave the area stationary, or move it at up to ten feet per round; it won't move out of range of the tune source, but only moves in accordance with tune source's movements if the releaser wills it to. Its effects are otherwise as described on the table of *transforming tune* effects.

Notes: Restricted to the Harpers of the FORGOTTEN REALMS setting; very rare. Most senior Harpers will know of an individual who can produce this effect.



KNOWN TRANSFORMING TUNE EFFECTS

Known *transforming tune* effects include the following (roll 2d12 for random determination).

- 2 Breaks charms, holds, *wizard locks*, and all known psionic controls.
- 3 Breaks any one chosen lock, chain, or weapon (of metal only; all enspelled materials, regardless of bonuses, get the creator's normal saving throw vs. spell, without the -3 penalty).
- 4 Breaks a *polymorph* or *shapechange* spell or condition (on one item or being only).
- 5 *Call woodland beings*.
- 6 Change any one not-yet-triggered spell (such as a *magic mouth*) cast on an area or object only, to another spell. The new spell is random, not chosen by releaser. The triggering conditions of the original spell are not changed (for example, enter a certain room or area, spill blood, change shape, cast a spell, etc.). The nature of the original spell need not be known. The precise nature of the new spell is known to the releaser.
- 7 *Dimension door* (chosen recipient can be releaser).
- 8 *Dispel magic*.
- 9 Instantly shatters all *entangle* and *Evard's black tentacles* spell effects in area (including not-yet-triggered ones, whether their precise existence and location is known or not).
- 10 *Levitate*.
- 11 *Polymorph other*.
- 12 *Polymorph self* (releaser, and/or instrument that is the source of the tune, as the releaser desires).
- 13 *Remove curse* (releaser can be recipient).
- 14 *Repulsion* (effective against undead and all beings of Intelligence 6 or less).
- 15 Stills any shriekers (in area), scrambles all harpy songs in area (songs can still be heard, but have no effect), and negates the effects of banshee wails, sphinx roars, and other auditory attacks in the area.
- 16 *Stone tell*.
- 17 *Stone to flesh* (turns back to original shape, free of all magical constraints and enchantments).
- 18 *Strength* (releaser can be recipient).
- 19 *Telekinesis*.
- 20 *Tenser's transformation* (chosen recipient can be releaser).
- 21 *True seeing* (chosen recipient can be releaser).
- 22 Lays a *weird* on any one chosen being (if being's saving throw fails). The *weird* can't be removed by *remove curse*, *dispel magic*, or any other means known at present. All the *weird* does is warn the tune releaser when the weirded being does a single specified thing (e.g., uses a magical item, casts a spell, goes to sleep, wakes up, kills, eats, and so on). The warning comes in the form of a snatch of the tune, heard faintly only by the releaser, as the weirded being does the specified act. A *weird* lasts one day per level of the tune caster (not releaser), and the releaser can change the specified act that it warns for once per day. Only one act can be warned against at a time.
- 23 Restores any one lost (cast or discharged) spell or magical item charge (for one being only); the loss must have occurred within one turn per level of the tune caster; releaser is made aware if lost magic cannot be recovered and need not waste the time on a vain use of this effect.
- 24 *Heal* any one being. This also prevents the target taking any damage for the next two rounds (no hit point losses, energy drain level losses, system shock survival rolls, or anything of the sort). This does not mean the affected being will prevail in all attacks or other actions, just that he can't be directly harmed during this time.

Transfuse

Lost spell, reputed to allow the transfer of an ability score, class ability, or proficiency from another individual, with the recipient's gain the donor's loss.

Translocation Shift

(Abjuration, Alteration)

(Dimension)

Level: 7

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: 10 days/level

Area of Effect: 1 ft./level diameter sphere

Saving Throw: Special

This spell creates a stationary, invisible field of protection that guards against beings arriving via *dimension door*, *gate*, *plane shift*, *teleport*, *teleport without error*, phase shifting (into or out of the Ethereal Plane), or psionics within its confines. All beings attempting to enter the area by such means (and other translocation spells, magical items, and psionic powers) are redirected to a different destination on the same plane, chosen by the caster of the *translocation shift* at the time of casting. The chosen site must be safe, but it may imprison the traveler or it may be surrounded by waiting dangers.

A *translocation shift* field is unaffected by *dispel magic* and all other priest and wizard spells of less than seventh level. The shift has no effect on the caster, those speaking a verbal password chosen during casting, or beings bearing a pass token (any inorganic item) chosen and touched during casting. A shift field need not be linked to a password or token, but never exclude s its caster.

The spell's saving throw begins with an Intelligence check for incoming magic- or psionic-using beings redirected by the shift field. If the check fails, the spell has its normal effect. If the check succeeds, the being realizes that something is awry. It may try to alter its destination, resulting in safe arrival (that is, not into a solid object) in a random destination on the same plane—not the one to which the field was set. A successful saving throw vs. spell results in a random destination selected by the DM; failure indicates arrival in a spot near where the shift field tried to send them.

The material components are a handful of diamond dust (crushed diamonds worth 7,000 gp or more) and a bit of rubber or tree gum.

Notes: Rare for dimensionists; otherwise, very rare. (Updated from *DRAGON* Magazine.)

Transmute Bone to Steel

(Alteration, Necromancy)

Reversible

Level: 6

Range: 30 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: Permanent

Area of Effect: 1 creature or object

Saving Throw: Special

A wizard casting this spell makes any object made of bone, including a skeleton, as strong as steel. The spell can be cast only upon dead, inanimate bones; after they have been transmuted, the bones can now be animated by the usual means. Despite their increased strength, the bones do not change in appearance, and they retain their original weight. Bone objects make all future saving throws as if they were hard metal. Transmuted skeletons have AC 3 and take half the usual damage from physical attacks. However, these skeletons still take normal damage from holy water and magical attacks and are also subject to spells affecting metal (for example, *transmute metal to wood* or *heat metal*) and the attacks of creatures that especially affect metal, such as rust monsters.

The reverse of this spell, *transmute steel to bone*, weakens any metal by making it as brittle as dry bone (altering all saving throws appropriately). Each non-living recipient of this spell (including iron golems) must make an item saving throw vs. disintegration. If failed, the former metal item makes all future saves as if it were fashioned from bone. Metal armor loses its effectiveness, becoming AC 7. Whenever a successful hit is made by or upon the item, the transmuted object must make a save vs. crushing blow to remain intact and functional. Magical items weakened by this spell remain magical, with any bonuses applied to their saving throws. Weapons affected by this spell inflict -2 points per die of damage (and must save to avoid breakage whenever they hit a target). Physical attacks against transmuted metal creatures inflict +2 points per die of damage.

The material components (for both versions of the spell) are steel filings and powdered bone.

Notes: Uncommon for necromancers; otherwise, very rare.

Transmute Mud to Rock

Reversed form, see transmute rock to mud.

Transmute Pebble to Boulder

Aka turn pebble to boulder.

Transmute Rock to Mud

(Alteration)

(Earth, Water)

Reversible

Level: 5

Range: 10 yds./level

Components: V, S, M

Casting Time: 5

Duration: Special

Area of Effect: One 20-ft. cube/level

Saving Throw: None

This spell turns natural rock of any sort into an equal volume of mud. The depth of the mud cannot exceed one-half its length or breadth. If it is cast upon a rock, for example, the rock affected collapses into mud. Creatures unable to levitate, fly, or otherwise free themselves from the mud sink at the rate of ten feet per round and suffocate, except for light-weight creatures that could normally pass across such ground. Brush thrown atop the mud can support creatures able to climb on top of it, with the amount of brush required subject to the DM's discretion. The mud remains until a *dispel magic* spell or a reverse of this spell, *mud to rock*, restores its substance—but not necessarily its form. Evaporation turns the mud to normal dirt, at the rate of 1d6 days per ten cubic feet.

The reverse, *mud to rock*, can harden normal mud into soft stone (sandstone or similar mineral) permanently unless magically changed.

The material components for the spell are clay and water (or sand, lime, and water for the reverse).

Notes: Common spell (*PHB*).

Transmute Sand to Stone

(Alteration)

Reversible

Level: 4

Range: 10 yds./level

Components: V, S, M

Casting Time: 4

Duration: 2d6 days

Area of Effect: One 10-ft. cube/level

Saving Throw: None

This spell turns a volume of sand into an equal volume of sandstone. The caster can shape the sandstone into any simple form as desired (no

great definition is possible), provided no single portion is smaller than one cubic foot and none of the shape exceeds the range.

The created sandstone occupies the same space as the sand it replaces occupied at the time of casting. Creatures standing with their feet buried in the sand at the time of casting are allowed a saving throw vs. paralyzation to jump free (if possible), those trapped will have to break free. The fact that an area of sand has been turned to sandstone cannot readily be seen after the spell is cast (the DM may require an Intelligence check to notice this, for example). The magically created sandstone breaks down into sand particles over a period of 2d6 days.

The material component for the spell is sand ground between two pebbles.

The reverse of this spell, *transmute stone to sand*, allows the caster to change any type of unworked stone to sand (sandstone, granite, gems, etc.). Solid rock turned to sand may cause those standing on it to lose their balance and fall (Dexterity check to avoid). This spell has no effect on constructions made of stone or stonelike material, or upon composite materials such as clay bricks or concrete. Golems of stone or gem material suffer a -2 penalty to their attack rolls and Armor Class.

The material component for the reverse is sand from an hourglass.

Notes: Common for spellcasters from the DARK SUN setting; otherwise, very rare. (Updated from original publication.)

Transmute Snow to Stone

(Alteration)

Reversible

Level: 5

Range: 10 yds./level

Components: V, S, M

Casting Time: 5

Duration: Special

Area of Effect: One 20-ft. cube/level

Saving Throw: None

This spell functions much like *transmute mud to rock*. Any naturally occurring snow can be transformed into relatively solid rock resembling porous white marble. The depth of the rock cannot exceed one-half its length or breadth. The rock can be chipped with a hammer or chisel, but small fragments revert to snow immediately. Stone created with this spell can be cut or quarried like



normal stone for purposes of construction. Buildings and other items created of snow can be transformed to stone, retaining their shape.

Creatures standing on the stone when it reverts to snow sink initially to a depth of 1d6 feet. They do not sink farther on subsequent rounds. Stone created through this spell can be changed back to snow through a *dispel magic* or *transmute stone to snow* spell. The stone suffers the effects of heat as if it were actually marble.

The material components are a chip of white marble, a pinch of salt, and a teardrop.

The reverse of the spell, *transmute stone to snow*, transforms unworked, natural stone to snow.

Notes: Common in the RAVENLOFT setting; very rare elsewhere. On the Demiplane of Dread, a Domain Lord can affect worked stone within his domain with this spell.

Transmute Steel to Bone

Reversed form, see transmute bone to steel.

Transmute Stone to Sand

Reversed form, see transmute bone to steel.

Transmute Stone to Snow

Reversed form, see transmute snow to stone.

Transmute Water to Dust

(Alteration)

(Earth, Water)

Reversible

Level: 6

Range: 60 yds.

Components: V, S, M

Casting Time: 6

Duration: Permanent

Area of Effect: One 10-ft. cube/level

Saving Throw: None (special)

When this spell is cast, the subject area instantly undergoes a change from liquid to powdery dust. Note that if the water is already muddy, the area of effect is doubled, while if wet mud is being transmuted, the area of effect is quadrupled. If water remains in contact with the transmuted dust, the former quickly soaks the latter, turning the dust into silty mud, if a sufficient quantity of water exists to do so, otherwise soaking or dampening the dust accordingly.

Only liquid actually in the area of effect at the moment of spellcasting is affected. Liquids that are only partially water are affected only insofar

as the actual water content is concerned, except that potions containing water are rendered useless.

Living creatures are unaffected, except for those native to the Elemental Plane of Water. Such creatures are allowed saving throws vs. spell. Failure inflicts 1d6 points of damage per caster level upon the subject, while success means the creature receives but half damage. Only one such creature can be affected by any single casting of this spell, regardless of the creature's size or the size of the spell's area of effect.

The material components of the spell are diamond dust (at least 500 gp value) and a bit of seashell.

The reverse of the spell is simply a very high-powered *create water* spell. It requires a pinch of normal dust as an additional material component.

Notes: Common spell (PHB).

Transport

A 4th-level spell from the Forgotten Realms setting before the Time of Troubles. Reputed to transport a target creature into a prepared cell. Aside from the fact it was known to a mage named Cyndre, few details of the spell have been confirmed.

Transport

(Alteration)

(Dimension)

Level: 8

Range: 10 ft.

Casting Time: 1

Components: V, S, M

Duration: Until triggered

Area of Effect: 1 creature

Saving Throw: Neg.

The wizard must prepare a cell for the target creature ahead of time, and cast part of the spell then. This takes one full turn. The rest of the spell stays in the caster's mind (taking up the space of one 8th-level spell) until the spell is completed. The final incantation has a casting time of 1.

When the spell is cast, multicolored streamers immediately burst from the caster's hand and engulf the creature. The creature must make an immediate, successful saving throw vs. spell or grow blurry and be banished to the prepared cell. A single creature of up to Huge size can be affected by the spell.

The target creature must be within 1 mile per caster level of the prepared cell. If not, or if there is not room for the target creature to fit into the

destination cell, then the spell fails.

The cell is often specially warded against escapes by teleportation or other magics, and may include a confining circle if the creature to be confined is of extraplanar origin.

Notes: Very rare spell. There is rumored to be a 9th-level version of this spell that separates the creature from its magical items, weapons, and other equipment, sending these to a second holding area.

Optional: If the DM desires, the *transport* spell might be keyed to an item or a portal. Handling the item or entering the portal would trigger the spell. Focusing the spell in this way means the wizard need not continuously devote an 8th-level spell slot to the spell before it is cast.

If combined with a *permanency* spell, the *transport* spell can operate continuously. Setting up a permanent *transport* effect requires special preparations taking at least 8 weeks and costing not less than 20,000 gp.

Transpose

Lost spell, reputed to allow the caster to transfer a quality of an object or person to another object or person.

Trap, Leomund's

See Leomund's trap.

Trap Spellbook — Red Wizard (Alteration)

Level: 3

Range: Touch

Components: V, S

Casting Time: 3

Duration: 1 day/level

Area of Effect: 1 book

Saving Throw: None or ½

Trap spellbook is a special form of *explosive runes*. As its name implies, the spell is used by the Red Wizards primarily to protect their spellbooks, but can be placed on a book of any sort. As with *explosive runes*, a reader has only a 5% chance per level of magic use detect the trap, and thieves have only a 5% chance. Trap detection by spell or magical device always detects this spell.

This spell inflicts 1d6 points of damage per

level of the caster (to a maximum of 5d6) on anyone other than the caster who opens the trapped book. The spell does no damage to the book itself and renews itself upon closing. The wizard can voluntarily remove the runes; otherwise, they can only be removed with a *dispel magic* or similar means.

Notes: Restricted to the Red Wizards of Thay and those trained by them; common.

Trap the Soul (Conjuration/Summoning)

Level: 8

Range: 10 yds.

Components: V, S, M

Casting Time: Special + 1

Duration: Permanent until broken

Area of Effect: 1 creature

Saving Throw: Special

This spell forces the creature's life force (and its material body) into a special prison gem enchanted by the spellcaster. The creature must be seen by the caster when the final word is uttered.

The spell can be triggered in one of two ways. First, the final word of the spell can be spoken when the creature is within spell range. This allows magic resistance (if any) and a saving throw vs. spell to



avoid the effect. If the creature's real name is spoken as well, any magic resistance is ignored and the saving throw vs. spell suffers a penalty of -2. If the saving throw is successful, the prison gem shatters.

The second method is far more insidious, for it tricks the victim into accepting a trigger object inscribed with the final spell word, automatically placing the creature's soul into the trap. To use this method, both the creature's true name and the trigger word must be inscribed on the trigger item when the gem is enchanted. A *sympathy* spell can also be placed on the trigger item. As soon as the subject creature picks up or accepts the trigger item, its life force is automatically transferred to the gem, without the benefit of magic resistance or saving throw.

The gem prison will hold the trapped entity indefinitely, or until the gem is broken and the life force is released, allowing the material body to reform. If the creature trapped is a powerful creature from another plane (and this could actually mean a character trapped by some inhabitant of another plane of existence when the character is not on the Prime Material 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.

Before the actual casting of the *trap the soul* spell, the wizard must prepare the prison, a gem of at least 1,000 gp value for every Hit Die or level of experience possessed by the creature to be trapped (e.g., it requires a gem of 10,000 gp value to trap a 10 Hit Die or 10th-level creature). If the gem is not valuable enough, it shatters when the entrapment is attempted. (Note that while characters have no concept of level as such, the value of the gem needed to trap an individual can be researched. Remember that this value can change over time as characters advance.)

Creating the prison gem requires an *enchant an item* spell and the placement of a *maze* spell into the gem, thereby forming the prison to contain the life force.

Notes: Common spell (PHB).

Trembling Horn

(Evocation)

Level: 1
 Range: 50 yds. + 5 yds./level
 Components: V, S, M
 Casting Time: 2
 Duration: 1 hr.
 Area of Effect: Up to 3 creatures in 20-ft. radius
 Saving Throw: None

This spell, specially designed by Thyri Snome for the Watch, allows watch-wizards to blow their horns at fleeing suspects and attach magical tracers to them that allow the watch to easily find them in crowds. When cast, the wizard must blow a watch horn and point at the target or targets in the area of effect. Target individuals must be at least partially in sight for the spell to be effective. The magic remains inactive until triggered by a watch horn.

When a watch member with a watch horn (not limited to the caster) approaches within 30 feet of an affected individual, the spell activates. A glowing, sounding horn appears 1 foot above the individual and is easily heard. This audible image grows brighter and louder as the watch approaches. It fades after two rounds, but creatures can be caught by then.

If affected individuals evade the watch for one hour after casting, the spell ends without activating. Waterdhavians are familiar with this spell, often stopping people who have this cast upon them, should they hide in their midst.

Notes: Restricted to the Watch-Wizards Guild of Waterdeep and those trained by them; common.

Triad Gem

(Alteration)

Level: 9
 Range: Touch
 Components: V, S, M
 Casting Time: 1 turn
 Duration: Special
 Area of Effect: 1 specially enchanted ruby
 Saving Throw: None

This spell is used to store other spells in a specially prepared gemstone spell matrix. The spellcaster casts *triad gem* on a ruby, and in the turn immediately following, personally casts any three other spells of his or her choosing directly into the gems. Normal casting times, material components, and the like apply; obviously the caster must possess these magics, be able to cast them, and have them already memorized, and their combined casting times cannot exceed one turn.

A *triad gem* begins to evaporate after three days, silently and without spell effects occurring, losing one (randomly selected) spell on the fourth day and each day thereafter, until it vanishes on the sixth day. Any being can call forth the magics before they fade away, either by breaking the gem (this can occur unintentionally) or by holding it and uttering a secret word (set by the caster during the casting of the *triad*

gem spell). Only the caster can control the spells issuing from the gem; otherwise, they erupt wildly, visiting their effects on random targets and areas.

If controlled by the caster, the spell takes place either all at once, or in a succession chosen by the caster, one per round for three rounds. The caster decides the order of release at the time the spells are unleashed. The caster need only designate targets or precise effects by an instant of silent concentration (and thus can wield the stored spells while bound, fighting, feigning slumber, or otherwise mentally or physically preoccupied).

The material component is a ruby of any size worth at least 500 gp, upon which the caster has cast either an *enchant an item* or an *eternal flame* spell. This requirement for the gem cannot be eliminated by any means, including spells or items engineered to allow the casting of other spells with no material component.

Notes: Known to Sammaster of the FORGOTTEN REALMS. Uncommon for incantatrixes and members of the Cult of the Dragon; otherwise very rare. (For the curious, the *eternal flame* spell is detailed in #9535 *Volo's Guide to All Things Magical*, and missed the *Compendiums* by a matter of months.)

Trick — Old Empire

(Alteration, Illusion)

Level: 7

Range: 80 yds. + 10 yds./level

Components: V, S, M

Casting Time: 7

Duration: 1 turn/level

Area of Effect: The caster and one individual

Saving Throw: None

This powerful illusion enables the wizard to exchange his appearance and position with that of any target creature within range. The wizard and the target individual are teleported to each other's positions. To others, the individual and the caster each seem to have the voice and physical appearance of the other; in effect, none knows that a switch occurs unless the caster has warned them beforehand. A *true seeing* spell will detect the switch. Note that the teleportation is not without error, and thus this spell entails some risk on the part of the caster and the target.

At the end of the duration, or upon a successful *dispel magic* or *dispel illusion* spell upon either of the affected individuals, the switch is reversed.

The material component for this spell is a ball of wax.

Notes: Uncommon spell. As a FORGOTTEN REALMS Old Empire spell, initial exposure requires a mentor or a *read Southern magic* spell.

Probability of Teleporting:

Destination is:	On		
	High	Target	Low
Very familiar	01-02	03-99	00
Studied carefully	01-04	05-98	99-00
Seen casually	01-08	09-96	97-00
Viewed once	01-16	17-92	93-00
Never seen	01-32	33-84	85-00

Troll Repellent

(Evocation)

(Alchemy)

Level: 1

Range: 10 yds./level

Components: V, S, M

Casting Time: 2

Duration: 1 turn + 1 rd./level

Area of Effect: 20-ft. radius

Saving Throw: Neg.

This spell creates a thin, greasy, stationary greenish mist that carries a potent odor. While this odor is unpleasant to most creatures, it is horrible to trolls. Trolls failing to make a successful saving throw vs. spell at a +4 bonus leave the area of the mist for the duration of the spell, refusing to enter again until it is gone.

The mist is easily dispersed, making it useless in even a light breeze. The spellcaster must concentrate during the duration of the spell, or the mist instantly disperses.

The material components are a bit of ragweed, some troll dung, and an open flame.

Notes: Common for orc witch-doctors; otherwise, very rare. Optionally rare for alchemists. Originally from the Goblin Marches in the FORGOTTEN REALMS setting.

Trollish Fortitude

(Necromancy)

Level: 6

Range: 0

Components: V, S, M

Casting Time: 6

Duration: 1 rd./level

Area of Effect: The caster

Saving Throw: None

This powerful spell imbues the caster with the physical fortitude and resilience of a troll. While the spell is in effect, the caster regenerates 3 hit points per round until he reaches his normal maximum. He also gains a troll's ability to ignore dismemberment, decapitation, and other horrible injuries that would normally incapacitate or lay outright (although losing a limb may prevent the caster from taking certain actions, such as running, climbing, and other activities).

Bleeding, wounding, being reduced to negative hit points, and other effects that cause a creature to lose hit points from round to round are ignored—the caster instead regains 3 hit points per round, up to his or her normal maximum. A caster reduced to less than 0 hit points is incapacitated, but only until restored to 1 hit point or more; the wizard can move, fight, and cast spells again as soon as the hit point total is positive.

Trollish fortitude provides no defense against lethal poison, disease, and other effects that don't cause a loss of hit points. Fire and acid damage cannot be regenerated. In addition, hit points from Hit Dice lost through level draining cannot be regenerated.

While the spell is in effect, the caster can rejoin severed limbs simply by holding them in place, but if the spell ends while a limb is still separated, then the caster immediately suffers the full effects of the injury.

The material component for this spell is a shred of dried flesh from a troll's heart, pulverized into dust, which is then sprinkled on the caster.

Notes: Uncommon spell (*PO:SP*).

Trollkiller

Aka shroud of flame.

True Bearing

(Divination)

(Province: Sea)

Level: 2

Range: Special

Components: V, S, M

Casting Time: 2

Duration: 1 turn

Area of Effect: 1 creature

Saving Throw: None



The *true bearing* spell, used primarily by mariners of the Land of Fate, allows the recipient to pinpoint the direction in which a familiar landmark or geographical site lies. For one turn, he has a

mental compass reading for a particular city, town, significant land feature, or the like. He must have visited this place before, even if it occurred by means of teleport or a magical gate. Further, the site sought by true bearing must be on the same plane of existence as the recipient. Its distance is irrelevant; the spell still reveals the proper direction, though not how far away it lies. If the site is hidden by magic (that is, concealed from magical detection), the spell fails. It also fails if the site no longer exists (for example, an oasis that has dried up or a town that has been completely razed). The spell will not guide the recipient toward a living thing. Nor can it locate a portable item, such as a gem or a magical item, even if the item is currently stationary.

In order to cast this spell, the wizard seeking a *true bearing* must have water at least 10 feet deep beneath his feet. This, coupled with the "beeline" nature of the spell, makes it most useful to mariners far from land.

Yet stories are told of one Habib Al-Anzaro, nicknamed "The Squishy," who made great stilts out of hollow tubes and filled them with water. Habib was last seen galloping across the open desert like a crazed stork in pursuit of some ruins he had visited as a child.

The material component of this spell is a pinch of iron filings, swallowed by the caster.

Notes: Common for spellcasters from an arabian setting; otherwise, very rare.

True Dream

(Divination, Enchantment/Charm)

Level: 4

Range: 10 yds./level

Components: V, S, M

Casting Time: 4

Duration: 1 hr./level

Area of Effect: 1 sleeping creature

Saving Throw: Neg.

When this spell is cast, the recipient experiences a vivid dream relevant to whatever thoughts he held just before sleeping. The dream reveals, however obliquely, the answer to one question or problem, as long as the DM decides that the answer can come from the dreamer's own subconscious, even through a wildly illogical leap. For instance, if the dreamer wishes to divine the identity of the person who sent him a blackmail note, and the DM decides that the dreamer could intuitively guess that the villain is a merchant who eyed his heavy pouch of gold coins early last month.

The spellcaster is not privy to the results of the dream unless he also casts a successful *enter dream* spell to observe its effects.

Willing recipients of this spell can attempt to compose their thoughts on a particular subject by making a successful Wisdom check. Success indicates that the dream imagery will address the intended question; failure means that the recipient still experiences a dream, but that it is not relevant to the question.

This spell can bring forth a previously forgotten or blocked memory, revealing through dream imagery an important event, conversation, or even a single word important to the dreamer. The exact nature of this recovered knowledge is at the discretion of the DM, who may determine that no such useful knowledge exists for a particular subject. In this case, the DM may devise some colorful but irrelevant vision for the affected character. As an example, a dreamer may experience this spell while thinking of his brother, who died as a child. The true dream could reveal the previously repressed memory of his father killing his brother in a sudden fit of anger.

The material components are a pinch of ground dreamwillow bark and a small amount of silver filings (1 gp value). In addition, the caster requires an item valued by the dreamer as a focus (the monetary value is irrelevant).

Notes: Common for Dream mages, rare for diviners and enchanters; otherwise, very rare.

True Name

(Alteration, Enchantment)

(Song)

Level: 7

Range: 30 ft.

Components: V, S

Casting Time: Special

Duration: Special

Area of Effect: 1 creature

Saving Throw: Neg.

True name grants a wizard great power over any living thing that has a true name, generic or individual, known to the spellcaster. Naturally, most true names are not known, even by the creatures themselves, for the common names of most things are not their true and secret names. True names are discovered through hard work, spying, extensive use of *legend lore* and *sagecraft* at the most exacting levels. The casting of a *true name* spell requires the wizard to call out the true name of the

subject and then begin a recitation of verse that encompasses the nature and/or history of the subject. The initial verse has a casting time of 3. Thereafter, in rhyming verse, the caster describes the desired result of the spell. The results are variable and have varying casting times as noted below.

Multiple Suggestion: The verses can contain from 1 to 4 *suggestions*, just as if each were the 3rd-level wizard spell. Each verse (suggestion) requires a casting time of 1 to recite. Thus, the maximum number of 4 suggestions have a casting time of 7, including the time for the initial recitation.

Weakness and Surrender: Each verse recited (up to seven) causes the loss of 1 point of Strength. Each verse has a casting time of 1. A subject reduced to 0 Strength falls to the ground, helpless. In addition to the Strength loss, the subject must make a successful saving throw vs. paralyzation or meekly surrender, with a penalty of -1 for each point of Strength lost. Strength loss is recovered 2d4 rounds after the recitation ceases, and with this the subject regains its will to resist.

Polymorph: The verses change the subject into something else, just as if a *polymorph other* spell had been cast. No system shock roll is required. The number of verses (and thus the casting time) depends on the degree of change.

mineral to animal	= 10 verses
mineral to vegetable	= 9 verses
vegetable to animal	= 8 verses
monster to normal	= 7 verses
monster to monster	= 6 verses
other to human	= 5 verses
animal to animal	= 4 verses
vegetable to vegetable	= 3 verses
mineral to mineral	= 2 verses

The subject returns to its natural form in time. The duration is 6 turns per level of the spellcaster minus 1 turn for every verse required to effect the change. The subject thinks and behaves exactly as a nonpolymorphed creature of the same type, but has its original hit points.

Transport: The subject is *teleported without error* to some other place. The number of verses required depends on the destination. The subject is altered, enabling it to physically survive the normal conditions of the place to which it is sent.

Same plane/100 mile range	= 4 verses
Same plane	= 5 verses
One plane/world removed	= 6 verses
Two planes/worlds removed	= 7 verses
Three planes/worlds removed	= 8 verses
Greater distances are not possible.	

Domination: The subject is allowed a single saving throw vs. spell. If unsuccessful, the subject must serve the caster to the best of its ability for a single day. If required to perform an act highly against its code of ethics (for example, a paladin being forced to slay a village of innocents), another saving throw may be allowed. A dominated creature is aware of what it is doing, but is helpless to stop. Acts committed under the influence of domination will not force an alignment change, provided they are promptly and properly atoned for.

Willing subjects receive no saving throw or benefit of magic resistance. If the caster is interrupted at any time during the recitation of the spell, the magic fails and the spell is lost.

Notes: Rare spell.

PLANESCAPE LORE

True name magic is a force of order, opposing the school of wild magic. Since they define the essence of the being named, they contain great power for those who know how to exploit them.

Learning true names is an arduous process, no one source will have catalogued more than a handful. If a true name can be discovered at all, the search can be expected to take 2 to 12 months (or even more) for a high level wizard with access to libraries and sages, and who has the ability to travel to far-flung places and even other planes. The more powerful the intended subject, the more time is required for the search.

The Powers of the planes have no true names, so far as is known. True names are most often used to summon fiends, and to bind them, using such spells as *cacofiend*, *ensnarement*, and *spiritwrack*. Even a chaotic fiend must keep a bargain with a wizard who knows its true name.

True Name — Savant

(Divination)

Level: 6

Range: 30 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: 1 creature or object

Saving Throw: Special

This spell allows a savant to discover the true name of a creature that fails a saving throw vs. spell providing the savant has some personal item of the target creature to act as a focus. The spell can be used to discover the command word of a device (no saving throw allowed), provided the savant properly holds, bears, or wears the object. In the case of artifacts and relics, the DM decides what, if anything, is learned. The DM may restrict the casting of this spell to once per week.

The material component is a *potion of ESP*, which must be consumed by the caster.

Notes: Restricted to savants (generally NPCs); common.

True Nightmare

(Enchantment/Charm)

Level: 4

Range: 10 yds./level

Components: V, S, M

Casting Time: 1 turn

Duration: 1 hr./level

Area of Effect: 1 sleeping creature

Saving Throw: Neg.

When this spell is cast, the subject suffers nightmares—not illusions, but genuine terrors from the subconscious. The subject remains asleep, but upon waking remains exhausted, enjoying no natural healing from rest. Until sleeping undisturbed by nightmares, the subject suffers a 1-point penalty to surprise and initiative rolls, and a temporary reduction in all ability scores of 1 point. These penalties are cumulative for each night spent in the throes of a *true nightmare*, but even one night of undisturbed sleep (at least six hours) cancels the ill effects.

Spellcasters who suffer from a *true nightmare* cannot refresh their spells until they have had a night's undisturbed sleep.

The material components of this spell are a pinch of ground dreamwillow bark and a small

amount of iron filings (1 gp value).

Notes: Common for Dream mages, rare for enchanters; otherwise, very rare.

True Seeing

(Divination)

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: 60-ft. light range

Saving Throw: None

When the wizard employs this spell, he confers upon the recipient the ability to see all things as they actually are. The spell penetrates normal and magical darkness. Secret doors become plain. The exact location of displaced things is obvious. Invisible things become visible. Illusions and apparitions are seen through. Polymorphed, changed, or enchanted objects are apparent. (The real form appears translucently superimposed on the apparent form: a gold dragon polymorphed to human form would appear human with a ghostly dragon looming over the human form.) Unlike the clerical version of this spell, the recipient

cannot determine alignment. The recipient can focus his vision to see into the Ethereal Plane or the bordering areas of adjacent planes. The range of vision conferred is 60 feet. *True seeing* does not penetrate solid objects; it in no way confers X-ray vision or its equivalent. Furthermore, the spell effects cannot be enhanced with magic.

The spell requires an ointment for the eyes that is made from a very rare mushroom powder, saffron, and fat. It costs no less than 300 gp per use and must be aged for 1d6 months.

Notes: Common spell (PHB).

Tsunami

(Evocation)

Level: 9

Range: 1 mile

Components: V, S, M

Casting Time: 1 turn

Duration: 2 turns

Area of Effect: Wave 5 ft. high & 10 ft. long/level

Saving Throw: ½



This spell allows the wu jen to create a tsunami or tidal wave. It can only be cast on seas, oceans, or similar large bodies of water. Upon finishing the spell, the sea begins to rock and churn, gradually



building in intensity. After two turns, a tsunami roils up and begins moving in the direction indicated by the caster. The wave moves at a speed of 48. Each round it travels, the height of the wave drops by 10 feet. Ships caught in the wave have a percentage chance equal to the current height of the wave to be capsized and crushed to splinters. Non-water dwelling creatures caught in the wave suffer damage equal to the current height of the wave, although a successful saving throw vs. death reduces the damage to half. Upon striking land, the wave continues to surge ashore at the same rate, however dropping in height 20 feet per round. Wooden buildings suffer the same fate as ships, while stone buildings have 1/4 this chance of being destroyed. People on land suffer the same fate as those at sea.

The material component for this spell is the scale of a dragon turtle or tun mi lung and water taken from a water elemental.

Notes: Common in oriental settings; otherwise, very rare.

Tulrun's Tracer

(Alteration, Divination)

Level: 4

Range: 0

Components: V, S, M

Casting Time: 4

Duration: 4 rds./level

Area of Effect: Special

Saving Throw: None

When this spell is cast, a continuous, luminescent pathway comes into being within 10 feet of the caster. It shows the most recent path of any single creature described by the caster. If the creature hasn't been in the initial 10-foot radius within one day per caster level, the spell fails.

The tracer shoots a luminous line at a rate of 60 feet per round along the route taken by the creature. Once beyond the initial 10-foot radius, the tracer only shows the path of the creature where the creature remained in physical contact with the ground, or rode a living mount that remained in contact with the ground. *Pass without trace* and similar spells of 4th level or less do not confuse the tracer, and it will follow the creature's route though physical barriers and across gaps of up to 15 feet. It will not otherwise show aerial travel, but it will trace into and under water.

The tracer is intangible—it can be passed through or traveled within without harm. It does

not activate magic upon contact, nor does it distort magical or physical phenomena passing through it. Portions of the revealed path can be destroyed or concealed by *dispel magic*, *continual darkness*, and the like, but the pathway cannot be physically disturbed (for example, a *gust of wind* won't shift it).

The path ends when the target creature is reached, the spell duration expires, or at any place from which the target creature teleported, left the plane of the caster, or embarked upon a conveyance such as a cart, ship, or *carpet of flying*. In the case of teleportation or *plane shifting*, the caster, upon reaching the path's end, receives a clear mental picture of the creature's destination. If the creature took a conveyance, the mental picture is only of that act and not of the eventual destination. When the spell expires, the path slowly fades into nothingness; if it has not reached the target creature, there is no mental picture of the target's destination.

The material component is a pinch of phosphorus or a glowing life form such as a fungus or glowworms over which the caster verbally describes the creature to be traced.

Notes: Very rare spell. Known to be in *The Wizard's Workbook*.

Special Note: Occasionally, *Tulrun's tracer* may encounter identical creatures (due to magical doubling, doppelgangers, and so on). If two or more identical creatures are indicated, the caster must focus on one path within a round or the *tracer* will follow all paths, with a proportionate decrease in spell duration.

Tumble — Old Empire

(Enchantment/Charm)

Level: 2

Range: 10 yds./level

Components: V, S, M

Casting Time: 2

Duration: 3 rds. + 1 rd./level

Area of Effect: 1 creature

Saving Throw: Neg.

This spell causes a single creature to trip and fall to the ground unless a successful saving throw vs. spell is made. If not, the creature continues to tumble and roll about for the duration of the spell, making a saving throw each round until the spell is broken or its duration ends. The creature cannot attack or cast spells while under the influence of

this spell, but retains any Dexterity bonuses to Armor Class.

The material component for this spell is a pinch of grease, which is consumed in the casting.

Notes: Uncommon spell. As a FORGOTTEN REALMS Old Empire spell, initial exposure requires a mentor or a *read Southern magic spell*.

Tune, Transforming

See transforming tune.

Tunnel Vision

(Illusion/Phantasm)

(Shadow)

Level: 2

Range: 10 yds.

Components: V, S

Casting Time: 2

Duration: 3 turns

Area of Effect: 1 creature

Saving Throw: Neg.

This spell reduces the recipient creature's field of vision to the area that is directly in front of it, an arc 60° wide. All peripheral vision is replaced with a gray shading. Against attacks from outside this arc, the creature's Armor Class is reduced by 4, and saving throws are reduced by 2. The *tunnel vision* spell allows back-stabbing attacks from the side, and may increase the affected creature's chance of being surprised, depending on the situation.

Various cure spells cannot remove this effect; if the creature fails its initial saving throw vs. spell, then only a *dispel magic* or *dispel illusion* can remove the effect before the spell's expiration.

Notes: Very rare spell. (Updated from *DRAGON Magazine*.)

Tunnel Vision

Reversed form, see insect sight.

Turbulence

Reversed form, see still water.

Turn Magic — Red Wizard

See spell turning.

Turn Boulder to Pebble

Reversed form, see turn pebble to boulder.

Turn Pebble to Boulder

(Alteration)

(Earth)

Reversible

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: 1 rd./pebble enchanted

Area of Effect: 1 or more pebbles

Saving Throw: None

At the culmination of this spell, the caster hurls a pebble that grows and increases in speed, becoming a deadly boulder that inflicts $3d6 + 8$ points of damage if it strikes the target. (The rules for boulders as missile weapons apply as described in the *DMG*.) The caster's THACO is used to determine success, with the caster considered proficient. The thrown pebble receives no penalty for range. The maximum range of attack is equal to 50 feet plus 10 feet per level of the caster. Only the caster can throw the pebbles affected by this spell.

The wizard can enchant one stone at 7th level and gains one stone per three levels of experience thereafter (two stones at 10th level, three at 13th level, etc.). Only one pebble can be thrown per round, and pebbles must be hurled in consecutive rounds. The spell lasts a number of rounds equal to the number of pebbles enchanted. Each pebble requires a separate attack roll. Pebbles can be thrown at different targets within range.

The material components are pebbles, which revert to normal size when the spell expires.

The reverse of this spell, *turn boulder to pebble*, shrinks a boulder to the size of a pebble. It affects only unworked rock and cannot be used to shrink a statue or a cut gemstone.

The number of rocks that can be affected is equal to the number of experience levels of the caster. Boulders cannot exceed one cubic foot per level of the caster. Thus, a 10th-level wizard could shrink 10 rocks, each of which is equal to or less than 10 cubic feet in size. All rocks are affected in the same round the spell is cast. Though they need not be touched, the boulders must be within 50 feet of the caster. Boulders that have been shrunk remain so until the magic is dispelled.

Notes: Uncommon spell (*ToM*).

Turn Undead — Savant**(Abjuration)**

Level: 4

Range: 40 yds.

Components: V, S, M

Casting Time: 3

Duration: 1 rd./level

Area of Effect: 1 undead creature/level

Saving Throw: Neg.

This spell allows a mage savant to approximate the priestly undead turning ability by means of a spell. If an undead creature chosen by the savant fails its saving throw vs. spell, then it departs from the area as though it had actually been turned. This magic does not bring undead into the service of an evil savant.

The material component is a cleric's holy symbol.

Notes: Restricted to savants, uncommon.

Turnshadow**(Abjuration)****(Shadow)**

Level: 6

Range: 60 yds.

Components: V, S

Casting Time: 1

Duration: 1 rd./level

Area of Effect: 40-ft. by 40-ft. square or one creature

Saving Throw: None/Neg.

This spell empowers the wizard to turn creatures created by the *shadow monsters*, *demi-shadow monsters*, or *shades* spells, causing them to flee in panic for the duration of the spell (they can return later if they are able). The affected creatures will flee at maximum possible speed. The spell has no effect on truly undead creatures, including the monstrous shadows.

Alternately, this spell can be targeted at a single shadow-monster (created by one of the above spells) to wrest control from its original caster and cause it to attack the creature of the controller's choice. The attack will continue until the spell's duration has elapsed, at which point the shadow-monster will return to its plane of origin.

The *turnshadow* spell was developed by specialist abjuration wizards (abjurers) to deal with shadow creatures brought about by illusionist

spells, which abjurers cannot use.

Notes: Rare spell. Known to be in *Selvar's Ineffable Conjurations, Magic, and Phantasms*.

Turtle Soup**(Alteration, Evocation)****(Alchemy)**

Level: 1

Range: 0

Components: V, S, M

Casting Time: 1

Duration: 3 turns

Area of Effect: Special

Saving Throw: None

The spell calls into being a bowl of thick, green, peppery turtle soup, as large in volume as the caster's head. Just the soup is summoned. It is held in a bowl shape by the spell dwomer without benefit of an actual bowl. This "bowl" appears in one of the caster's hands when spell casting is complete. Soup can be sipped, drunk, or ladled out of its flat top, which is the only face soup can spill from. The soup remains in existence after the spell duration is over; however, it no longer holds its "bowl" shape.

The soup is nourishing, and it arrives at the temperature the caster desires, from frozen hard to boiling. The "bowl" does not transmit the temperature of the soup to the caster's hand.

If hurled at a creature, the soup leaves its "bowl" shape in midair and strikes with the caster's THAC0 as a grenade-like missile. A direct hit causes 1d3 points of damage if the soup is warm, 1d6 if it is frozen hard, and 2d4 if it is scalding hot. If dumped over a creature, the soup inflicts 2d4 points of damage only if it is scalding hot. Turtles, tortoises, and related beings cannot be harmed by any contact with this spell.

This was the first spell Alustriel developed on her own. She is still fond of it, though her sisters have made it known that they do not share quite the verve of her liking for turtle soup. Over the years, Alustriel and her apprentices have discovered many inventive uses for this spell.

The material components are three drops of water and a piece of turtle shell or skin of any size. Alustriel uses a tiny fragment from a score or more she carries in a tiny belt pouch.

Notes: Known to Alustriel and her apprentices in the FORGOTTEN REALMS setting.

Tymessull's Cerulean Traverse**(Alteration, Enchantment)****(Artifice, Dimension)**

Level: 9

Range: Touch

Components: V, S, M

Casting Time: 3 rds.

Duration: 1 day/level

Area of Effect: The caster + special

Saving Throw: None

This powerful enchantment enables a wizard and a few companions to journey through space and across planar boundaries. The caster can affect one companion for every six levels he possesses, in addition to himself (rounded down). For example, a 23rd-level mage could cast the spell upon himself and three companions. The companions must hold hands as part of a circle that includes the caster. Any interruption of the circle during casting ruins the spell. Although there is no saving throw, the spell will not work on an unwilling or unconscious subject; if this is tried, the entire spell is ruined for all. Once the *dweomer* is cast, those affected by the spell can separate, though they must rejoin the circle to cross planar boundaries.

The prime function of the *traverse* is to allow the mage and companions to move to other planes, as if they had a small, personalized gate. Each planar boundary is crossed by all in unison; this requires one round of complete concentration. Each planar boundary crossed reduces the duration of the spell by one day. Furthermore, while under this spell, no person can cross a planar boundary by any means other than the *traverse*, including *wish*, *gate*, *a well of the worlds*, or even by an artifact.

The spell grants certain lesser powers that can be used by the recipients, with no need to stay in a circle. These include the ability to *fly*, at will, as the 3rd-level wizard spell, and the ability to assume *gaseous form* up to thrice per day (with the general effects of the *potion of gaseous form*, except for duration, which is at will).

The use of this spell in no way guarantees the safety of its users, either during their journey or once they reach their destination.

The spell requires a circular platinum chain large enough to be grasped by all to be affected by the spell. This must cost a minimum of 10,000 gp for each being the spellcaster will transport. The material component is at least 1,000 gp of

powdered emerald for each subject, to be sprinkled in a circle enclosing the subjects. The chain is not consumed by the spell, but the powdered emerald is.

Notes: Very rare spell. Known to be in *Tymessull's Enchiridion of Travel*. (Updated from *DRAGON Magazine*.)

Tymessull's Planar Pacifier**(Alteration, Enchantment)**

Level: 7

Range: Touch

Components: V, S, M

Casting Time: 1/item

Duration: 1 day/level

Area of Effect: Special

Saving Throw: None

The casting of a *planar pacifier* by a wizard enables some types of magical items to operate normally while being used on a foreign plane. The magical items a *planar pacifier* can affect include only those items that have "pluses"—for example, swords, shields, armor, *luckstones*, *rings* and *cloaks of protection* (but not *bracers of defense*), and so on, according to the table.

Caster Level Penalty Cancelled

14th	1
18th	2
24th	3
30th	4

Thus, at 14th level, an item from the Prime Material Plane functions normally on the Ethereal, Inner, and Astral Planes. At 18th level, the item functions normally on the Outer Planes as well. At 30th level, an item functions at its full bonus anywhere in the planes.

The spellcaster loses 1 hit point for each item protected with a *planar pacifier*, investing this hit point as a bit of energy from the plane on which the spell is cast, in order to surround the object and simulate those planar conditions for the object.

The wizard can protect half as many items as he has Constitution points with a single casting of this spell (round up). This number is also the absolute upper limit on the total number of items the caster can protect at any one time, regardless of how often the *pacifier* is cast.

The wizard can regain hit points lost to this spell simply by touching the enspelled items within one day of the end of the *dweomer*. The caster can also,

with a word and touch, absorb his hit point from an item, but this ends the enchantment on that item. The *pacifier* can be *dispelled* only by a spellcaster 4 or more levels above the caster. If the magic is dispelled or otherwise removed from an item (for example, by means of *Mordenkainen's disjunction* or a *rod of cancellation*), the caster's hit point is permanently lost, and can be regained only by means of a *wish*. If the item is destroyed, the wizard can recover its hit point from the item's shattered remains, if any, provided this is done within one turn.

This spell can be made permanent if a full *wish* and 5,000 gp more diamond dust are used in combination with this spell upon a single item. At this point, the hit point loss is permanent and the item no longer counts against the caster's Constitution limit.

The material components of this spell are a drop of the caster's blood and 500 gp of powdered diamond for each plus of the items to be protected. Both substances are consumed when the spell is cast.

Notes: Very rare spell. Known to be in *Tymessul's Enchiridion of Travel*. (Updated from *Dragon Magazine*.)

Magical Bonus Loss By Plane

Where Forged	Where Used	Loss
Prime	Ethereal or Astral	-1
Prime	Inner or Outer	-2
Ethereal	Prime or Inner	-1
Ethereal	Astral	-2
Ethereal	Outer Plane	-3
Inner Plane	Adjacent Inner	-1
Inner Plane	Ethereal	-1
Inner Plane	Prime or other Inner	-2
Inner Plane	Astral	-3
Inner Plane	Outer Plane	-4
Astral	Prime or Outer	-1
Astral	Ethereal	-2
Astral	Inner Plane	-3
Outer Plane	Adjacent Outer	-1
Outer Plane	Astral Plane	-1
Outer Plane	Prime or other Outer	-2
Outer Plane	Ethereal	-3
Outer Plane	Inner Plane	-4

Tymessul's Improved Planar Pacifier

A 9th-level version of the base spell is rumored to exist. It does not require a hit point invested per item and its effects apply at 18th, 24th, 30th, and 36th levels, respectively.

This effect can be made permanent only by a

complex process, in which the item is partially unmade and remade, with a minimal additional cost of 10,000 gp. A hit point is given up in the process, although this can be from the item's owner. Failure might destroy the item (any chance of this is decided the DM).

Tyranteyes

(Alteration, Evocation, Necromancy)

Level: 9

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: Special

Saving Throw: None

This spell allows the caster to transform herself into a beholder until the spell expires or until she wills the magic to end. When this spell is cast, the caster vanishes and is transported to an extradimensional space, where she remains for one round while the spell forms a beholder body. During this round, she can cast any spell she has memorized, possesses the material components for, and can weave within one round. Typically, a defensive magic is wrought.

A round after vanishing, the caster reappears as a beholder in the same spot she occupied when she disappeared. Her own body remains in the extradimensional space, unreachable by anyone. If the caster is slain in beholder-form, she is forever dead unless a *contingency* spell saves her. The contingency (as typically set up) causes the caster to reappear in her own body where the beholder was slain (this is not necessarily the same location from which the caster disappeared).

As a beholder, the caster has 69 hit points, is AC 0/2/7, moves at MV Fl 3 (B), and is in all other respects a normal beholder, with all the usual eyestalk powers. The caster's form corresponds in all respects to a living eye tyrant. Beholders are described fully in the *MONSTROUS MANUAL Tome*.

Damage suffered to the beholder body does not harm the caster's own body. If she ends the spell before it dies, she regains her own body with no damage at all. Once the caster decides to end the spell, the beholder disappears. In the following round, the caster reappears in the location she vanished from.

The material component of this spell is part of a once living beholder.

Notes: Very rare spell from the FORGOTTEN REALMS setting; virtually unknown elsewhere.



Ultravision

(Alteration)

Level: 4
 Range: Touch
 Components: V, S, M
 Casting Time: 1 rd.
 Duration: 2 hrs. + 1 hr./level
 Area of Effect: Creature touched
 Saving Throw: None

An improved version of the *infravision* spell, *ultravision* allows the spell recipient to see perfectly in normal darkness, starlight, or moonlight to the full range of his unobscured daylight vision. In underground settings, the spell enables the recipient to see up to 90 feet in nonmagical darkness. Magical darkness, fog, or smoke is less effective than normal against a character using *ultravision*; the spell permits the recipient to see at least 30 feet in magical darkness, and at least 10 feet in any kind of vaporous, foggy, or smoky atmosphere. *Ultravision* does not permit the recipient to spot invisible creatures, and it does not function in the presence of strong light sources (lanterns, torches, and so on).

The material component for this spell is a black agate worth at least 50 gold pieces.

Notes: Uncommon spell (PO:SP).

Ultimate Circle, Tobian's

See Tobian's ultimate circle.

Unbinding

(Abjuration)

Level: 9
 Range: 0
 Components: V, S, M
 Casting Time: 1 rd.
 Duration: 3 rds.
 Area of Effect: 20-ft. radius sphere
 Saving Throw: None

When an *unbinding* spell is cast, a sphere of magical force comes into being, centered on and mobile with the caster. The sphere magically destroys any spells that contain, constrain, or seal, with the exceptions noted below.

The *unbinding* negates *charm* and *hold* spells of all types, *wizard locks* and similar closures, spells that create physical or magical barriers, *guards and wards*, *temporal stasis*, *slow*, and *time stop* spells, among others. The effects of a *statue*

spell are ended, and a *magic jar* is shattered—forever destroyed, and the life force within snuffed out. Even an *imprisoned* creature beneath the caster's feet emerges as though a *freedom* spell had been cast, and so forth. In addition, any spell that holds magical effects, including other spells, immediately releases them at a range of 0 (including *magic mouth*, *Rary's mnemonic enhancer*, *imbue undead with spell ability*, *contingency*, and so on).

Protective spells such as *protection from evil*, *shield*, *minor globe of invulnerability*, *globe of invulnerability*, and similar spells are not affected by an *unbinding*. Petrified creatures are neither revealed nor restored. Individuals bound to service are not freed (including creatures such as familiars, invisible stalkers, genies, and elementals). An *antimagical shell* is not affected, nor will the effects of *unbinding* penetrate one. Protective circles and similar confining runic constructions are not affected unless they currently hold a creature imprisoned, in which case, they are erased, of if that is physically impossible, become ineffective as other than decorations.

Curses, *quest*, and *geas* spells are negated only if the wizard casting the *unbinding* spell is of a level equal to or greater than that of the original caster. The interaction of this spell with artifacts and relics is adjudicated by the DM.

These effects occur regardless of the caster's wishes. Spell effects on the person of the caster or being carried or worn by him or her, remain undisturbed, but any others are affected, even those of allies. The opening of locks or other closures triggers any alarms or traps attached to them; any released creature may or may not be friendly to the caster. The caster cannot shorten this spell, save by dispelling it.

The material components are a lodestone and a pinch of saltpeter.

Notes: Restricted to incantatrixes; common.

Unburn

(Abjuration, Alteration)

Level: 4
 Range: 10 yds.
 Components: V, S, M
 Casting Time: 4
 Duration: Permanent
 Area of Effect: Special
 Saving Throw: None

This rather odd spell reverses the effects of a fire. The *unburn* spell calls into existence a re-

versed form of fire, one with a black flame that radiates cold and shadow rather than heat or light. While a normal fire requires flammable material for fuel, the black fire created by *unburn* feeds on the ashes and charred remains of normal fire.

The most common use for *unburn* is to reverse the flame effects on something the caster wants such as an important scroll, a painting, or a home. When casting the spell, the caster chooses a point for the black flame to start; the initial manifestation is about the size of a human hand. From this place, the black fire spreads to other burnt materials, similar to the way normal fire spreads to flammables. The black fire spreads to all burned materials it touches and continues to restore all such materials for up to a full day, or until it can no longer reach burned materials. At that time, the black fire goes out, though the effects of its passage are permanent and cannot be reversed by such spells as *dispel magic*.

There are some restrictions to this spell. The results of a recent fire are relatively easy to undo because all the ashes and other materials are still there. *Unburn* can also be used on older fires, but there is a risk that some of the raw material has been carried off or blown away in the wind. The magic of *unburn* does not cause most of those materials to return to the scene, though it will call back minor amounts of ash that were wafted away by the hot air of the normal fire. The exact amount of material left unrestored is up to the DM and should be based on the size of the original fire and how long ago it happened.

Unburn is effective only on burned materials. It will not prevent a fire, restore hit points lost to a fire-based attack, or restore to life a creature slain by fire. (It will, however, restore a dead body that was consumed by flames.)

Since rust (and other tarnish) is produced by oxidation, and fire is a form of rapid oxidation, the black fire of *unburn* will also undo the effects of rust or tarnish on metal, removing corrosion and stains.

The material component for this spell is a small vial of water.

Notes: Very rare spell. Known to be in *Daltim's Tome of Fire*.

Uncontrollable Hideous Laughter, Tasha's

See Tasha's uncontrollable hideous laughter.

Undead Aides

(Necromancy)

Level: 8
Range: 10 yds.
Components: V, S, M
Casting Time: 8
Duration: Permanent
Area of Effect: Special
Saving Throw: None

When a wizard casts this spell, he imbues animated skeletons and zombies with limited Intelligence. The spell gives these undead the ability to speak, in order to answer questions, respond to certain situations, shout warnings if under attack, or make introductions. This spell affects a maximum of one skeleton or zombie for each experience level of the caster, though the exact number of undead affected depends upon the number of tasks that each servant is to perform. For example, a 30th-level wizard can affect 30 undead creatures, each able to perform one task—or one undead servant that could perform 30 different tasks.

A task can be as simple as opening a door when visitors arrive or as complex as cooking a specific dish, each task taking no more than an hour to perform. The tasks are short routines that are performed either daily, when a certain situation arises, or when the proper commands are given. The undead staff have low intelligence for determining what they know and how they will react. They retain their immunities to spells such as *charm*, *hold*, *sleep*, and so on.

It takes one turn for this spell to affect each creature. Once the spell is cast, the undead servants need no monitoring except for any commands required to start specific tasks.

The material components are human bone fragments and a dragon's brain.

Notes: Restricted to necromancers, rare.

Undead Control

(Necromancy)

Level: 3
Range: 20 yds.
Components: V, S, M
Casting Time: 1
Duration: Special
Area of Effect: Special
Saving Throw: Special

With this spell, the caster can control any undead creatures within range as if an evil priest four levels lower in experience (thus, a 5th-level wizard can affect undead as though he were a 1st-level evil cleric). While casting the spell, the wizard rolls 1d20 and consults Turning Undead table to determine whether or not the monsters are commanded (a "D" result is treated as a "T"). The wizard can make only one attempt to control the undead; whether or not the attempt succeeds, the spell is used. Any encountered group (not type) of undead that resists the control of the wizard can never be commanded by his use of this spell.

When confronting a variety of undead, the wizard affects the weakest type of creatures first. Multiple castings of the spell may be required to exert control over the more powerful members of an undead horde. The spell permits the wizard to wrest control of the monsters from another evil priest or from another wizard employing this magic. Note that anyone of good alignment must, of course, use the spell only after careful consideration. (See the DMG for more information regarding the influence of evil priests over undead creatures.)

The material component is an evil priest's unholy symbol or some other properly cursed talisman forcefully presented to the affected monsters. The component is not lost in the casting and may be subsequently reused.

Notes: Restricted to necromancers (uncommon) and Deathmasters (common). Known to be in the *Cryptikronos* (the *Book of Horror*). (Updated from *DRAGON* Magazine.)

Undead Creation

(Necromancy, Summoning)

Level: 9

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: 1 living individual

Saving Throw: Special

This dangerous spell is a final step required for a necromancer to turn a living individual into one of the rarer undead creatures. Typical creatures include, among others: adherers, apparitions, coffer corpses, heucuva, penanggalan, sheet phantoms, and so on.

Only one undead, regardless of Hit Dice, can

be created with a single casting of this spell. The undead creature conforms to the statistics and abilities of its type in all ways, including Hit Dice and alignment. The individual (usually human) upon which the spell is cast is allowed a saving throw vs. spell to negate the effect. If the individual's level is the same as the intended undead creature's Hit Dice, then this saving throw is made as if the individual was 1st level. Regardless of the outcome, the individual must survive a system shock check or perish (this renders the body is useless for further necromantic manipulation). If the casting is interrupted, then the caster must make a successful system shock check or be blasted to dust.

The dweomer does not give the caster any influence or control over the resulting undead creature; this must be achieved by other means.

Once successful, the magic cannot be reversed by any means short of a full *wish*.

The caster must place his hand on the subject's forehead while casting this spell from a scroll.

Notes: Common for Deathmasters, rare for other necromancers. (Updated from *DRAGON* Magazine.)

Optional: This spell is not the only way to create the less common undead creatures. It does provide a way to introduce such creatures into a campaign area. The DM might further limit this spell to specific casting times (such as once per month, or only during a certain celestial configuration, and so on).

Undead Drain

Reversed form, see undead regeneration.

Undead Familiar

(Necromancy)

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Permanent

Area of Effect: 1 corpse or skeleton

Saving Throw: None

Using this spell, an evil wizard animates a corpse to act as his familiar. The "subject" can be in any stage of decay to the point of being nothing more than a skeleton. Any human, demihuman, or humanoid corpse can be animated.

The resulting zombie or skeleton has the same abilities and immunities as a normal undead creature of its type, but has 1d3 points of Intelligence. The wizard has an empathic link with the familiar and can issue mental commands at a distance of up to one mile. Empathic responses from the familiar are basic and unemotional, and such a familiar is unlikely to be distracted from its task.

If separated from the caster, the familiar loses 1 hit point each day, and is destroyed when reduced to 0 hit points. When the familiar is in physical contact with the wizard, it gains the wizard's saving throw against special attacks; it suffers damage as normal, according to whether or not it makes its saving throw. If the familiar is destroyed, the caster must immediately make a successful system shock check or die. Even if he survives this check, the wizard loses 1 point from his Constitution when the familiar is destroyed.

An undead familiar can be turned normally, but cannot be destroyed by turning. If within sight of its master, it is turned as a wight.

A wizard can have only one familiar of any type at any time. An undead familiar accepts more abuse than would a normal familiar.

The spell requires a corpse or skeleton and a silver ring that is placed on one of the familiar's fingers.

Notes: Very rare spell. Known to be in the tome, *Kyristan's Mysteries*.

Undead Master

(Necromancy)

Level: 9

Range: 0

Components: V, S, M

Casting Time: 2

Duration: Special

Area of Effect: 10 ft./level radius

Saving Throw: Neg.

This spell enables the caster to control undead creatures perfectly and precisely. Controlled undead can perform tasks such as climbing, sorting, locking and unlocking closures, binding wounds, and the like, but cannot cast spells or perform other class abilities.

When an *undead master* spell is cast, the caster is instantly aware of all undead within the area of effect. At any time within the next 2 turns, the caster can try to bring all undead within the area under direct control. All must save vs. spell at a -6 penalty to avoid being affected. Those affected

obey the mental commands of the caster. The undead, unlike charmed living creatures, are not freed of control by being directed to do things harmful to them. The destruction, departure, or mental suppression of the caster will end the spell.

Undead of semi-intelligence or better have a 5% per Hit Die chance per day of escaping the master's control. Often these creatures will stay and serve by choice.

Notes: Restricted to undead spellcasters, rare. Updated from *Lords of Darkness*.

Undead Mastery

See master undead.

Undead Monster Summoning

See undead summoning.



Undead Mount**(Necromancy)**

Level: 2

Range: 10 yds.

Components: V, S, M

Casting Time: 2

Duration: 2 hrs. + 1 hr./level

Area of Effect: 1 mount

Saving Throw: None

By means of this spell, a wizard can animate a dead horse or similar creature or assemble a magical mount from the bones of such creatures. The mount created by this spell is under the control of the caster. It can carry up to 300 lbs. of riders and equipment. Exceeding the 300-lb. limit destroys the spell and reduces the mount to its original (dead) form.

An *undead mount* is usually a horse (dead horses are easy to come by) but also can be a griffon, camel, hippogriff, or other beast of burden. Flying creatures that are turned into undead mounts cannot fly but they can move along the ground. Creatures that had some special ability while alive do not retain that ability in their undead state.

The *undead mount* is unintelligent and cannot fight. It responds only to simple verbal commands, and cannot be affected by enchantment/charm magic. The *undead mount* has a movement rate of 18 and moves silently. It has 1d4 hit points plus one additional hit point per level of the caster. Undead mounts can be turned as skeletons if they are primarily bones or as zombies otherwise. Undead mounts ridden by more powerful undead cannot be turned separately but if the rider is turned so is the mount.

The caster can choose, when creating the *undead mount*, to make it glow very faintly with a yellow green or red hue.

The material components of this spell are a drop of water, a human hair, and a pinch of powdered hoof. The bones or body of the animal that will serve as the mount also are needed.

Notes: Uncommon for necromancers; otherwise, very rare. Known to be in *Tidings of Conflict and Woe*.

Undead Production

Aka undead creation.

Undead Regeneration**(Necromancy)**

Reversible

Level: 6

Range: Touch

Components: V, S

Casting Time: 6

Duration: Instantaneous

Area of Effect: Undead creature touched

Saving Throw: None

This spell enables the caster to touch an undead creature and restore a number of hit points to it equal to the caster's level, plus 1d6. Even gaseous and noncorporeal undead can be restored by use of this spell. The spell has no effect on creatures other than undead.

The reverse of this spell, *undead drain*, requires a successful attack roll. The touch inflicts damage equal to the caster's level plus 1d6 points of damage. This damage is not gained as extra hit points by the caster. Only an undead creature can be affected.

Notes: Restricted to necromancers; rare.

Undead Servant**(Necromancy)**

Level: 1

Range: 10 yds.

Components: V, S, M

Casting Time: 1 turn

Duration: 1 hr. + 1 turn/level

Area of Effect: 1 body or skeleton

Saving Throw: None

This spell allows the wizard to temporarily animate the body or bones of a dead human, demi-human, or humanoid creature of man-size or smaller. The animated creature is treated as a zombie or skeleton, as appropriate; see the *MONSTROUS MANUAL* tome. The *undead servant* obeys simple commands until destroyed, dispelled, or the spell duration expires.

The material component is a pinch of graveyard dirt.

Notes: Restricted to necromancers, rare. (Updated from *POLYHEDRON* Newszine.)

Skeleton: AC 7; MV 12; HD 1; THAC0 19; #AT 1; Dmg 1d6 (weapon); SD Half damage

from edged and piercing weapons, immune to *sleep*, *charm*, *hold* and *fear*; SZ M.

Zombie: AC 8; MV 6; HD 2; THACO 19; #AT 1; Dmg 1d8; SD Immune to *sleep*, *charm*, *hold*, *death magic*, *poison*, and *cold-based spells*; SZ M; strikes last in *melee round*.

Undead Servants

See *undead aides*.

Undead Summoning I

(Necromancy)

Level: 3

Range: 30 yds.

Components: V, S, M

Casting Time: 3

Duration: 2 rds. + 1 rd./level

Area of Effect: Special

Saving Throw: None

Within one round of completing this spell, the necromancer conjures 2d4 skeletons or 3d4 animal skeletons (50% chance of each) to a point within the spell's range. The undead attack the caster's enemies to the best of their ability until he commands the attack to cease, the spell duration expires, or they are defeated or turned. The undead summoned by this spell vanish when slain. If no enemy is present for the undead to engage, they follow any other commands or undertake simple tasks as the wizard directs.

The material component is a bit of bone taken from a ghoul, wight, or ghast.

Notes: Restricted to necromancers; rare.

Undead Summoning II

(Necromancy)

Level: 4

Range: 40 yds.

Components: V, S, M

Casting Time: 4

Duration: 3 rds. + 1 rd./level

Area of Effect: Special

Saving Throw: None

An improvement of the 3rd-level spell *undead summoning I*, this spell resembles its weaker relation, except that *undead summoning II* conjures

2d4 zombies (75% chance) or 2d3 *heucuvus* (25% chance). The monsters attack the caster's enemies to the best of their ability until he commands the attack to cease, the spell duration expires, or the monsters are defeated or turned. The undead summoned by this spell vanish when slain. If no enemy is present for the undead to engage, they follow any other commands or undertake simple tasks as the wizard directs.

The material component is a bit of bone taken from a wight, ghast, or mummy.

Notes: Restricted to necromancers; rare.

Undead Summoning III

(Necromancy)

Level: 5

Range: 50 yds.

Components: V, S, M

Casting Time: 5

Duration: 4 rds. + 1 rd./level

Area of Effect: Special

Saving Throw: None

The next spell in the series of *undead summonings*, this spell brings 2d4 ghouls (50% chance) or 2d4 monster zombies (50% chance) to the caster's aid. The monsters attack the caster's enemies to the best of their ability until he commands the attack to cease, the spell duration expires, or the monsters are defeated or turned. The undead summoned by this spell vanish when slain. If no enemy is present for the undead to engage, they follow any other commands or undertake simple tasks as the wizard directs.

The material component is a bit of bone taken from a wight, ghast, or mummy.

Notes: Restricted to necromancers; rare.

Undead Summoning IV

(Necromancy)

Level: 6

Range: 60 yds.

Components: V, S, M

Casting Time: 6

Duration: 5 rds. + 1 rd./level

Area of Effect: Special

Saving Throw: None

Simply a more powerful version of the earlier *undead summonings*, this spell conjures 2d4 ghouls (40% chance), 2d4 shadows (20% chance), or 2d4 juzu zombies (40% chance) to the

caster's aid. The monsters attack the caster's enemies to the best of their ability until he commands the attack to cease, the spell duration expires, or the monsters are defeated or turned. The undead summoned by this spell vanish when slain. If no enemy is present for the undead to engage, they follow any other commands or undertake simple tasks as the wizard directs.

The material component is a bit of bone taken from a mummy, vampire, or lich.

Notes: Restricted to necromancers, rare.

Undead Summoning V (Necromancy)

Level: 7

Range: 70 yds.

Components: V, S, M

Casting Time: 7

Duration: 6 rds. + 1 rd./level

Area of Effect: Special

Saving Throw: None

This spell resembles *monster summoning V*, except that it conjures 3d4 ghosts (40% chance), 2d3 giant skeletons (40% chance), or 1d3+1 banshees (20% chance) to the caster's aid. The monsters attack the caster's enemies to the best of their ability until he commands the attack to cease, the spell duration expires, or the monsters are defeated or turned. The undead summoned by this spell vanish when slain. If no enemy is present for the undead to engage, they follow any other commands or undertake simple tasks as the wizard directs.

The material component is a bit of bone taken from a mummy, vampire, or lich.

Notes: Restricted to necromancers, rare.

Undead Summoning VI (Necromancy)

Level: 8

Range: 80 yds.

Components: V, S, M

Casting Time: 8

Duration: 7 rds. + 1 rd./level

Area of Effect: Special

Saving Throw: None

The necromancer's version of *monster summoning VI*, this spell summons 1d3+1 mummies (40% chance), 1d4+1 wraiths (40% chance), or 2d4 wights (20% chance) to the caster's aid. The

monsters attack the caster's enemies to the best of their ability until he commands the attack to cease, the spell duration expires, or the monsters are defeated or turned. The undead summoned by this spell vanish when slain. If no enemy is present for the undead to engage, they follow any other commands or undertake simple tasks as the wizard directs.

The material component is a bit of bone taken from a vampire or lich.

Notes: Restricted to necromancers, rare.

Undead Summoning VII (Necromancy)

Level: 9

Range: 90 yds.

Components: V, S, M

Casting Time: 9

Duration: 8 rds. + 1 rd./level

Area of Effect: Special

Saving Throw: None

The most powerful version of the undead summonings, this spell conjures 1d3+1 spectres (50% chance), 1d3 vampires (40% chance), or 1 revenant (10% chance) to the caster's aid. The monsters attack the caster's enemies to the best of their ability until he commands the attack to cease, the spell duration expires, or the monsters are defeated or turned. If this spell happens to summon a revenant, the monster selects an opponent designated by the caster as its hated nemesis and attacks the selected victim single-mindedly. The undead summoned by this spell vanish when slain. If no enemy is present for the undead to engage, they follow any other commands or undertake simple tasks as the wizard directs.

The material component is a bit of bone taken from a lich.

Notes: Restricted to necromancers, very rare.

Undetectable Alignment *Reversed form, see know alignment.*

Undetectable Charm *Reversed form, see detect charm.*

Unholy Blessing, Morphail's *See Morphail's unholy blessing.*

Universal Taster, Thundrael's *See Thundrael's universal taster.*

Unleash Monolith

(Conjuration/Summoning)

(Provinces: Flame, Sand, Sea, Wind)

Level: 8

Range: 120 yds.

Components: V, S, M

Casting Time: 1 day

Duration: 1 turn/level

Area of Effect: Special

Saving Throw: None



A form of elemental summoning, this spell brings a barely sentient creature made of elemental matter to the Prime Material Plane. The creature, called an elemental monolith, is composed of either elemental fire, water, air, or earth—in accordance with the caster's calling. It proceeds to destroy everything and anything that stands in its way. It is stronger and less intelligent than an ordinary elemental of its type—and is therefore much more dangerous.

Ordinary elementals are detailed in the *MONSTROUS COMPENDIUM TOME*. The same statistics apply to monoliths, with the following changes: All monoliths have 30 Hit Dice. They are nonintelligent, and inflict twice as many damage dice as ordinary elementals. (The wind monolith inflicts 4d10, sand monolith, 8d8; flame monolith, 6d8; and the sea monolith, 10d6.)

It is not easy to open an interplanar gate to one of these creatures. A wizard must spend a full day of careful meditation and chanting to cast the spell. During that time he may not rest, sleep, or eat, else the preparation is ruined. Any disturbance during that time also disrupts his casting, ruining the spell.

When the day ends, the caster must make a successful Constitution check to see if he has performed the spell correctly. If he has unleashed a monolith, he must make an immediate system shock roll. Bringing such creatures into this plane is stressful. If the system shock roll fails, the caster dies.

The monolith is uncontrolled upon arrival. Magic that normally brings elementals to "heel" has no effect on elemental monoliths. The creature sets about to destroy as much of the surrounding countryside as possible before the end of the spell's duration. When the spell expires, the monolith fades out, returning to its native land (provided it was not destroyed or banished earlier).

Given the time and risk involved, wizards tend

to reserve this spell for a special occasion. If he intends to survive, the caster should plan an escape route of some type—e.g., a teleport or other gate. In that way, he can avoid the vengeance of the monolith, as well as that of any surviving citizenry.

The material component for this spell varies according to the type of monolith being summoned:

A *sand monolith* requires a huge amount of loose sand or dust. A stretch of beach or desert is sufficient; the material in a dusty, abandoned room or on a dusty street is not. The sand monolith resembles a huge, 30-foot-tall humanoid made of dripping sand. Its eyes are yellow and glowing. Its maw is wide, open, and lipless.

A *flame monolith* requires a great amount of fire. The flame from a burning building (or another fire this size) is sufficient. The fire does not have to be burning during the entire casting time, but it must be present for the conclusion of the spell. The flame monolith appears as a 30-foot-long serpent with jade-green eyes and ivory fangs, which drip hot magma.

A *wind monolith* requires a huge amount of moving air, such as that of a storm front, hurricane, or tornado. Such conditions are not required throughout the entire casting time, though they are required at its conclusion. The storm can be magically created by someone other than the monolith's caster. The wind monolith is a 30-foot-tall thunderhead with a humanoid shape. Its eyes appear as lightning bolts all over its body.

A *sea monolith* requires at the very least a small lake, and more likely a good-sized chunk of ocean. Anything less causes the spell to fail. Once conjured, the sea monolith appears as a 30-foot-tall humanoid mass of water with wide, thick limbs. Sea creatures may be seen swimming within the monolith's body. The monolith's eyes are a hellish red.

Notes: Common for spellcasters from an Arabian setting; otherwise, very rare.

Unlife — Red Wizard

(Necromancy)

Level: 8

Range: Touch

Components: V, S, M

Casting Time: 8

Duration: Permanent

Area of Effect: Creature touched

Saving Throw: Neg.

Used only by evil wizards, this spell enables the caster to transform a single victim into an undead creature under his or her control. The caster touches the subject, who must then save vs. death magic. If the save fails, the subject instantly dies and is transformed into an undead creature under the control of the caster.

The exact type of undead depends upon the level of the victim. Individuals of levels 1–3 become skeletons (50%) or zombies (50%). Those of levels 4–6 become ghouls, those of levels 7–8 become wights, and those of level 9 or higher become wraiths.

Using this spell, the caster can control a number of undead creatures equal to his or her level.

The material component of this spell is dirt from a freshly dug grave.

Notes: Restricted to evil wizards. Uncommon for Red Wizards of Thay; otherwise, rare.

Unluck*

(Evocation)

(Wild)

Level: 4

Range: 10 yds.

Components: V, S, M

Casting Time: 4

Duration: 2d10 rds.

Area of Effect: 1 creature

Saving Throw: Neg.

With this spell, the wild mage creates a negative pattern in the random forces surrounding one creature. The creature is allowed a saving throw; if successful, the spell fails. If the saving throw is failed, random chance falls into an unlucky pattern. Any action involving random chance (that is, any time a die roll affects the creature) performed by the victim during the next 2–20 rounds requires two separate attempts; the worse result is applied. (The victim rolls twice for attacks, damage, saving throws, and so on, always using the worse die roll.)

A *luckstone* or similar magical device will negate unluck. Doing so, however, prevents the magical item from functioning normally for 2d10 rounds.

The material component is a piece of a broken mirror

Notes: Restricted to wild mages, common.

Unmask

(Alteration, Divination)

(Artifice)

Level: 3

Range: 10 ft./level

Components: V, S, M

Casting Time: 3

Duration: 1 rd./level

Area of Effect: 30-ft. cube

Saving Throw: None

This spell creates a stationary area in which the caster can see all creatures as they truly are. The spell affects all those within a 30-foot cube, except the caster. The spell overcomes disguises, including the effects of *polymorph* spells, *change self*, illusions, and appearances caused by items such as a *hat of difference*. Only the caster sees the target creatures' true appearances. Others see the creatures as their illusions or spells show them to be. (However, certain magics creating a lasting and permanent change are not subject to this effect.)

The caster can center the *unmask* spell up to 10 feet away for each level of experience (for example, a 5th-level caster can center the spell up to 50 feet away):

The material component of the spell is a black piece of cloth with two eyeholes cut in it.

Notes: Rare spell (*WoG*). Believed to have originated in the Valley of the Mage.

Unpickable Lock

(Alteration)

(Artifice)

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 2

Duration: 1d3 + 1 months

Area of Effect: 1 lock

Saving Throw: None

This spell can be cast on any lock (key or combination) and lasts for 2 to 4 months. Any character attempting to pick the affected lock suffers a –25% penalty to his Open Locks score. This spell can be keyed to a single individual (not necessarily the spellcaster) who can open the ensorcelled lock freely, even without the proper key or combination.

The material component of this spell is a sliver of bone.

Notes: Rare spell.

Unreadable Magic

Reversed form, see read magic.

Unseal Gate

Reversed form, see gate seal.

Unseen Butler, Nimodes'

See Nimodes' unseen butler.

Unseen Servant

(Conjuration/Summoning)

Level: 1

Range: 0

Components: V, S, M

Casting Time: 1

Duration: 1 hr. + 1 turn/level

Area of Effect: 30-ft. radius

Saving Throw: None

The *unseen servant* is a non-visible, mindless, and shapeless force, used to step and fetch, open unstuck doors, and hold chairs, as well as to clean and mend. It is not strong, but unflinchingly obeys the command of the wizard. It can carry out only one activity at a time and can move only light-weight items, carry a maximum of 20 pounds, or push or pull 40 pounds across a smooth surface. It

can open only normal doors, drawers, lids, etc. The *unseen servant* cannot fight, nor can it be killed, as it is a force rather than a creature. It can be magically dispelled, or eliminated after receiving 6 points of damage from area-effect spells, breath weapons, or similar attacks. If the caster attempts to send it beyond the allowed radius, the spell ends immediately.

The material components of the spell are a piece of string and a bit of wood.

Notes: Common spell (PHB).

The *unseen servant* does not have any senses or powers of reason. It is incapable of any action except following its instructions to the letter. Thus, while it can be sent to the bottom of a pool to grab whatever objects it encounters, it cannot be directed to grab any gems or coins it might find.

A *permanent unseen servant* always hovers within 30 feet of the caster. If destroyed, it reforms in 2d10 rounds.

Urgent Utterance, Rary's

See Rary's urgent utterance.



Vacancy

(Alteration, Illusion/Phantasm)

Level: 4
 Range: 10 yds./level
 Components: V, S, M
 Casting Time: 4
 Duration: 1 hr./level
 Area of Effect: 10-ft. radius/level
 Saving Throw: None

When a *vacancy* spell is cast, the wizard causes an area to appear to be vacant, neglected, and unused. Those who behold the area see dust on the floor, cobwebs, dirt, and other conditions typical of a long abandoned place. If they pass through the area of effect, they seem to leave tracks, tear away cobwebs, and so on. Unless they actually contact some object cloaked by the spell, the place appears empty. Merely brushing an invisible object does not cause the *vacancy* spell to be disturbed: Only forceful contact grants a chance to note that all is not as it seems.

If forceful contact with a cloaked object occurs, those creatures subject to the spell can penetrate the spell only if they discover several items that they cannot see; each being is then allowed a saving throw vs. spell. Failure means they believe that the objects are invisible. A

dispel magic spell cancels this spell so that the true area is seen. A *true seeing* spell, a *gem of seeing*, and similar effects can penetrate the deception, but a *detect invisibility* spell cannot.

This spell is a very powerful combination of invisibility and illusion, but it can cloak only nonliving things. Living things are not made invisible, nor does their presence otherwise disturb the spell.

The wizard must have a square of the finest black silk to cast this spell. This material component must be worth at least 100 gp and is used up during spellcasting.

Notes: Common spell (PHB).

Valiancy

(Alteration)

Level: 5
 Range: 30 yds.
 Components: V, S
 Casting Time: 2
 Duration: 1 rd.
 Area of Effect: 1 creature
 Saving Throw: None

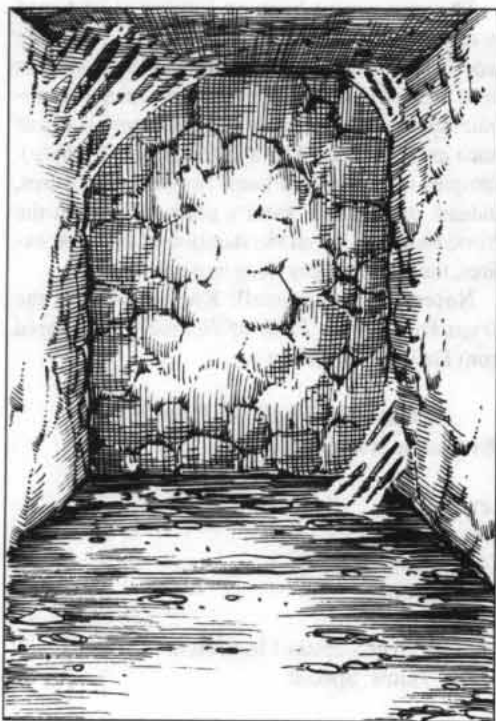
This powerful spell enables the caster (or a creature seen by the caster and within range) to gain an extra attack at the end of the round following the casting of the *valiancy* (that is, in addition to the normal attacks the being can make during that round). The spell recipient can elect to undertake an additional activity (fleeing, readying a weapon, etc.) rather than attacking, but the spell does not aid the mind or speed up magic, so the extra activity cannot be the casting of another spell or the triggering of a magical item. This spell has no aging or other harmful effect on the recipient, and has only a minor effect on movement speed (a bonus 2; for example, from MV 12 to MV 14).

Notes: Very rare spell. (Updated from *DRAGON* Magazine.)

Vampire Dagger

(Necromancy)

Level: 6
 Range: 0
 Components: V, S, M
 Casting Time: 6
 Duration: 1 rd./level
 Area of Effect: 1 dagger
 Saving Throw: Neg.



By casting this spell on a specially prepared nonmagical dagger, the wizard is able to drain hit points from other creatures and bestow those hit points on himself.

The wizard must attack the creature normally with the dagger. If the hit is successful, the creature takes normal damage from the dagger, and must make a saving throw vs. death magic. Failure means the creature takes one additional point of damage for every two levels of the caster, which the wizard gains as curative hit points. The wizard cannot gain hit points above his normal hit point total; extra hit points are lost. Also, the wizard cannot gain more hit points than the creature struck has remaining after taking damage from the dagger blow itself.

This spell is ineffective against creatures that can be harmed only by magical weapons and creatures that have no blood. Further, if the dagger strikes an undead creature, the wizard must save vs. death magic or die himself, the undead only takes damage from the dagger.

The spell requires a special dagger that has a channel inside it running from the tip through to the handle. The dagger must be forged from an alloy of silver and steel that has been mixed with the crushed bone of a vampire. The minimum cost of such a dagger is 2,000 gp. Blood from the dagger's wound must travel through the channel and touch the bare flesh of the wizard's hand for the hit points to be transferred. The effects of this spell do not protect the caster from any unusual effects of the victim's blood.

The other material component of this spell is the claw of a vampire, which disappears after the spell is cast.

Notes: Very rare spell. (Updated from *DRAGON* magazine.)

Vampire Production

Lost spell, rumored to be known by a rare type of necromancer, the Deathmaster.

Vampire Mist

(Conjuration)
(Alchemy)

Level: 4

Range: Special

Components: V, S

Casting Time: 4

Duration: 1 rd./level.

Area of Effect: 6-ft. diameter cloud

Saving Throw: Special

With this spell, the wizard causes a pale cloud of chilling vapor to form at any desired spot within a 30-foot radius. The vapor billows, shifts, and appears almost sentient, even though it is not truly alive. It moves at a rate of 30 feet per round, seeking out and enveloping the nearest life form within reach of its gaseous tendrils (possibly attacking the spellcaster if he does not take precautions). Once the spell is cast, the wizard does not need to concentrate upon the magic in order for its effects to persist.

The vapor can flow over 10-foot high walls and can seep through even the smallest openings and cracks. It cannot pass through airtight barriers (such as a *wall of force* or a hermetically sealed door), nor can the mist move across an area of fire. The gas avoids open flames, so a character could conceivably keep the vapor at bay with a torch.

The mist drains blood from any creature caught within its area of effect, inflicting 1d8 points of damage per round. The enveloped creature must make a saving throw vs. death magic during the first round of damage or else fall down incapacitated, unable to leave the gaseous cloud without help. As the vampire mist feeds, it turns dull red and can drain up to 48 points of damage before being completely satiated (i.e., inactive) for the remainder of the spell duration. A creature does not need to breathe the vapors in order for their effects to work.

The mist cannot harm an individual protected by an *antimagic shell*, and a *gust of wind* repels the vapor without dispersing it. Violent winds (such as those created by an air elemental) completely obliterate this gaseous horror, as do extremely hot fires (such as those created by a *fireball* or *flame strike*). Vampire mist does not harm fire-based creatures, undead, or monsters from a plane other than the Prime Material. When the duration of the spell expires, the cloud simply thins into nothingness.

Notes: Very rare spell. Known to be in the *Cryptikronos* (the *Book of Horror*). (Updated from *DRAGON* Magazine.)

Vampiric Lash — Phaerimm

(Evocation, Necromancy)

Level: 6

Range: 0

Components: V, S, M

Casting Time: 6

Duration: 6 rds.

Area of Effect: Creates 1 lash, 80 ft. long

Saving Throw: Special

This spell is a more powerful version of the *forcelash*. It creates a whip of shimmering force, projecting from the limb or protrusion of the phaerimm's choice to the limits of spell range. Controlled by the caster's will, this crackling band of force can strike one creature per round. It penetrates magical barriers of 5th level or less, and always hits the target creature, inflicting 6d6 points of damage.

A struck creature makes two saving throws vs. spell. The first, if successful, reduces the damage by half; the second governs the target's mobility. If successful, the creature can move and act normally; if it fails, the creature is rooted to the spot, body convulsed with the energy discharge of the *vampiric lash*. This lessens Armor Class by 2 points and denies Dexterity Armor Class adjustments; prevents the creature from moving, launching attacks, aiming, or readying items; and ruins any attempted spellcasting that round. The DM may require a Dexterity check to see if a convulsing creature drops items. Fragile items dropped on hard surfaces might require their own saving throws vs. crushing blow.

The lash wielder has the option to keep a creature immobilized with the lash instead of striking with it; the whip and limb wielding it cannot be used for other actions. An individual who tries to free a convulsing creature by seizing the lash immediately takes 3d6 points of damage, but the convulsing creature is instantly freed. This does not end the spell; the wielder is free to use the lash against any target on the next round.

Unlike the *forcelash*, damage inflicted by the *vampiric lash* is transferred to the phaerimm as bonus hit points. A phaerimm at full normal hit points can acquire up to 2 bonus hit points per level from energy drained by the lash. These hit points are retained for up to 24 hours before fading away; any damage suffered by the phaerimm is taken first from these. Additional hit points drained by the lash add to the bonus, up to the phaerimm's maximum. Hit points drained by the lash above the phaerimm's maximum bonus are lost.

Notes: Restricted to phaerimm, common.

Vampiric Touch

(Necromancy)

Level: 3

Range: 0

Components: V, S

Casting Time: 3

Duration: 1 touch

Area of Effect: The caster

Saving Throw: None

When the caster touches an opponent in melee with a successful attack roll, the opponent loses 1d6 hit points for every two caster levels, to a maximum drain of 6d6 for a 12th-level caster. The spell is expended when a successful touch is made or one turn passes. The hit points are added to the caster's total, with any hit points over the caster's normal total treated as temporary additional hit points. Any damage to the caster is subtracted from the temporary hit points first. After one hour, any extra hit points above the caster's normal total are lost. The creature originally losing hit points through this spell can regain them by magical or normal healing. Undead creatures are unaffected by this spell.

Notes: Common spell (PHB).

Vampiric Youthfulness

(Necromancy, Alteration)

Level: 9

Range: Touch

Components: V, S

Casting Time: 9

Duration: Special

Area of Effect: Caster and creature touched

Saving Throw: Neg.



With this spell, the caster makes himself younger by leeching the life energy out of another creature. The victim must have Hit Dice or levels at least equal to the caster's level, and must be at full hit points at the time the spell is cast. Undead, extraplanar beings (such as elementals), and noncorporeal creatures cannot be affected by this spell. A *charmed* creature will not willingly submit to this spell, though a creature under the effects of a *domination* spell will; even a willing victim is allowed a saving throw to negate this spell. The caster and the victim must be touching for the entire casting time of the spell; any interruption negates it.

Once cast, the subject creature ages 10 years immediately. A creature aging beyond its normal life span, dies; otherwise, it remains unconscious for 24 hours. The creature suffers any aging effects upon regaining consciousness. The caster becomes one year younger. Present damage is not healed, nor are curses or diseases removed. The caster retains all memories and experience.

Performing this spell on an unwilling victim is definitely an evil act and cannot be undertaken by a good character, even against an evil victim. However, a good character might use this spell when a subject creature is willing and has plenty of years to spare.

Notes: Uncommon for spellcasters from the DARK SUN setting; virtually unknown elsewhere.

Vanish

(Alteration)
(Dimension)

Level: 7
Range: Touch
Components: V
Casting Time: 2
Duration: 1 object
Area of Effect: Special
Saving Throw: None

When the wizard employs this spell, he causes an object to *vanish* (i.e., to be teleported as if by a *teleport* spell) if it weighs no more than 50 pounds per caster level. Thus a 14th-level caster can vanish, and cause to reappear at a desired location, an object up to 700 pounds in weight. The maximum volume of material that can be affected is three cubic feet per level of experience. Thus, both weight and volume limit the spell. An object that exceeds either limitation is unaffected and the spell fails.

If desired, a vanished object can be placed deep within the Ethereal Plane. In this case, the point from which the object vanished remains faintly magical until the item is retrieved. A successful *dispel magic* spell cast on the point will bring the *vanished* item back from the Ethereal Plane. Note that creatures and magical forces cannot be made to vanish.

There is a 1% chance that a vanished item will be disintegrated instead. There is also a 1% chance that a creature from the Ethereal Plane is able to gain access to the Prime Material Plane through the vanished item's connection.

Notes: Common spell (PHB).

Vaporize — Witch

(Alteration)

Level: 9
Range: 30 yds.
Components: V, S, M
Casting Time: 9
Duration: 1 rd./level
Area of Effect: 40 × 20 × 20 ft.
Saving Throw: None



Any rock, earth, mud, stone, metal, crystals, or other mineral matter in the area of effect is instantly transformed into dense, billowing fog. Creatures of living stone or animated metal sustain 5d10 points of damage each round they remain in the area of effect. Magical materials or items are allowed a saving throw vs. disintegration to resist vaporization, but common items are turned into a wet, clinging fog that slowly dissipates at the spell's end. Living creatures are not harmed by entering the area of effect, but their arms and equipment might be destroyed. The witch can vaporize the base of a cliff, the ceiling of a cavern, or the lower levels of a building in order to create a catastrophic collapse. She could also choose to excavate a pit by causing part of the ground to vaporize. The DM can assign

damage for collapses or excavation as desired. This spell ages the caster 3 years.

The material components for this spell are a bit of ash and spittle.

Notes: Restricted to witches, common

Veil

(Illusion/Phantasm)

Level: 6

Range: 10 yds./level

Components: V, S

Casting Time: 6

Duration: 1 turn/level

Area of Effect: 20-ft. cube/level

Saving Throw: None

The *veil* spell enables the wizard to instantly change the appearance of his surroundings and party or to create hallucinatory terrain so as to fool even the most clever creatures unless they have the *true seeing* spell, a *gem of seeing*, or similar magical aid. The veil can make a sumptuous room seem a filthy den and even tactile impressions conform to the visual illusion. Likewise, a party might be made to resemble a mixed band of brownies, pixies, and faeries led by a treant. If hallucinatory terrain is created, touch does not cause it to vanish.

Notes: Common spell (*PHB*).

Vengeance

(Invocation)

Level: 4

Range: 0

Components: V

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: The caster

Saving Throw: None



This powerful spell is only used by the wu jen in the face of impending death. When cast, it allows the wu jen to take one final act of revenge even though he has been killed. When the caster is slain, his spirit remains for one round to carry out whatever final thought the wu jen had fixed in his mind at the moment of death. If a spell is to be used, the specific spell must be clearly stated. This final action must be a deed that could be accomplished by the wu jen in one round at the moment he died. Thus, the wu jen could not cast a spell he did not have memorized, had memorized and already cast, or which required more than one round to cast. If there is confusion

concerning what the final thought of the caster was, a saving throw vs. death should be made. If successful, the player is allowed to choose the deed; otherwise, it must be adjudicated by the DM. The *vengeance* is directed at the thing or person that caused the caster's death. The vengeful spirit has no regard for the lives of others and carries out its final deed even if it imperils or harms the lives of friends or innocents. If it is possible, the deed of vengeance must be carried out; it cannot be retracted once announced.

In the next round the deed is performed. The spirit, through the energies sustaining it, automatically gains the initiative over all other parties. If the body is present, the spirit reanimates it to accomplish the vengeance. If the body is not available, the spirit appears in ghostly form to perform its deed. This action is subject to all the normal rules of attack and saving throws, and thus may not be successful in its stated goal. However, success or failure is not the key issue. Only the opportunity to perform the deed is granted by the spell. Once the deed is done the spirit vanishes and is at rest.

Notes: Common in oriental settings; otherwise, very rare.

Venom Bite — Neogi

(Evocation)

Level: 2

Range: 5 yds. + 5 yds./level.

Components: V, S

Casting Time: 1

Duration: Instantaneous

Area of Effect: 10 ft. square

Saving Throw: Special

This spell is the neogi version of a *magic missile* spell. When cast, the spell brings into being a small set of pointed teeth that are fired outward from the caster's body. One set of teeth is created for every two levels of experience beyond the 1st possessed by the caster (for example, a 3rd-level neogi would create two sets of teeth) to maximum of four sets of teeth. The teeth strike as 5 HD monsters; any creature struck by a set of teeth must save vs. spells or be *slowed* for 1d4 rounds. The caster can divide the sets of teeth among as many opponents as desired so long as they are all within a 10-foot square selected as the focus for the spell. Hits from multiple sets of teeth require multiple saving throws. Further bites from this spell have no effect once the victim has already been *slowed*.

Notes: Restricted to neogi, common.

Venom Bolt — Drow**(Evocation)**

Level: 3

Range: 30 yds.

Components: V, S, M

Casting Time: 3

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: ½

This spell creates a burst of black, apparently blazing liquid from the caster's mouth. It gouts towards a target creature chosen by the caster; to hit the desired target with a *venom bolt*, the caster must make a successful attack roll at a +4 bonus. If the roll fails, the bolt fades; it cannot affect non-living flesh or harm an unintended being.

A *venom bolt* is corrosive. It is not a flame, and can bypass armor or obstacles by acting as a gas or mist of droplets. Its touch deals any living (not undead) creature 4d4 points of damage.

The material components of this spell are at least six drops of any type of poison, and any source of spark or flame (extinguished in the spellcasting).

Notes: Restricted to drow, uncommon.

Venomdust — Dragon**(Invocation/Evocation)**

Level: 3

Range: 0

Components: V, S

Casting Time: 1 rd.

Duration: 1 month/level

Area of Effect: Special

Saving Throw: Special

The *venomdust* spell enables the dragon to create small amounts of highly toxic poisonous dust. The dust can then be sprinkled onto objects, where it adheres. Anyone touching an object so treated with bare skin must roll a successful saving throw vs. poison or die in one round. Even on a successful saving throw, the victim suffers 2d10 points of damage. The casting dragon is immune to the toxicity of its own dust.

For each effective level of the dragon, the spell creates enough dust to cover an area of one square foot. Thus a red wyrm, which is a 20th-level spellcaster, can create enough *venomdust* to cover a 4-foot by 5-foot area.

Venomdust can be detected by *detect magic*

and rendered harmless by a successful casting of *dispel magic* or *neutralize poison*. The dragon can negate the dust, making it harmless, at will.

Dragons frequently use *venomdust* to protect the most precious parts of their hoards.

Notes: Restricted to dragons, uncommon. Known to be in the *Draconomicon*.

Ventriloquism**(Illusion/Phantasm)**

Level: 1

Range: 10 yds./level, maximum 90 yds.

Components: V, M

Casting Time: 1

Duration: 4 rds. + 1 rd./level

Area of Effect: 1 creature or object

Saving Throw: Special

This spell enables the wizard to make his voice or someone else's voice or a similar sound seem to issue from someplace else, such as from another creature, a statue, from behind a door, down a passage, etc. The spellcaster can speak in any language that he knows, or make any sound that he can normally make. With respect to such voices and sounds, anyone rolling a successful saving throw vs. spell with a -2 penalty detects the ruse. If cast in conjunction with other illusions, the DM may rule greater penalties or disallow an independent saving throw against this spell in consideration of its contribution to the total effect of the combined illusion.

The material component of this spell is a parchment rolled up into a small cone.

Notes: Common spell (PHB).

Vessel**(Conjuration)**

Level: 6

Range: 20 yds.

Components: V, S, M

Casting Time: 1 turn

Duration: 2 turns/level + 1d3turns

Area of Effect: Special

Saving Throw: None



This spell allows the wu jen to create a seaworthy vessel from a single sheet of paper. Use of the spell requires the origami proficiency. The wu jen takes the sheet of paper and, while casting the spell, folds it into the shape of a small junk. Upon completion, he utters the final words of the spell

and blows on the paper boat. In one round, it grows into a full-sized sailing vessel.

The ship is large enough to carry the *wu jen* and four passengers for every four levels of experience the caster has. A 16th-level caster could create a small junk capable of carrying up to 17 man-sized individuals, while a 24th-level caster could create a medium-sized junk able to hold as many as 25 people. For the purposes of cargo, one horse equals four humans, assuming a normal amount of clothing and gear carried by each person. Furthermore, the vessel has no need for crew, magically moving under its own power at a rate of 15. At the end of the spell, the ship shrinks to its original size.

Notes: Common in oriental settings; otherwise, very rare.

Vile Venom

(Conjuration/Summoning)

(Alchemy, Water)

Level: 5

Range: 30 yds.

Components: V, S, M

Casting Time: 5

Duration: 1 hr./level

Area of Effect: Special

Saving Throw: Special

By casting this inherently evil spell, the wizard conjures a small amount of deadly poison directly onto any weapon blades or other surface within the area of effect. The spell creates one dose per caster level; a single dose is sufficient to coat one size S weapon such as a dagger or an arrowhead, three doses can coat a size M weapon, and five doses can coat a size L weapon. The venom remains potent for up to one hour per caster level, although an envenomed blade remains so for only 1d3 successful attacks before the poison has been worn off. The potency of the venom varies by the caster level (see table).

Level	Onset Time	Strength
9th	2-12 rounds	20/1d3
12th	2-5 rounds	25/2d4
15th	1-2 rounds	30/2d6
18th+	Immediate	death/20

If a weapon coated with *vile venom* successfully hits a creature, the victim must make a saving throw vs. poison or suffer the first damage figure—if the caster was a 12th-level wizard, this

would be 25 points. (Naturally, this is damage above and beyond any caused by the weapon that injects the poison.) Success means the victim still sustains a lesser amount of damage, as shown in the second figure.

Instead of creating an insinuating poison (one that is introduced to the body through a cut), the wizard can instead conjure the venom as a contact poison. A surface of about one-half square foot per caster level can be affected. One square foot is enough to coat a doorknob, a sword hilt, the handle or clasp of a chest, or an object of similar size.

The contact poison has the same effects as the insinuating venom, but the victim gains a +2 bonus on his saving throws. The contact poison's toxicity fades at the end of the spell's duration.

The material component is a small vial of serpent venom.

Notes: Uncommon spell (PO:SP).

Viper, Sylûne's

See Sylûne's viper.

Vipergout

(Conjuration/Summoning)

Level: 7

Range: 0

Components: V, S, M

Casting Time: 7

Duration: 5 rds. + 1 rd./level

Area of Effect: The caster

Saving Throw: None

By means of this magic, the casting of which involves a piece of snakeskin (or a portion of a dead snake) which is consumed by the magic, the caster instantly teleports snakes to his or her location. These living snakes appear in the caster's mouth, and are vomited forth. They do not choke or otherwise harm the caster, and never attack him. Until the spell expires, they serve the caster, fighting to the death. The snakes are of normal varieties, 2 to 10 feet long, and are 50% likely to be venomous. The first round, 4d6 snakes appear, and for the next 1-3 rounds another 1d6 snakes appear in each round. While the spell is in effect, speech, spell-casting, or pronunciation of magical item activation words on the caster's part is impossible. The caster can breathe and swallow normally, and can freely engage in movement and combat.



Summoned snakes vary in size, coloration, and species, but the DM should roll secretly for the type of snakes that appear, or make up similar types (see table).

While the spell lasts, the caster's control of the snakes cannot be broken by any means except slaying the caster or the snakes—*dispel magic* and charms do not end or overcome the caster's control of the reptiles. Controlled snakes attack or not as the caster wills, switch targets if desired, constrict without harming (or biting), use their coils and jaws to gnaw ropes or turn keys, carry wands to the caster or move other small objects about, and engage in other noncombat activities.

However, a *viper gout* spell does not empower a snake with special powers, with increased Dexterity or Intelligence, and it cannot force a snake to attack itself.

- 1 *Constrictors*: AC 6; MV 9; HD 2+2; constrict for 1d4+1.
- 2 *Constrictors*: AC 7; MV 15; HD 1-1; constrict for 1d4.
- 3 *Constrictors*: AC 8; MV 12; HD 1+2; constrict for 1d4+1.
- 4 *Poisonous*: AC 9; MV 15; HD 1-1; bite 1, Type A, B, or C poison*
- 5 *Poisonous*: AC 7; MV 9; HD 1+1; bite 1-2, Type A, B, or C poison*

6 *Poisonous Constrictors*: AC 8; MV 9; HD 1+2; bite 1d2, constrict for 1d4+1; SA Type A, B, or C poison*

**Type A*: onset 10-30 min., 15/0; *Type B*: onset 2d6 min., 20/1d3; *Type C*: onset 2d6 min., 30/2d6; the damage is for a failed/successful saving throw.

Notes: Very rare spell from the FORGOTTEN REALMS setting. Known to be in *Vaerendroon's Ineffable Enchantments*.

Virus Charm

(Enchantment/Charm)

Level: 9

Range: Touch/Special

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: Special

Saving Throw: Neg.

Virus charm is a particularly nasty version of *mass charm* that has a specialized means of spreading. The initial virus charm is cast on a single individual who must make a saving throw vs. spell at -2 to avoid being charmed. The charmed individual, (monster or person) must have fewer hit points than the wizard who cast the spell for this spell to operate. If the charmed individual has greater or equal hit points, the spell functions as a simple *charm person* or *charm monster*.

Once charmed, the target individual can now charm others (person or monster) by touch. These latter individuals are considered charmed by the original spellcaster. Each new target individual must make a saving throw vs. spell. Those with more hit points than the original caster save at +2 to their die roll. These charmed individuals can then in turn charm others in the same manner.

The *virus charm* can affect up to three times the original caster's experience level in individuals (not levels or Hit Dice). Individuals under the effect of the *virus charm* behave the same as someone who was charmed normally, with all of the charm spell's limitations and requirements. Each character's Intelligence determines how long the charm will last before a second saving throw is permitted. If the caster attacks an individual under a *virus charm*, all individuals under the *virus charm* are permitted saving throws. Similarly a *dispel magic* cast successfully on an individual under the charm affects all individuals under that *virus charm*. Creatures that are immune to enchantment/charm spells are unaffected by the *virus charm*.

Virus charms are commonly used by wizards to rouse a crowd of followers quickly, or to send an unknown charmed agent in to meet with an otherwise reclusive foe.

The material component is a thin web of finely spun copper wire, worth about 100 gp. The components are used only for the initial spell—after the initial charm, the spell is passed on by touch.

Notes: Very rare spell from the FORGOTTEN REALMS setting. Known to be in *Tidings of Conflict and Woe*.

Vision

(Divination)

Level: 7

Range: 0

Components: V, S, M

Casting Time: 7

Duration: Special

Area of Effect: The caster

Saving Throw: None

When the wizard wishes to gain supernatural guidance, he casts a *vision* spell, calling upon whatever power he desires aid from, and asking the question for which a vision is to be given in answer. Two six-sided dice are rolled. If they total 2 to 6, the power is annoyed and will cause the wizard, by an ultra-powerful *geas* or *quest*, to do some service, and no questions are answered. If the dice total 7 to 9, the power is indifferent, and some minor vision, possibly unrelated to the question, is given. A score of 10 or better indicates that the vision is granted.

The material component of the spell is the sacrifice of something valued by the spellcaster or by the power supplicated. The more precious the sacrifice, the better the chance of the spell's success. A very precious item grants a bonus of +1 on the dice, one that is extremely precious adds +2, and a priceless item adds +3.

Notes: Common spell (*PHB*).

Vision Crystal

(Enchantment, Divination)

Level: 7

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: 1 turn + 1 rd./level

Area of Effect: 1 object

Saving Throw: None

The *vision crystal* spell turns any transparent or reflective object into a *crystal ball* with the power of *clairaudience*, as described in the *DMG*. The spell functions on any suitable object—a small mirror, a gemstone, even a piece of clear glassware—with a minimum of preparation. *Vision crystal* also lasts one full turn plus one round per caster level. The caster can cast *comprehend languages*, *read magic*, *tongues*, *infravision*, and *ultravision* through the *vision crystal*, and has a 5% chance per level of successfully casting *detect magic*, *detect evil or good*, and *message* through the crystal if the spells are memorized when the crystal is activated. No other spells can be cast through the crystal.

The crystal or reflective object is unharmed by the casting and can be used repeatedly.

Notes: Restricted to diviners, witches, and savants; rare.

Vision Stone

(Divination)

(Artifice)

Level: 4

Range: Special

Components: V, S, M

Casting Time: 4

Duration: Special

Area of Effect: 1 gem or item/level

Saving Throw: None

This spell enables the caster to enclose a telepathic message in a gem or other object. The caster is able to set the conditions under which the message will be revealed. These conditions may be as generic or as specific as the caster desires, following the criteria for the *magic mouth* spell. When a designated creature holds the object, it glows and pulses, and the message is delivered mentally to the creature. The message remains in the object until the conditions for delivery are met.

The spell enables the caster to place a 50-word message or a one-minute vision into the designated object. When the conditions of the delivery of the message are met, the message is delivered mentally to the recipient—no one else can hear the message. The *vision stone* cannot deliver magical spells or activate devices with command words.

The caster can create one vision stone per level of spell ability, as long as all objects are imbued with the same message and the same criteria for delivery of the message. Thus, a 10th-level caster

can imbue ten objects with the same message with only one spell. If the 10th-level mage desires to imbue ten objects with ten different messages, ten spells are required. The object on which the *vision stone* spell is placed disintegrates immediately after the message is delivered.

Wizards below 15th level of ability can enchant only gems and objects worth 100 gp or more. Wizards of 15th level and above can enchant gemstones of any value and fabricated items of any value. Thus, a 15th-level mage could not enchant a broken tree branch, but he could a small wreath woven out of tree branches.

The material components are the item to be enchanted, and an eyelash and a tooth from any creature.

Notes: Uncommon for diviners and artificers; otherwise, rare.

Vitriolic Sphere

(Conjuration/Summoning)

(Alchemy, Water)

Level: 4

Range: 150 yds.

Components: V, S, M

Casting Time: 4

Duration: Special

Area of Effect: 5-ft. radius

Saving Throw: ½

This spell conjures a one-foot sphere of glowing emerald acid that the caster can direct to strike any target within range. When it reaches its target, the sphere explodes and drenches the victim in potent acid. The victim suffers 1d4 points of damage per caster level (to a maximum damage of 12d4) and may attempt a saving throw vs. spell for half damage. A victim failing the saving throw continues to suffer acid damage in the following rounds, sustaining two less dice of



damage each round. For example, an 8th-level wizard inflicts 8d4 damage with this spell on the first round, 6d4 on the second round, 4d4 on the third round, 2d4 on the fourth round, and the spell ends in the fifth round. Each round, the subject is allowed to a saving throw—the spell ends when the creature succeeds, or when the acid damage runs its course. The acid can also be neutralized with soda, ash, lye, charcoal, or removed with a large quantity of water.

The *vitriolic sphere* also splashes acid in a 5-foot radius around the primary target. Any creatures within the splash radius must make a successful saving throw vs. paralyzation or suffer a splash hit that inflicts 1d4 points of damage per five caster levels. Splash hits do not cause continuing damage.

The material component for this spell is a drop of giant slug bile.

Notes: Uncommon spell (PO:SP)

Vocalize

(Alteration)

Level: 2

Range: Touch

Components: S, M

Casting Time: 2

Duration: 5 rds.

Area of Effect: 1 spellcasting creature

Saving Throw: None

The recipient of this spell can cast spells with a verbal component without having to make any noise, so long as the casting takes place entirely within the duration of the *vocalize* spell. Only the verbal requirement of spells is deleted. This spell has no effect on other noises or speech; it simply removes a spell's verbal component.

This spell is of great use when quiet is desired in spellcasting, or when the individual has been magically *silenced*. The *vocalize* spell does not negate the magical silence, it merely allows the wizard to cast spells without verbal components.

The material component of this spell is a bell with no clapper.

Notes: Uncommon spell.

Void, Murlynd's

See Murlynd's void.

Volcanic Circle — Witch (Conjuration/Summoning)

Level: 9

Range: 5 yds./level

Components: V, S, M

Casting Time: 1 rd.

Duration: 3 rds.

Area of Effect: Special

Saving Throw: None

This spell causes a gout of red-hot lava to well forth from the ground, creating a pool 10 feet across and about 5 feet deep in the round in which the spell is cast. In the next three rounds, lava continues to pour out from the ground, causing the pool to expand 30 feet per round in all directions to a final radius of 100 feet. Any creature that comes into contact with the hot lava suffers 8d10 points of damage. Once the initial casting is completed, the flow cannot be stopped by *dispel magic* and similar means.

Just like water, lava runs downhill, so if this spell is cast on a slope the pool may only grow at the rate of 5 feet per round on the uphill side while running downhill at the rate of 40 feet per round. Trenches or hillocks can naturally channel the expanding lava pool, possibly creating safe areas or trapping unwary creatures. The caster cannot be harmed by lava she summons, and she can easily walk over its surface or let it flow around her without injury.

After three rounds, the *volcanic circle* reaches its maximum extent and begins to cool. Each round thereafter, the damage for coming into contact with the molten rock is lessened by 1d10. For example, five rounds after the volcanic circle ceases to grow, a creature attempting to cross the pool would only suffer 3d10 points of damage. The lava remains as a permanent area of black volcanic rock over the ground, averaging five feet in thickness.

The material component is a shard of obsidian.

Notes: Restricted to witches, uncommon.

Volley

Lost spell. See spell turning.

Von Gasik's Refusal

(Abjuration)
(Geometry)

Level: 5
Range: 10 yds./level
Components: V, S, M
Casting Time: 5
Duration: 1 hr./level
Area of Effect: 20-ft. square/level
Saving Throw: None

This powerful spell is designed to prevent unauthorized spellcasters from entering a hallway, doorway, window, or other point of entry.

The spell creates an invisible barrier that blocks the targeted area. Any non-spellcasters and those spellcasters specifically named by the caster may pass freely. All other spellcasters collide with the invisible barrier. Members of classes with lesser spellcasting abilities (paladins, rangers, and bards) are blocked only if the character is of sufficient level to cast spells.

The wizard is able to ward one area up to 20 feet square for each level of his experience. Thus, a 12th-level wizard may protect a square area 240 feet on a side. The area of effect may be divided among several smaller portals as long as the total area does not exceed the caster's limit. Each portal must be in range and sight of the caster at the time the spell is cast.

The barriers exist for one hour per level of the caster unless they are dismissed by the caster or dispelled by a *dispel magic* spell. A *disintegrate* spell immediately destroys a barrier, as does a *rod of cancellation* or a *sphere of annihilation*.

The invisible walls are not affected by physical blows, cold, heat, or electricity. Thrown and projected weapons (both magical and mundane) are not repelled by the barrier and may pass through the area normally. Spells can be cast through the barrier. *Dimension door*, *teleport*, and similar effects can bypass the barriers.

The material component is a pinch of dust from any wizard's tomb.

Notes: Uncommon or rare spell (*ToM*).

Vortex*

(Evocation)
(Wild)

Level: 5
Range: 30 yds.
Components: V, S, M
Casting Time: 5
Duration: 1 rd./level + 1d4 rds.
Area of Effect: 5-ft.-diameter circle
Saving Throw: ½

A *vortex* is a swirling mass of magical energy, barely controllable by the caster. On the round of casting, a small sparkle of lights fills the air at the desired position. On the second round, a 7-foot tall, multicolored tornado appears. From this moment on, the caster must maintain concentration in order for the *vortex* to remain.

Each round, the caster can move the *vortex* 60 feet. However, control of direction is not perfect. The caster has complete control over distance, but can only suggest the desired direction. The caster has a 50% chance of moving the *vortex* in the direction he desires; if the die roll indicates failure, the *vortex* moves according to the scatter diagram for grenade-like missiles. Thus, the *vortex* usually moves in the general direction desired, but on occasion, it may move to either side or directly toward the caster.

The *vortex* cannot pass through objects larger than its area of effect (it could move through a sapling but not an ancient oak tree) and will be redirected by these, rebounding along the general line of movement. For example, if cast in a narrow hallway, the *vortex* might ricochet down the hall, bouncing from side to side.

The *vortex* is composed of raw magical energy. Nonmagical creatures struck by the *vortex* suffer 1d4 points of damage per level of the caster. Magical creatures and spellcasters suffer 1d6 points of damage per level of the caster. Creatures struck are allowed a saving throw vs. spell to suffer only half damage.

Each time a creature is struck, there is a 5% chance that the *vortex* will explode in a wild surge. Use Table 2 to determine the results of any wild surge. If the *vortex* causes a wild surge, the spell ends immediately.

The material components are a silk streamer and a handful of straw.

Notes: Restricted to wild mages, common.



Wail of the Banshee

(Necromancy)

Level: 9

Range: 0

Components: V, S, M

Casting Time: 9

Duration: Instantaneous

Area of Effect: 30-ft.-radius

Saving Throw: Neg.

At the culmination of this dreadful spell, the wizard screams like a banshee (groaning spirit). For each level of the caster, one listener within 30 feet hears the wail. Those who fail a saving throw vs. death magic die instantly.

The caster is not affected by the spell, but cannot choose who will be affected. If there are more potential victims than the level of the caster, the DM randomly determines which creatures are affected. Creatures who cannot hear (due to ear plugs, deafness, etc.) may be targets, but cannot be affected and are considered to automatically make their saving throws.

The material component is a lock of hair from an evil female elf.

Notes: Uncommon spell (*ToM*).

Wakefulness

(Enchantment/Charm)

Reversible

Level: 2

Range: 30 yds.

Components: V, S, M

Casting Time: 2

Duration: 8 hrs.

Area of Effect: 1 creature

Saving Throw: Neg.

With this spell, the recipient is able to postpone sleep. For the duration of the spell, the creature feels wide awake and energetic, but immediately becomes exhausted when the spell effects wear off. A creature cannot naturally doze off while under the influence of this spell.

When the spell does wear off, the creature suffers a -2 penalty to its attack rolls and saving throws until it has slept for eight hours. A spellcaster who has not fully rested cannot recover spells cast. Multiple *wakefulness* spells extend both the time awake and the sleeping time required afterward.

The *wakefulness* spell can be cast to counter

the effect of a *sleep* spell on one creature. If a *sleep* spell is cast on a creature protected by this spell, a saving throw vs. spell with a +3 bonus is allowed to negate the effect.

The material component for this spell is a tiny glass bell.

The reverse, *drowsiness*, imposes a -2 penalty to the target creature's attack rolls and saving throws for 1 turn per level of the caster. Each full turn rested reduces the duration by two turns, shorter rest periods do not. A successful saving throw vs. spell negates the spell, and spells such as *dispel magic* can counter it.

The material component of the reversed spell is a pinch of sand.

Notes: Uncommon for spellcasters from the DARK SUN setting; otherwise, very rare.

Wall Against Noise

(Alteration)

(Province: Wind)

Level: 2

Range: 10 yds./level

Components: V, S, M

Casting Time: 2

Duration: 1 hr./level

Area of Effect: 30 ft. × 30 ft., 1 in. thick

Saving Throw: None



This spell creates a thin wall of air that prevents all sound and sound-based attacks from passing through it. The operative word is through; a sound made on one side of the wall is still audible and effective on that side (and even within the wall itself).

The *wall against noise* blocks any sound-based attack (such as a harpy's song or a power word); anyone on the opposite side is immune to the attack. Those on the same side as the attacker or somehow within the wall are still vulnerable. An attack that partially contacts the wall, or overlaps the end of it, only shields those who are directly behind the wall.

A spell such as *fireball*, which has a verbal component but isn't sound based, is not stopped by the wall. The caster can still summon the energies needed by speaking on one side of the wall, and then send the spell through it. Magical devices activated by words are also unaffected by the *wall against noise*. The wall still blocks sound, however. Hence, a *fireball* can penetrate it and explode on the far side, but the explosion

isn't audible on the side from which it was cast.

A *wall against noise* is most commonly used to secure an entrance against listening ears, as well as to protect the sultan's chambers and harem from unwanted disturbances. It also negates errant sounds caused by the *sand whisper* spell, and blocks the spell *clairaudience*. In old tales, great cities ruled by marids used walls against noise to protect their citadels from the effects of *horns of blasting* and *drums of panic*.

The material component of this spell is a white feather, blown into the air. The feather disintegrates as it drifts downward, activating the spell.

Notes: Common for spellcasters from an Arabian setting; otherwise, very rare.

Wall of Ash

Athasian Dragon King magic; psionic component renders the spell uncastable by wizards.



Wall of Bones

(Conjuration, Necromancy)

Level: 5

Range: 60 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn

Area of Effect: 10-ft. square/level; 6-inch thickness/level

Saving Throw: None



This spell causes a wall of bones to erupt from the earth in whatever shape the caster desires within the limits of the area of effect. The wall is a random construction of bones from many types of creatures. The wall need not be vertical, but it must rest upon a firm foundation or it will collapse. Since the wall has many small openings and gaps, it provides only 50% cover. Missiles can easily be fired from behind the wall, and creatures of small size (less than 4 feet tall) can wriggle through openings in the wall at the rate of 10 feet per round. However, the wall has many sharp edges and creatures wriggling through it suffer 1d8 points of damage per 10 feet traveled.

If the spell is cast in an area occupied by creatures, the wall of bones appears everywhere except where the creatures stand. Creatures in the affected area suffer an immediate 2d8 points of damage when the wall appears. The wall can be smashed by creatures with Strengths of 18 or greater that wield blunt

weapons. Every 10 points of damage causes a 5 by 5 by ½-foot section of the wall to collapse. The *wall of bones* is unaffected by the *animate dead* spell.

The material component for this spell is the branch of a withered tree taken from a cemetery.

Notes: Common for wu jen and necromancers; otherwise, very rare.

Wall of Evil

(Evocation)

Level: 4

Range: 30 yds.

Components: V, S

Casting Time: 4

Duration: Concentration + 1d4 rds.

Area of Effect: Special

Saving Throw: None

The *wall of evil* spell creates an invisible, immobile wall of sheer diabolical evil. This barrier is a vertical curtain—up to one 10-foot square per level of the caster. Paladins and other good-aligned creatures that pass through the wall feel distinctly unwelcome. A natural animal, unless unusually loyal, will shy at the barrier and will not cross if a saving throw vs. spell is failed.

Undead creatures cannot be turned by a priest separated from them by this barrier. Further, any spell cast by a good-aligned creature passing through this barrier is weakened—target creatures and objects receive a +2 bonus to their saving throws.

If subjected to a *detect evil* spell or ability, the *wall of evil* bursts into sight, resembling a translucent wall of blue flame.

The *wall of evil* lasts for as long as the wizard concentrates on maintaining it (movement up to half normal is allowed), and for one to four rounds after concentration has ended.

Notes: Restricted to evil wizards, uncommon for necromancers; otherwise, very rare. (Updated from DRAGON Magazine.)

Wall of Fire

(Evocation)

(Fire)

Level: 4

Range: 60 yds.

Components: V, S, M

Casting Time: 4

Duration: Special

Area of Effect: Special

Saving Throw: None

The *wall of fire* spell brings forth an immobile, blazing curtain of magical fire of shimmering color—violet or reddish-blue. The spell creates either an opaque sheet of flame up to one 20-foot square per level of the spellcaster, or a ring with a radius of up to 10 feet + 5 feet per two levels of experience of the wizard. In either form, the wall of fire is 20 feet high.

The *wall of fire* must be cast so that it is vertical with respect to the caster. One side of the wall, selected by the caster, sends forth waves of heat, inflicting 2d4 points of damage upon creatures within 10 feet and 1d4 points of damage upon those within 20 feet. In addition, the wall inflicts 2d6 points of damage, plus 1 point of damage per level of the spellcaster, upon any creature passing through it. Creatures especially subject to fire may take additional damage, and undead always take twice normal damage. Note that attempting to catch a moving creature with a newly-created wall of fire is difficult; a successful saving throw enables the creature to avoid the wall, while its rate and direction of movement determine which side of the created wall it is on. The *wall of fire* lasts as long as the wizard concentrates on maintaining it, or one round per level of experience of the wizard, in the event he does not wish to concentrate upon it.

The material component of the spell is phosphorus.

Notes: Common spell (*PHB*).

Wall of Fog

(Evocation)

(Air)

Level: 1

Range: 30 yds.

Components: V, S, M

Casting Time: 1

Duration: 2d4 rds. + 1 rd./level

Area of Effect: 20-ft. cube + 10-ft. cube/level

Saving Throw: None

By casting this spell, the wizard creates a billowing wall of misty vapors in any area within the spell range. The *wall of fog* obscures all sight, normal and infravision, beyond 2 feet. The caster may create less vapor if he wishes. The wall must be a roughly cubic or rectangular mass, at least 10 feet across in its smallest dimension. The misty vapors persist for three or more rounds. Their duration can be halved by a moderate wind, and they can be blown away by



a strong wind.

The material component is a pinch of split dried peas.

Notes: Common spell (*PHB*).

Wall of Force

(Evocation)

(Force)

Level: 5

Range: 30 yds.

Components: V, S, M

Casting Time: 5

Duration: 1 turn + 1 rd./level

Area of Effect: Up to 10-ft. square/level

Saving Throw: None

A *wall of force* spell creates an invisible barrier in the locale desired by the caster, up to the spell's range. The *wall of force* cannot move and is totally unaffected by most spells, including *dispel magic*, but a *disintegrate* spell will immediately destroy it, as will a *rod of cancellation* or a *sphere of annihilation*. Likewise, the *wall of force* is not affected by blows, missiles, cold, heat, electricity, etc. Spells and breath weapons cannot pass through it in either direction, although *dimension door*, *teleport*, and similar effects can bypass the barrier.

The wizard can, if desired, form the wall into a spherical shape with a radius up to one foot per level or to an open hemispherical shape of 1.5-foot radius per caster level. The *wall of force* must be continuous and unbroken when formed; if its surface is broken by any object or creature, the spell fails. The caster can end the spell on command.

The material component for this spell is a pinch of powdered diamond worth 5,000 gp.

Notes: Common spell (PHB).

Wall of Gloom

(Conjuration/Summoning)

(Shadow)

Level: 2

Range: 30 yds.

Components: V, S, M

Casting Time: 2

Duration: 2d4 rds. + 1 rd./level

Area of Effect: Two 10-ft. cubes, + one 10-ft. cube/level (max. 8 cubes)

Saving Throw: Special



This spell creates a wall or barrier of ominous shadow in any area within the spell range. The *wall of gloom* does not obscure sight completely, but objects or creatures within the wall, or on its other side, are dim shadows that can barely be seen. Creatures attempting missile fire through the wall suffer a -2 penalty to their attack rolls. In addition, the supernatural cold and darkness of the *wall of gloom* may cause creatures moving through the wall to recoil in fear.

Creatures of 4 Hit Dice or less that enter the wall must make a saving throw vs. spell or retreat for 1d3 rounds. Creatures of 4+1 to 7 Hit Dice cannot enter the wall unless they make a successful saving throw (fear-based adjustments apply); this can be checked each round. Undead creatures and those of 7+1 Hit Dice or more ignore the wall's *fear* effects.

The wall can take any shape the caster desires, as long as it is at least 10 feet high and 10 feet thick.

The material component is a bit of fleece from a black sheep.

Notes: Uncommon for Shadow mages; otherwise rare (PO:SP).

Wall of Ice

(Evocation)

(Water)

Level: 4

Range: 10 yds./level

Components: V, S, M

Casting Time: 4

Duration: 1 turn/level

Area of Effect: Special

Saving Throw: None

This spell can be cast in one of three ways: as an anchored plane of ice, as a hemisphere, or as a horizontal sheet to fall upon creatures with the effect of an *ice storm*.

A) Ice Plane. When this spell is cast, a sheet of strong, hard ice is created. The wall is primarily defensive, stopping pursuers and the like. The wall is one inch thick per level of experience of the wizard. It covers a 10-foot-square area per level (a 10th-level wizard can create a wall of ice up to 100 feet long and 10 feet high or 50 feet long and 20 feet high, etc.). Any creature breaking through the ice suffers 2 points of damage per inch of thickness of the wall. Fire-using creatures suffer 3 points of damage per inch, while cold-using creatures suffer only 1 point of damage per inch when breaking through. The plane can be oriented in any fashion as long as it is anchored along one or more sides.

B) Hemisphere. This casting of the spell creates a hemisphere whose maximum radius is equal to 3 feet plus one foot per caster level. Thus, a 7th-level caster can create a hemisphere 10 feet in radius. The hemisphere lasts until it is broken, dispelled, or melted. Note that it is possible, but difficult, to trap mobile opponents under the hemisphere.

C) Ice Sheet. This casting of the spell causes a horizontal sheet to fall upon opponents. The sheet covers a 10-foot-square area per caster level. The sheet has the same effect as an *ice storm's* hail stones—3d10 points of damage inflicted to creatures beneath it.

A *wall of ice* cannot form in an area occupied by physical objects or creatures; its surface must be smooth and unbroken when created. Magical fires such as *fireballs* and fiery dragon breath melt a *wall of ice* in one round, though this cre-

ates a great cloud of steamy fog that lasts one turn. Normal fires or lesser magical ones do not hasten the melting of a *wall of ice*.

The material component of this spell is a small piece of quartz or similar rock crystal.

Notes: Common spell (*PHB*).

Wall of Iron

(Evocation)

(Earth)

Level: 5

Range: 5 yds./level

Components: V, S, M

Casting Time: 5

Duration: Permanent

Area of Effect: 15 sq. ft./level or special

Saving Throw: None

When this spell is cast, the wizard causes a vertical iron wall to spring into being. This wall can be used to seal off a passage or close a breach, for the wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The *wall of iron* is 1/4 inch thick per level of experience of the spellcaster. The wizard is able to create an area of iron wall up to 15 square feet for each of his experience levels, so at 12th level a *wall of iron* 180 square feet in area can be created. The wizard can double the wall's area by halving its thickness.

If the caster desires, the wall can be created vertically resting on a flat surface, so that it can be tipped over, to fall on and crush any creature beneath it. The wall is 50% likely to tip in either direction. This chance can be modified by a force of not less than 30 Strength and 400 pounds mass each pound over 400 or Strength point over 30 alters the chance by 1% in favor of the stronger side. Creatures with room to flee the falling wall may do so by making successful saving throws vs. death. Those who fail are killed. Huge and gargantuan creatures cannot be crushed by the wall.

The wall is permanent, unless successfully dispelled, but it is subject to all forces a normal iron wall is subject to—rust, perforation, etc.

The material component of this spell is a small piece of sheet iron.

Notes: Common spell (*PHB*).

Wall of Paper

(Evocation)

Level: 3

Range: 5 yds./level

Components: V, S, M

Casting Time: 3

Duration: Permanent

Area of Effect: 10-ft. square/level

Saving Throw: None



With this spell, the *wu jen* creates a wall composed of paper and a thin supporting wooden frame, much like the interior wall of a dwelling. This paper screen will attach itself to designated connecting surfaces; the *wu jen* can specify either a sliding screen or a fixed, immovable wall. The wall has all the resilience and physical strength of a normal paper partition. The wall is permanent until dispelled, or until the paper is destroyed by any means that will destroy normal paper. Once the paper is ruined—burned, slashed to ribbons, sodden, burst through, and so on—the remnants will dissipate within one turn. Minor damage to the wall can be repaired with the *mend* spell.

The *wall of paper* has the unusual property of retaining and supporting a *phantasmal force* or similar illusion cast upon it in order to alter its appearance. The illusion lasts until the surface of the wall is touched by a living creature other than the caster. At this time, the illusion magic ends as if the caster had ceased concentrating.

The material component is a small square of origami paper, folded to create a sliding joint.

Notes: Uncommon in oriental settings; otherwise, very rare.

Wall of Sand

(Evocation)

(Earth)

Level: 4

Range: 5 yds./level

Components: V, S, M

Casting Time: 4

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

This spell creates a wall of swirling opaque sand 1 foot thick per level of the caster 12 feet high and 4 feet long per level of the caster. The wall must be cast so that it rests upon a hard surface and once cast it is immobile.

The sand is thick and viscous. While movement is possible through the sand (at half speed) all creatures that rely on normal sight or infravision to see are blinded while they are within the wall, and in addition they suffer a -3 penalty to their Armor Class the round after they leave the *wall of sand*. Creatures needing to breathe air suffer one point of damage per round spent in the wall.

Open flames and fires are extinguished once thrust into the *wall of sand*. Speech and spellcasting are impossible while within the wall. The wall blocks all sight through the sand to areas beyond. Magic can pass through the sand normally, though spells that require a visible target will not pass through the *wall of sand*.

The caster can create a *wall of sand* of smaller dimensions than those listed but once cast its dimensions cannot be changed. The wall maintains itself with no concentration but the caster can *dispel* it at will.

Notes: Rare spell from the FORGOTTEN REALMS setting. Known to be in the tome, *Unique Mageries*.

Wall of Sound — Bard

(Evocation)

Level: 3

Range: 60 yds.

Components: V, S, M

Casting Time: 3

Duration: Concentration + 1 rd./level

Area of Effect: Special

Saving Throw: None

The *wall of sound* spell brings forth an immobile, shimmering curtain of violently disturbed air. The wall is made up of a number of 10 by 10-foot sections equal to the caster's level. These sections can be arranged as desired as long as the resulting wall all lies in one plane (that is, it must be flat) that stands up vertically.

One side of the wall, selected by the caster, produces a voluminous roar that completely disrupts all communication, command words, verbal spell components, and any other form of organized sound within 30 feet. In addition, those within 10 feet are deafened for 1d4 turns if they fail a saving throw vs. spell. On the other side of the wall, a loud roar can be heard, but communication is possible by shouting, and verbal components and command words function normally.

Anyone passing through the wall must make a successful saving throw vs. spell or suffer 1d6

points of damage and be permanently deafened. Deafened creatures suffer a -1 penalty to surprise rolls, a +1 penalty to their initiative rolls, and they are 20% likely to miscast spells with a verbal component.

A *silence 15' radius* spell cast by a higher level caster specifically for this purpose will dispel the wall; the wall otherwise destroys all *silence* spells that come into contact with it.

The material component is a piece of slate and a finger nail clipping.

Notes: Restricted to bards; uncommon.

Wall of Stone

(Evocation)

(Earth)

Level: 5

Range: 5 yds./level

Components: V, S, M

Casting Time: 5

Duration: Permanent

Area of Effect: Special

Saving Throw: None

This spell creates a wall of granite rock that merges into adjoining rock surfaces. It is typically employed to close passages, portals, and breaches against opponents. The *wall of stone* is



1/4 inch thick and up to 20 square feet per level of experience of the wizard casting the spell. Thus, a 12th-level wizard can create a *wall of stone* three inches thick and up to 240 square feet in surface area (a 12-foot-wide and 20-foot-high wall, for example, to completely close a 10-foot \times 16-foot passage). The wall created need not be vertical nor need it rest upon any firm foundation (see the wall of iron spell); 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 area of effect by half. Thus, a 20th-level caster can create a span with a surface area of 200 square feet. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area. The stone is permanent unless destroyed by a *dispel magic* spell or a *disintegrate* spell, or by normal means such as breaking or chipping.

The material component is a small block of granite.

Notes: Common spell (PHB).

Wall of Water

(Invocation/Evocation)

(Water)

Level: 3

Range: 30 yds.

Components: V, S, M

Casting Time: 3

Duration: Concentration or 1 rd./level

Area of Effect: Special

Saving Throw: None

This spell calls into being a curtain or field of water, which remains intact and upright in defiance of gravity. The wall lasts as long as the wizard chooses to concentrate on maintaining it, or one round per level if the wizard chooses not to concentrate on holding it together. The caster may shape the wall in one of three ways:

A) *Water Curtain*. In this form, the wizard conjures one plane of water, 5 feet square and 1 foot thick per experience level. For example, a 5th-level caster can create five 5 \times 5 \times 1-foot wall sections, which would be enough to block a passageway 15 feet wide and 10 feet high with a curtain of water 1 foot thick. The curtain's lower

edge must rest upon the ground, and it remains cohesive and upright for the duration of the spell. Once raised, the wall cannot be moved.

B) *Hemisphere*. In this manifestation, the wall of water forms a dome 1 foot thick over the caster, with an inner radius equal to 3 feet plus 1 foot per caster level; a 7th-level caster could create a dome with a 10-foot radius. The wall must rest upon the ground. The dome is immobile.

C) *Sphere*. If cast underwater, the caster may shape the wall of water into a sphere 1 foot thick, with an inner radius equal to 3 feet plus 1 foot per caster level. The sphere is centered on the caster and moves with him.

In any form, the *wall of water* has two primary effects. First, missile fire through the wall is difficult, suffering a -4 attack penalty as well as a -1 damage penalty for every 2 feet of thickness. Creatures gain a +1 bonus to saving throws against attack spells that must pass through the wall. If the spell allows no saving throw, none is allowed by the *wall of water*. Second, physical passage through the wall is hindered; any creature trying to pass through must take one full round to do so, and becomes soaked to the skin in the process.

The *wall of water* can be defeated or bypassed by a number of spells or effects. At the end of the spell's duration, the water loses its cohesiveness and collapses, which may surprise those sheltering under the hemisphere or standing next to the curtain. Note that the water itself may be fresh water (25% chance), salt water (50% chance), or brackish (25%), although the sphere will always be composed of the water type that surrounds it.

The material component is a vial full of blessed spring water.

Notes: Uncommon spell (PO:SM).

Wall of Water — Witch

This 4th-level spell has been replaced by the 3rd-level spell of the same name.

Wall with No Doors

(Abjuration)
(Dimension, Geometry)

Level: 6
Range: Touch
Components: V, S
Casting Time: 1 rd.
Duration: Permanent
Area of Effect: One 10-ft. cube/level
Saving Throw: None

Wall with no doors prevents the creation of magical means of transport (both entrances and exits) in the area of effect. Within this area, summoning spells such as *monster summoning* (I to VII), *gate*, *conjure elemental*, and so on will not function. In addition, characters find it impossible to transport in or out via *dimension door*, *teleport*, *shadow walk*, *plane shift*, or similar spells. This ward even prevents the use of *spelldoor* in or out of the area of effect. Spells that create or facilitate physical means of egress—such as *passwall*, *knock*, or *disintegrate*—function normally.

Notes: Common in the MYSTARA setting; otherwise very rare.

Wandbane

(Alteration)

Level: 1
Range: 100 yds.
Components: V, S
Casting Time: 1
Duration: 1d8 rds.
Area of Effect: 1 creature
Saving Throw: Neg.

A minor version of the 3rd-level wizard spell *dispel magic*, the *wandbane* spell temporarily prevents the wielder of a rod, staff, or wand from using the item's powers. The wizard casts the spell upon a character in physical contact with a rod, staff, or wand. (If the character has more than one rod, the caster specifies the one the spell targets.) Should the spell recipient fail a saving throw, the device in question will not function for that character for 1d8 rounds.

Unlike *dispel magic*, the caster's experience level does not affect the spell's chance of success. *Wandbane* has no effect on other magical items.

Notes: Common in the MYSTARA setting; otherwise very rare.

Wandweird

(Abjuration)

Level: 7
Range: 0
Components: V, S, M
Casting Time: 7
Duration: 1 turn/level
Area of Effect: 10-ft. radius sphere
Saving Throw: None

This spell creates an invisible sphere of protection centered on the caster that moves with her. While the spell lasts, no wands function within this sphere, and no wand discharges can pass into or through the sphere. Even if triggered to explosive effect just beyond the sphere's boundaries, no part of a wand's powers penetrates the protected area. All such effects vanish as the sphere absorbs them.

Wand effects that inflict no direct points of damage are merely absorbed by the spell. Wand attacks that deal damage (such as *magic missiles*, *fireballs*, and *lightning bolts*) empower a pool of spell energy of which the *wandweird* caster is made aware.

As the sphere's existence ends because of the spell's expiration (or earlier, by the caster's choice), the *wandweird* caster can elect to launch the energy the sphere has collected at any single target creature. A blast or ray of raw spell energy roars at the chosen target, striking at MV 30 and with a THAC0 4, dealing out all the cumulative points of damage that the wand attacks absorbed by the sphere would have done.

If any being destroys a *wandweird* sphere by means of a successful *dispel magic*, this attack automatically lashes out at the dispelling caster, regardless of the *wandweird* caster's wishes or lack of attention.

This spell has no effect on magic from sources other than wands.

The material component of this spell is a piece of wood, roughly the size and shape of a wand, upon which any spell has been cast within a day of the casting of the *wandweird*. The spell need not still be in force; most mages employ a *light* spell for this preparation.

Notes: Very rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Ward — Old Empire

(Enchantment)

Level: 1
 Range: 0
 Components: V, S, M
 Casting Time: 1
 Duration: 2 rds./level
 Area of Effect: 10-ft. cube
 Saving Throw: Neg.



This spell enables the caster to set up an area with an invisible magical barrier. Those who enter the warded area have a strong compulsion to turn back and not pass through again (a successful saving throw vs. spell is required to avoid retreat). Creatures of 5 Hit Dice (or levels) or more are unaffected.

Anyone with magical protection from fear may pass through without having to roll a saving throw. This spell does not affect undead.

The material components are the feathers of a vulture.

Notes: Uncommon spell. As a FORGOTTEN REALMS Old Empire spell, initial exposure requires a mentor or a *read Southern magic* spell. Optionally, this spell can be allowed to Savage mages, as well.

Ward, Wylunde's

See Wylunde's Ward.

Ward Against Charms

(Abjuration, Enchantment/Charm)

Level: 4
 Range: Touch
 Components: V, S
 Casting Time: 1 turn
 Duration: Special
 Area of Effect: 1 creature
 Saving Throw: Neg. effects

Ward against charms is a specialized protective spell wizards can place upon themselves, their allies, or their servants. When *charm, beguiling, domination, command, suggestion*, or similar mind-control magic is cast upon the subject, this spell automatically activates. It overrides the mind-control magic, forcing the subject to carry out a specific predetermined action, such as: "Attack the caster of the controlling spell placed upon you," or "Flee with all speed."

The caster can choose to have the ward take

effect only if the subject creature receives a certain command while under the influence of mind-controlling magic. For example, a wizard could cast the ward on a personal bodyguard. If the bodyguard is magically compelled to reveal the location of the master's secret lair, the *ward against charms* might dictate that the bodyguard instead gives directions to a dragon's lair or a deadly trap. In all other respects, the enchanted subject obeys the other spellcaster, thereby making the lie more believable.

Notes: Common in the MYSTARA setting; otherwise very rare.

Ward Against Undead

(Abjuration)

(Geometry)

Level: 3
 Range: 0
 Components: V, S
 Casting Time: 3
 Duration: 1 rd. + 1 rd./level
 Area of Effect: 10-ft./level radius
 Saving Throw: Neg.

This spell prevents undead creatures from moving into its area of effect. Upon the casting of this spell, the affected area radiates a faint blue, flickering radiance, visible to all.

Undead must successfully save vs. breath weapon in order to enter the warded area; those failing the saving throw cannot enter. Those who can enter the area do so without penalty. An undead creature can attempt to enter the warded area once per turn, gaining a new saving throw with each attempt.

Undead already in the area of effect must make a successful saving throw vs. breath weapon or be *slowed* (as the 3rd-level wizard spell) for the duration of the spell.

The ward against undead is stationary and has no additional effect on combat or turning. Once a particular undead creature makes a successful saving throw against the ward, it does not need to make that saving throw again. Multiple wards can be cast in the same area, requiring multiple saving throws to cross or avoid their effects, though no undead will suffer more than one *slow* spell at any time. A *dispel magic* spell will destroy the ward, but otherwise the spell will run to the end of its duration.

Notes: Rare spell from the FORGOTTEN REALMS setting. Known to be in the tome, *Against the Undead*.

Wardaway**(Abjuration, Evocation)**

Level: 1

Range: 60 ft.

Components: V, S, M

Casting Time: 1

Duration: 2 rds.

Area of Effect: 1 creature

Saving Throw: Special

This spell hurls a disjointed, shimmering area of magical force at a single opponent. This forceful chaos can dodge and dart so as to reach its intended target, regardless of the movements of the foe or other beings. Once the spell is cast, the caster cannot change her mind about which being is the spell's target. Undead and nonliving constructs such as golems are immune to the effects of *wardaway*.

The shimmering chaos strikes and swirls around the target creature, which must make a saving throw vs. spell. A creature making a successful saving throw attacks with a -1 penalty for two rounds and strikes last (of all engaged creatures) in both rounds. A creature that fails its saving throw suffers, in addition, 1d4+4 points of damage as the spell force hits it. In either case, any charge made by the target creature is broken.

The most common use of a *wardaway* spell is to stop a charge and give the caster time to prepare for subsequent attacks.

The material component of this spell is a small human hand sculpted of clear rock crystal or moonstone.

Notes: Rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Warding Against Subtle Enchantment

A *MYSTARA* setting spell, aka ward against charms.

Warding Tones, Otto's

See Otto's warding tones.

Warding Whip Khelben's

See Khelben's warding whip.

Wardmist**(Alteration, Enchantment/Charm, Evocation)
(Geometry)**

Level: 7

Range: Special

Components: V, S, M

Casting Time: 1 hr.

Duration: Permanent

Area of Effect: Special

Saving Throw: Special

The spell creates a *wardmist*. This is a 40-foot-high, 60-foot-wide band of permanent mist that must rest on the ground, floor, or other solid surface (It need not be level) The area protected by the ward is measured from the inner edge of the mist. The thickness of the mist is not included. The ward extends 40 feet beneath the surface of the ground, and may be narrower than 60 feet in width wherever desired. Its boundaries can twist and turn corners as sharply and as often as desired to protect a certain area, and they may exclude whatever areas the caster desires. Once cast, a *wardmist* can't be moved.

A *wardmist* can always be freely entered or left. Beings entering it are sensed by the spell, which reacts by flashing a radiant or audible warning (or both, as desired to a specific spot or being. The spot or being is set upon casting, and it cannot be changed thereafter. Such a warning would still function in the location of a destroyed room (even in midair) or inside the tomb of a dead being.

Warnings classify those who enter the *wardmist* into two categories: those who bear ward tokens and intruders. *Wardmist* warnings transmit numbers and general locations of all intruders.

Sight and all known magical and psionic means of scrying won't work through the boundaries of a *wardmist*. A being in the mist can see through the mist to a distance of about 10 feet in darkness, and 40 feet when light is present. One cannot see out of the mist though, even if one is only inches away from its edge. One cannot see out of the mist to either the area it excludes or the area it encloses. A *wardmist* can be seen over freely by anyone tall enough or stationed high enough to be able to do so.

When visibility is reduced by darkness, intruders in a *wardmist* who don't use lamps, markers, or other means of proceeding in a straight path will move in a random direction each round of movement in which they fail a secret Intelligence check. It is possible to wander, lost, in a *wardmist* for quite some time.

The caster of a *wardmist* spell can try to link



certain types of magically animated or undead monsters to the ward as it is forming to serve as guardian monsters. To become guardians, these monsters must be present and must fail a saving throw vs. spell.

When an intruder reaches a certain locale in a *wardmist* or has been in the mist for a set time, some guardian monsters are teleported to within 20 feet of the intruder. The types and numbers of guardian monsters are set by the initial *wardmist* spell but are limited by the available stable of guardians. Their typical orders are to attack and destroy all intruders, although some may be instructed to subdue, disarm, and capture while dealing as little damage as possible.

WARDMIST GUARDIAN MONSTERS

d8 Number & Type of Monsters

- | | |
|---|--|
| 1 | 2d6 baneguards |
| 2 | 1d3 blazing bones |
| 3 | 2d8 bone bats |
| 4 | 4 helmed horrors |
| 5 | 3d4 skeletons or 2d4 monster skeletons |
| 6 | 1d2 watchghosts |
| 7 | 1d2 wraiths |
| 8 | 2d12 zombies |

DMs lacking a particular description should substitute another monster from the list.

Guardian monsters are kept in stasis by the *wardmist* when not active. They do not age, heal, or eat. They become inactive 2d4 rounds after an intruder is slain or leaves the warded area. A guardian monster can be healed at any time by application of the proper potions or spells. A destroyed guardian is forever gone. It can't be resurrected or replaced by the *wardmist* spell. Monsters can be unleashed to wander in an existing *wardmist*, but to be linked to and teleported about by the ward, they must be part of the initial *wardmist* casting. Tales exist of wards defended by golems and even by undead titans.

Mages may combine their efforts when creating a *wardmist* so as to give it multiple sets of guardians of the same or different types. Each mage casts a *wardmist* spell at the same time, though only one ward is created, and it is set to a single sort of ward token.

A *wardmist* doesn't seem to exist for a being that carries the proper token. Ward tokens must be made of a certain material, and they must bear a certain rune that is drawn while a secret word is uttered. The material, the rune, and the word are all set during the ward's casting, and they cannot be changed thereafter. For convenience, tokens to a particular ward are usually of a common shape and

size, but the *wardmist* will recognize anything of the right material that bears the right rune. Some ward tokens have been inset into the pommels of swords, for instance, or baked into clay jugs or statuettes. In some large holdings, warders carry rings of varying tokens. Just as they do rings of keys. Tokens can be made freely after the casting of a *wardmist*, but the requirements for a valid token can't be changed without using another *wardmist* spell.

A being bearing a valid token can't see or be affected by a *wardmist* and isn't subject to attacks by any guardian monsters linked to the *wardmist*. An intruder who seizes a valid token from another being, even while in battle with a guardian, will be instantly free of such guardian monster attacks.

Only one *wardmist* spell can exist in a given area. If a *dispel magic* is cast on a *wardmist*, it increases visibility around the caster by 20 feet, delays the appearance of any guardian monsters by a round, and sets off an immediate warning. Only a *limited wish* or *wish* can destroy a *wardmist*. Even repeated *dispel magics* will fail, and an *antimagic*

shell cannot form within a *wardmist*. If this is attempted, the *antimagic shell* is wasted, and the *wardmist* is unaffected.

The most common addition to a *wardmist* is a band of armed human guards assigned to respond to the magic's warnings. Spell triggers are also popular; these are spells that have specific preset conditions to set them off. They then launch the effects of other spells, also cast earlier.

The material components are an amount of silver larger in total volume than the caster's fist, phase spider silk, and three powdered pieces of amber of no less than 500 gp value each. The caster must stand in an area that will become part of the ward and visualize the route of the desired ward boundary. An area of 600 square feet per level of the caster may be enclosed. If the wizard tries to enclose too large an area, the spell fails and is wasted. Mages casting simultaneous *wardmists* may combine their protections.

Notes: Uncommon in the FORGOTTEN REALMS setting; otherwise, very rare.

WARDMIST Realmslore

In some rare cases, a *wardmist* may contain more powerful guardians. For example, one powerful known *wardmist* contains a lich accompanied by two or more skeletons augmented by a *imbue with spell ability* spell that enables them to cast *magic missile*, *lightning bolt*, and other combat spells. These skeletons are robed and hooded as if they were mages, and behave as such. They even speak to intruders in cryptic challenges using *magic mouth* spells. Their task is to reveal and neutralize any priests who intrude into the ward, so that the lich can act freely to deal with other intruders. (This particular set of guardians is linked to the ward around the Talonmist Towers, a haunted castle northwest of Westbridge in the foothills of Kryptgarden Forest. The castle is the seat of an evil family of sorcerers, the Talonmists.)

A good example of a spell trigger attached to a *wardmist* is one set in the back pantry window of a certain private home in Everlund. A being without a ward token that tries to get in through the window suffers the effects of an 8d6 *lightning bolt* that springs from it. A paper strip has been stretched across tile inside of the window frame. If it is torn, a second *lightning bolt* of the same strength leaps out through the frame.

Also, for example, if someone enters the ruins of Stormwind Tower (an isolated magehold near Trollclaw Ford) by the front door, six identical mages appear all around him or her, hurling bolts of lightning. These mages are *projected images* linked in some now-forgotten way to a rare spell known as *web of lightning*. Safe entry to the lower levels is by means of a secret passage whose entry is marked by a gargoyle statue.

Elminster warns that similar wards are used all over the Realms, especially by the more powerful wizards and priests, and that Volo has encountered only a very few of them.

The common use of wardings began in the North, probably in ancient Netheril. The most ancient wards are found in tombs, in storage areas under ruins, or in deep glades in the various forests of the North. These ancient wards often have mythal-like magical alterations. These include wild magic effects and prohibitions against magical items. In the latter case, magical items simply can't enter the *wardmist*. Some of the later wards from the ancient period included prohibitions against spells of a specific school or type, such as those involving heat, fire, or lightning. There are also rare instances of gigantic *blade barrier*-like magics that encompass an entire *wardmist* around a castle or temple.

Wards of Defense — Witch**(Abjuration)**

Level: 6
 Range: 0
 Components: V, S, M
 Casting Time: 6
 Duration: 1rd./2 levels
 Area of Effect: 20-ft. radius
 Saving Throw: None

This potent abjuration creates a stationary force field at a range of 20 feet from the witch, shielding her from any magical attack or physical missile that must pass through the wards. The witch can cast spells of 3rd level or less and fire or throw missiles through her own wards, but no other individual inside or outside the protected area can do so. The spell is stationary, but as long as the witch does not leave the area of effect, she can move about freely. The *wards of defense* spell does not hinder or deter the movement of creatures, so an enemy can advance through the ward and then attack the witch once inside.

The spell ends when its duration runs out, when it is successfully dispelled, or when the witch leaves the protected area.

The material component is a piece of tortoise shell.

Notes: Restricted to witches, common.

Warmth — Pluma**(Abjuration)**

Level: 1
 Range: Touch
 Components: V, S, M
 Casting Time: 1 turn
 Duration: 4 hrs./level
 Area of Effect: 1 individual/level
 Saving Throw: None

This spell allows the caster to stave off the effects of dangerous cold, on himself or other individual(s). The spell can negate the effects of extreme weather conditions, preventing hypothermia and frostbite. It reduces the damage inflicted by magical cold attacks by -1 per die of damage.

The material component for the spell is a tiny fragment of goose down.

Notes: Restricted to practitioners of *pluma* magic (the *Maztica* setting); common.

Warp Sense**(Divination)****(Dimension)**

Level: 2
 Range: Touch
 Components:
 Casting Time: 3
 Duration: 1 rd./level
 Area of Effect: 60 ft. × 10 ft. path
 Saving Throw: Special

The *warp sense* spell finds and analyzes the gates and portals of the planes. When cast, it allows the creature touched to sense any gate or portal, active or not, along a 60-foot path, dead ahead. Scanning in a single direction (out of four in a complete circle) takes one full round, so the creature can shift directions while scanning. However, the individual cannot move in any other way without disrupting the spell; full concentration is required.

Once a portal is detected, the creature can try to deduce a) where the other end discharges, and b) the key required to use the portal, if any. Each piece of information requires a separate saving throw vs. spell. If either is failed, nothing further can be learned about that portal (the individual decides which question is answered first). If the individual has actually seen the portal in operation, a +2 bonus is applied to the saving throws.

Notes: Uncommon for extraplanar spellcasters and dimensionists; otherwise, rare.

Warp Stone**(Alteration)**

Level: 6
 Range: 120 yds.
 Components: V, S, M
 Casting Time: 1 rd.
 Duration: Permanent
 Area of Effect: ½ cubic ft./level
 Saving Throw: None



This spell causes stone to bend as if it was soft plastic. Walls can be made to buckle, stone doors burst their fittings, pillars bend, and stone statues twist. The exact effect of the spell is determined by the DM based on the type of structure and amount of stone buckled. If used on magical items or enchanted objects, it only succeeds if the caster is a higher level than the spell on the door or object, and then only has a 20% chance of success per level of difference.

The material component for this spell is a piece of clay, twisted in the caster's hands.

Notes: Common in oriental settings; otherwise, very rare.

Warp Wood

(Alteration)

Level: 1

Range: 10 yds./level

Components: V, S, M

Casting Time: 4

Duration: Permanent

Area of Effect: Special

Saving Throw: None



This spell causes wood to bend and warp. The area of effect is equal to 15 inches of 1 inch-diameter wood per level, which is approximately a hand axe handle or four crossbow bolts. The spell can be used against the boards of a ship or a bolted door. If used on magical items or enchanted objects, it succeeds only if the caster is of higher level than the level of the spell on the door or object, and then only has a 20% chance of success per level of difference.

The material component of this spell is a green twig, which is bent as the spell is cast.

Notes: Common in oriental settings; otherwise, very rare.

Wasting

(Necromancy)

Level: 8

Range: Touch

Components: V, S, M

Casting Time: 8

Duration: 1 turn maximum

Area of Effect: Creature touched

Saving Throw: Neg.

With a touch of a hand, the caster causes the creature to age 10d10 years in the space of a single round. Creatures of at least semi-intelligence (2+), or those of 8 Hit Dice or more, are allowed a saving throw vs. spell; other creatures are affected with no saving throw. The caster must make a successful attack roll—any effects from aging take effect immediately. The *wasting* spell is active until a touch is scored or for one turn, whichever occurs first.

The material component is earth from the grave of a ghost.

Notes: Restricted to evil spellcasters, very rare. (Updated from *DRAGON* Magazine.)

Watchful Eye

(Divination, Enchantment)

Level: 7

Range: Special

Components: V, S, M

Casting Time: 1 rd./object (1 hr. minimum)

Duration: 12 hrs./level

Area of Effect: Special

Saving Throw: None



The spellcaster enchants a number of identical, easily portable objects so that the caster(s) can scry through them. The objects together undergo an elaborate "curing" process that somewhat resembles the metapsionic method of empowering an item. This takes the spellcaster at least one hour per day for one month. If the spellcaster skips a day, the process must start again from scratch.

Each spell enchants up to 100 identical items. The spellcaster must touch each item during casting. A spellcaster who wished to enchant more than 100 items at a time can cast *watchful eye* consecutively, so long as the curing process continues daily.

Any number of spellcasters may attend. When the caster finishes with the final item, the spell activates for all items at once. The items appear unchanged but now detect as magical for the duration of the spell.

Thereafter, those who attended all the castings can select and tune in on any item enchanted with this spell up to 100 miles away, as described above. This takes 1d6 rounds. (*Note:* the *clairsentience* effect works normally, independent of circumstances: for instance, it works even if the item is concealed. The DM may assign negative modifiers for extreme range, presence of interfering magic, and so on.)

The *watchful eye* carriers only become aware of this magical sensing if they would ordinarily detect magic used in their presence. *Detect scrying* identifies the item, but nothing can trace the *clairsentience* back to its source.

This spell requires a conventional magical scrying device as a focus, such as a *crystal ball*, which is not expended in the process.

Alliance leaders find the *watchful eye* enchantment expensive and time-consuming, but effective. They guard its secret closely, and most

other spellcasters have never heard of it. Some monarchs know of the spell, but not the procedure. They would pay a fortune for it.

Notes: Rare for Alliance spellcasters in the DARK SUN setting; otherwise virtually unknown.

Watchware

(Evocation)

(Artifice, Mentalism)

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 1 item

Saving Throw: None

The wizard can place a *watchware* on any single nonliving, intimate object usually a hook, staff, door, or item of treasure. If that item is disturbed or moved at any later time, the caster is alerted. This alert occurs even if the caster is asleep or unconscious, but not if the caster is turned to stone or otherwise unable to think.

The original caster receives a mental image when the *watchware* is activated. This mental image is of the item and all items and creatures within 10 feet of it at the time of activation. The mental image generated by the *watchware* hosts only a single round and does not include any sound. The image interrupts concentration and disrupts spellcasting in progress, but does not disturb the caster in any other way.

The *watchware* is activated when the item is disturbed for any reason, whether someone touches it, pokes it with a pole, a cat walks on it, or an earthquake knocks it over. The item protected by the *watchware* spell radiates a faint aura of magic. If a *dispel magic* is cast upon the *watchware*, it activates. The *watchware* functions only once, then the spell is spent. A wizard can have as many active *watchwares* as he has levels, but in practice most wizards keep only one or two to avoid the hassles of accidental activation.

The material components of this spell are a spider web, a small brass or silver bell, and a shard of glass.

Notes: Very rare spell from the FORGOTTEN REALMS setting. Known to be in *The Spell Book of Daimos*.

Watchware, 30' Radius

(Evocation)

(Artifice, Mentalism)

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 30-ft. radius

Saving Throw: None

The wizard can place this improved version of the *watchware* spell on any fixed location chosen by the caster. If that area is entered or disturbed at a later time, the caster is alerted. This alert occurs even if the caster is asleep or unconscious, but not if the caster is turned to stone or otherwise unable to think.

The original caster will receive a mental impression when the *watchware* is activated. This mental image gives some hint of the nature of the disturbance within it at the time of activation. The impression lasts only a single round and does not include any sound. It interrupts concentration and disrupts spellcasting in progress, but does not disturb the wizard in any other way.

The ward is activated when the area is disturbed for any reason, whether someone enters the sphere, pokes into it with a pole, a cat walks on it, or an earthquake shakes it. The area protected by the *watchware, 30-ft. radius* radiates a faint aura of magic. If a *dispel magic* is cast upon the *watchware*, it will activate. The *watchware* functions only once, then the spell is spent. A wizard can have as many active *watchwares* of all types as he has levels, but in practice most keep only one or two to avoid the hassles of accidental activation.

The material components of this spell are a spider web, a small brass or silver bell, and powdered glass, which is sprinkled in a circle about the caster.

Notes: Very rare spell from the FORGOTTEN REALMS setting.

Water Blast

(Evocation)

(Province: Sea)

Level: 5

Range: 10 yds./level

Components: V, S, M

Casting Time: 5

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: Special



A small, stoppered bottle (or vial) of water becomes an impressive weapon when this spell is cast. The wizard simply opens the bottle and aims. The water jets from the mouth, seeking out its target (one individual) much as would a *magic missile*.

The *water blast* always strikes the target's face if possible. Damage is 2d6. If the face is struck, the target also must make a saving throw vs. spell or be blinded (as the 2nd-level wizard spell) for 1d6 rounds. Sightless creatures are unaffected by the blinding attack.

The water in the bottle determines what kind of water makes up the blast—fresh, salt, muddy, or holy, for example. Against undead creatures, holy water inflicts additional damage—twice what a normal vial would cause (at least 4d6), in addition to blinding. If the bottle contains other liquids—for example, acid or poison—the spell won't work.

Notes: Common for spellcasters from an Arabian setting; otherwise, very rare.

Water Bomb

(Conjuration/Summoning)

(Water)

Level: 5

Range: 10 yds./level

Components: V, M

Casting Time: 1 rd.

Duration: 1 rd.

Area of Effect: 15-ft. radius

Saving Throw: None

This spell enables a wizard to call to hand a grapefruit-sized ball of water, which can be hurled a great distance. At the specified location, the ball explodes into a quantity of water that covers a 15-foot radius circle to a depth of 2 inches.

The wizard can hold the ball of water for no

longer than one round before hurling it (after this time, the water runs through his fingers and is lost). The wizard can release the ball upon himself, soaking himself and creating a two inches of water in a 15-foot radius around himself. The water is nonmagical and is pure and drinkable.

The material component is a small, glass bead.

Notes: Rare spell (WoG).

Water Breathing

(Alteration)

(Air, Water)

Reversible

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 3

Duration: 1 hr./level + 1d4 hrs.

Area of Effect: Creature touched

Saving Throw: None

The recipient of a water breathing spell is able to breathe water freely for the duration of the spell. The caster can touch more than one creature with a single casting; in this case the duration is divided by the number of creatures touched. The reverse, *air breathing*, enables water-breathing creatures to comfortably survive in the atmosphere for an equal duration.

The material component of the spell is a short reed or piece of straw.

Notes: Common spell (PHB).

Water Elemental Guide

See elemental guide.

Water Form

(Alteration)

(Province: Sea)

Level: 7

Range: Touch

Components: V, S, M

Casting Time: 7

Duration: 1 turn + 1 rd./level

Area of Effect: Creature touched

Saving Throw: Neg.

This spell transforms the recipient into a sentient creature made of elemental water, enabling him to flow as a liquid. Only the creature's physical abilities change; its mind remains the same. The creature no longer needs to eat or breathe. At

will, it can seep into cracks and crevices, as well as uphill and around corners. The *water form* is cohesive, and the recipient can shape itself as desired—even retaining its original shape. When submerged in a lake or other watery environment, it does not dissipate, but does become invisible. The creature can end the effects of this spell whenever it wishes.

The creature takes half damage from all slashing and piercing weapons—normal or magical. Blunt weapons of all types inflict full damage. Full sunlight inflicts 1 point of damage per round, due to evaporation. Poison and gas-based attacks do nothing; the creature is immune.

Most magic affects the creature, although some spells have greater or lesser effects. All fire-based magics inflict -1 point per die of damage. Electrical attacks such as *lightning bolt* inflict +1 point per die of damage. If targeted by a spell that affects water, the creature can make a saving throw vs. spell. Spells that transmute water into another substance (such as transmute water to dust) cause the *water form* to end prematurely. The creature returns to its original state—provided there's enough room.

If the creature is in a tight spot when this spell ends—for example, in a pipe or a sealed bottle—then it automatically returns to normal form the first moment the surrounding space allows. If part of the *water form* has been lost, or somehow separated from the whole, then the largest remaining amount transforms back into the individual.

The material component of this spell is an eye-dropper, which is broken during the spellcasting.

Notes: Common for spellcasters from an Arabian setting; otherwise, very rare.

Water Move — Pluma

(Alteration)

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 1 day

Duration: Permanent

Area of Effect: 100-ft. length of pipe

Saving Throw: None

The *water move* spell allows the caster to redirect the flowing of water, counteracting the force of gravity. The spell must be cast on an enclosed body of water (that is, a pipe, tunnel, or cave; not a stream or river on the surface). For the length of the enchanted area, the pipe will direct the water

wherever the pipe is laid. If it has a steady source of water, such as a pool or spring, it will continue to pump the water indefinitely. Thus, flowing water can be brought to houses, even to the tops of pyramids and other lofty places.

The material component is the foot of a duck or goose.

Notes: Restricted to practitioners of *pluma* magic (the Maztica setting); common.

Water Protection

(Alteration)

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn/level + 1d3 turns

Area of Effect: Creature touched

Saving Throw: None



This spell protects the creature from drowning and its equipment from water damage. The creature can breathe normally underwater for the duration of the spell. Furthermore, the creature and its equipment do not become wet. Torches held in hand can burn underwater and words can be spoken normally.

The spell does not give the character the ability to swim, and movement (including combat) is still slowed by the resistance of the water. Potions cannot be drunk, since the liquid mixes with water upon opening, unless a special container has been previously prepared. The spell does not affect the creature's ability to breathe air normally.

The spell requires is a small golden statuette of a fish, held by the recipient. If it is released, the spell ends immediately.

Notes: Common in oriental settings; otherwise, very rare.

Water Summoning — Pluma

(Summoning)

Level: 3

Range: 0

Components: V, S

Casting Time: 1 turn

Duration: 1 turn/level

Area of Effect: Special

Saving Throw: None

This spell can be used to draw water from apparently parched ground. It creates a small



stream, spouting about 4 feet into the air before splashing back to the earth. It will continue for the duration of the spell, so that a high level caster can soak a portion of ground 1,000 yards square, or can generate enough water to quench the thirst of five thousand people for a day.

Notes: Restricted to practitioners of *pluma* magic (the *Maztica* setting); common.

Water to Poison

(Alteration)

Reversible

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 3 turns

Area of Effect: 1 cu. in./level

Saving Throw: None



This spell allows the *wu jen* to change any water (or drinkable liquid) to an ingestive poison. This poison inflicts 1d4 points of damage per level of the caster. If a saving throw vs. poison is made, the damage taken is reduced by half. A single swallow is sufficient to cause this damage.

Those smelling the liquid have a 1% chance per level of experience of noticing the poison.

The poison can be diluted up to 50% its normal strength, the amount of damage being caused reduced accordingly. If diluted greater than this, the poison has no effect other than to make those who drink it slightly ill.

The spell requires the fang of a poisonous snake, which dissolves in the liquid to be poisoned.

The reverse of this spell, *poison to water*, allows the *wu jen* to change poisonous liquid or venom into water. This spell has no effect on poisons in a creature's system, and has no effect on creatures that have been poisoned.

Notes: Common in oriental settings; otherwise, very rare.

Waterbane

(Abjuration)

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1

Duration: 1 day or 1 day/level

Area of Effect: 1 creature or object touched

Saving Throw: None



This spell keeps a creature or an object from getting wet. It protects against water in liquid form—saltwater as well as fresh. When cast on a creature, it keeps the creature and its personal gear dry for one day. The creature can walk through pouring rain, dive into a pool, or stand beneath a waterfall, and still emerge with dry clothing and every hair in place.

When cast upon an object, *waterbane* renders it completely watertight for a period of one day per level of the caster. For instance, a grain barrel protected with *waterbane* can be cast into the sea, and then wash ashore several days later with its contents completely dry.

The spell does not prevent drowning. Nor does it enable a creature to breathe underwater or swim if it could not do so before. The spell provides no protection against corrosive acids or poisons, even when these are diluted in water. The spell has no effect upon creatures from the Elemental Plane of Water.

The material components of this spell are a bit of wax and some paper.

Notes: Common for spellcasters from an arabian setting; otherwise, very rare.

Waterproof, Talon's

See Talon's waterproof.

Waterspout

(Conjuration/Summoning)

(Water)

Level: 8

Range: 100 yds. + 10 yds./level

Components: V, S

Casting Time: 6

Duration: 1 turn + 1turn/level

Area of Effect: 10 yd. radius

Saving Throw: None

When this spell is cast, a tornado forms at the surface of the water. The resulting *waterspout* is 10 feet high for every level of the caster. If the spellcaster wishes, the *waterspout* can be shorter than this maximum, decreasing in increments of 10 feet. The *waterspout* travels wherever the caster directs it at a speed of 12, up to the maximum range of the spell. It attacks as a monster with as many Hit Dice as the caster's level. If the *waterspout* engulfs objects on sea or in the air, it inflicts 1d6 points of damage for every 10 feet of its height. A *waterspout* is not affected by *dispel magic*, but can be countered by wind elementals or other winds of magical origin (like *summon wind*), blowing in a direction counter to the *waterspout's* rotation. Each level of the opposing wind reduces the *waterspout* by 10 feet; thus, a 210-foot *waterspout* could be completely countered by seven *gust of wind* or three *summon wind* spells.

Notes: Common for Sea or Storm mages, uncommon for water mages; otherwise, very rare. (Updated from *DRAGON Magazine*).

Watery Double

(Conjuration/Summoning, Enchantment)

(Water)

Level: 3

Range: Touch

Components: V, S

Casting Time: 3

Duration: Special

Area of Effect: 1 body of liquid

Saving Throw: Neg.

This spell can be cast on any body of liquid, as large as an ocean or as small as a glass of wine. The first creature whose reflection is cast on the surface of the liquid releases the spell. When the spell is triggered, the liquid immediately forms an exact three-dimensional image of the reflected creature. If more than one creature casts a reflection simulta-

neously, only one *watery double* forms. Each creature has an equal chance of being the subject of the spell (roll randomly).

The size of the *watery double* is restricted by the volume of fluid available. If the spell is cast on a full mug of ale, the double forms from the ale, becoming a mug-sized duplicate of the subject. The *watery double* never exceeds the actual size of the subject regardless of the size of the body of liquid.

When cast on the liquid, the spell's duration is permanent until the power is released by a creature's reflection. The liquid will not evaporate until the spell is triggered. When the *watery double* forms, it remains animated for 1 round per experience level of the caster.

The *watery double* attempts to touch the creature it has duplicated. It can affect only the creature that it resembles. It has the same THACO and current hit points as the creature it duplicates, but cannot cast spells or use any of the creature's magical items or special abilities. The *watery double* is AC 6 and its movement rate is double that of the subject. It can seep under doors and through cracks.

If the *watery double* succeeds in touching the creature, it merges with the individual, covering the creature's entire body in a skin of liquid. The subject must attempt a saving throw vs. spell. If successful, the creature has resisted the spell's effect and the *watery double* dies, becoming normal fluid (and soaking the creature in the process). If the saving throw is failed, the *watery double* begins forcing its way into the subject's bodily openings, inflicting 1d8 points of damage per round until it is destroyed.

The *watery double* dissipates if reduced to zero hit points or when the spell's duration expires. Striking the *watery double* while it is wrapped around its subject causes an equal amount of damage to the subject. *Part water*, *lower water*, and *transmute water to dust* spells instantly destroy a *watery double*.

Notes: Uncommon spell (ToM).

Watery Form

(Alteration)

(Water)

Level: 3

Range: 0

Components: V, S

Casting Time: 8

Duration: 1 turn/level

Area of Effect: Caster only

Saving Throw: None

When affected by this spell, the caster and anything worn turns into what appears to be a puddle of water. This form cannot be absorbed or divided into smaller parts. It has the same hit points and strength as the caster and moves at half the caster's movement rate on land or in the water.

While in this form, the caster blends undetectably with a body of water, wet spots on deck, etc. The form does not drown in water and can swim at any depth the caster chooses. If desired, the form can flow out of the ocean, up the side of a ship, and onto the deck. This is as exhausting to the spellcaster as if he had climbed that distance in his regular shape.

If the form is attacked, it remains in one piece, but the spellcaster suffers damage. Weapons and spells inflict normal damage, and other objects injure as determined by the DM.

Notes: Uncommon in Sea of Fallen Stars region of the FORGOTTEN REALMS setting, rare for Water mages; otherwise, very rare.

Wave of Death

(Necromancy)

Level: 8

Range: 0

Components: V, S, M

Casting Time: 5 rds.

Duration: 2 rds.

Area of Effect: 1-mi. radius

Saving Throw: None



When a lich casts this dreadful spell, all vegetable matter within the area of effect withers and dies over a two-round period. Plant-based creatures are allowed a saving throw vs. death at a -4 penalty to avoid perishing also. The death is irreversible and unpreventable, and is quite a shocking event to behold, requiring a Horror check for all who see it. Druids and rangers make their checks with a -4 penalty.

The material components for this spell are a flower and a drop of poison.

Notes: Restricted to undead spellcasters, rare. This spell can be researched only on the Demiplane of Dread.

Waveform*

(Alteration)

(Wild)

Level: 5

Range: 40 yds.

Components: S, M

Casting Time: 5

Duration: 1d10 rds.

Area of Effect: 10-ft.-cube/level

Saving Throw: ½

By means of this spell, the wild mage is able to shape and direct the patterns of water currents, allowing him to mold liquids into a variety of forms. The spell affects a quantity of liquid no larger than the area of effect. If cast onto a larger body, such as an ocean or large lake, the spell affects only the water within the area of effect.

After casting *waveform*, the wizard can form the water into any desired shape. The spell does not bind the liquid together in any fashion; it is still limited by its fluid properties and gravity. Thus, a mage could not use *waveform* to create a humanoid creature with arms and legs and direct it to walk across land. He could, however, create a roughly human shape with flowing arms that rises out of the water, crashes forward in a huge splash, then rises and repeats the process. Other possible shapes include gigantic waves, geysers, whirlpools, and troughs.

The shape takes one round to form, after which it can be maintained by concentration. The shape can be directed to move in any direction at the rate of 90 feet per round. If the *waveform* moves into or through a body of water, the form loses no intensity. However, if the wave is moved over dry ground, it loses one die of damage for every 10 feet crossed.

If propelled against a target, the *waveform* causes 1d4 points of damage per level of the caster to any creature in its path. The *waveform* can be directed against creatures on the surface or underwater. Those struck are allowed a saving throw vs. spell for half damage.

If the victims are in or on a body of water, the shape will sweep them along. Creatures of small size are carried with the form, moving at its speed. Medium- and large-sized creatures are swept along at half the water's speed. Creatures larger than this resist the movement. Those caught in the current can make a Strength check each round to swim free of the current.

Boats and ships are particularly vulnerable to the *waveform*. If the *waveform* is twice the size of the vessel or more, the ship must make a seaworthiness

check (as described in Table 77 of the *DMG*). A vessel passing the check suffers damage as described above, reducing its seaworthiness ratings for future checks by 2d6 points until repairs are made.

Alternatively, this spell can be cast directly at a single water-based creature—a water weird, water elemental, or other creature from the Elemental Plane of Water. In this case, the spell causes 1d6 points of damage per level of the caster. The effect is instantaneous and the spell ends immediately after the attack is made.

The material component is a small, carved oar decorated with aquamarines worth at least 500 gp. The oar disintegrates when the spell is cast.

Notes: Restricted to wild mages, common (*ToM*).

Waves of Sand

(Alteration)

(Province: Sand)

Level: 5

Range: Touch

Components: V, S

Casting Time: 1 turn

Duration: 1 hr./level

Area of Effect: 1 wagon or similar conveyance no more than 5 ft. wide and 10 ft. long

Saving Throw: None



The *waves of sand* spell causes the sand beneath the affected vehicle to gently undulate, creating waves that carry the vehicle along. The vehicle affected in this way cannot be pulled by horses, camels, or other beasts of burden, as the waves beneath the vehicle offer no solid footing.

The craft moves along at a steady rate of three miles per hour and is steered by a thought from the caster of the spell or a designated pilot. If the vehicle stops for more than one round, the spell expires and must be recast.

Notes: Common for spellcasters from an Arabian setting; otherwise, very rare.

Waves of Weariness

(Enchantment/Charm)

Level: 2

Range: 40 yds.

Components: V, S, M

Casting Time: 2

Duration: 1 rd.

Area of Effect: 1 creature

Saving Throw: Special

Upon casting this spell on a creature, that creature is suddenly overcome with dizziness and exhaustion. A successful saving throw vs. spell negates this effect. A creature of less than 12 Intelligence and Wisdom that fails this saving throw immediately collapses for that round. It can rise next round with no further ill effects.

A creature of 12 or greater Intelligence or Wisdom that fails the saving throw vs. spell is delayed in its actions. It attacks last automatically the next round it has an action or attack.

This spell has no effect against a creature that does not sleep, such as an undead.

The material component is a small book of poetry, which is read aloud (a personal favorite is *Translations from Kara-Tur Haiku* by Lhaeo of Shadowdale).

Notes: Rare spell from the FORGOTTEN REALMS setting. Known to be in *Jaluster's Orizon*.

Weaken Water Creature

Reversed form, see strengthen water creature.

Weaken Webs

Reversed form, see spider strand.

Weakness — Witch**(Necromancy)**

Level: 5
 Range: Touch
 Components: V, S, M
 Casting Time: 5
 Duration: 1 turn/level
 Area of Effect: Creature touched
 Saving Throw: None

This spell creates a temporary palsy of feebleness that reduces the creature touched to a Strength of 3. For human or humanoid creatures, this results in an attack penalty of -3 and a damage penalty of -1 with handheld or thrown weapons. Monsters instead suffer an attack penalty of -3 and reduce each die of damage inflicted by 1 point. Regardless of this penalty, any successful attack inflicts at least 1 point of damage. Note that characters in armor of almost any kind will certainly become moderately or heavily encumbered by the effects of this spell, with additional movement, attack, and defense penalties—see “Effects of Encumbrance,” in Chapter Six of the *Player's Handbook*.

The material component is a drop of lotus extract.

Notes: Restricted to witches, common.

Weapon Proficiency**(Alteration)**

Level: 3
 Range: Touch
 Components: V, S, M
 Casting Time: 3
 Duration: 5 turns/level
 Area of Effect: Creature touched
 Saving Throw: None

Upon casting this spell, the wizard magically empowers himself or another individual to use one or more weapons with which he is not proficient. It does not allow the use of weapons barred to the individual by class or kit restrictions, or negate penalties due to the physical construction of the weapon (saurial blades, for example).

The creature can use the weapon in combat without the standard nonproficiency penalty. Higher level casters can give proficiencies with multiple weapons—one extra proficiency can be bestowed for every five levels over 5th; that is, two proficiencies can be bestowed at 10th level, three at 15th, and so on. Proficiencies cannot be

split among different individuals.

Because the spell only grants a nominal degree of skill with a weapon, it cannot be used to augment the abilities of an individual who is already proficient with a weapon. Thus, a fighter who can already use a long sword cannot have his skill with the weapon improved to specialization or mastery by this spell.

The material components for the *proficiency* spell are a bit of fleece and a miniature bronze weapon or weapons of the type that the spell's recipient will gain proficiency in.

Notes: Very rare spell. Known to be in *The Book of Naz*. (Updated from *DRAGON Magazine*.)

Weapon Return**(Enchantment/Charm)**

Level: 6
 Range: Touch
 Components: V, S
 Casting Time: 6
 Duration: 2 rds./level
 Area of Effect: 1 weapon
 Saving Throw: None

This enchantment allows a single thrown weapon, or any item that can be used as a thrown weapon, to fly through the air and return to the thrower's hand immediately after it strikes a target. If the caster is being charged, it returns quickly enough to allow a melee attack or parry in the same round. The weapon need not belong to or be thrown by the caster. The weapon's range is not altered. If the weapon misses, it continues on its path out to the weapon's maximum range before curving around and returning at the end of the round. The spell has no effect on missiles that must be fired by devices.

Notes: Rare spell.

Weathertell**(Divination)**

Level: 1
 Range: 0
 Components: V, S, M
 Casting Time: 3 rds.
 Duration: Instantaneous
 Area of Effect: Special
 Saving Throw: None

This spell enables the caster (who must be able to see the sky and listen to the winds) to pre-

dict the general weather conditions for the upcoming 1 hour per level of the caster. These are the natural weather conditions at the caster's current location, assuming no magical manipulation occurs. Thus, this spell could predict the natural rain shower that will be coming in three hours, but could not predict the magically created storm tomorrow morning.

Upon casting this spell, the caster discovers the general wind speed and prevailing direction of the wind that will be extant for the indicated time period. Specific timing of gusts and wind shifts is not possible, however.

Similarly, the caster discovers whether it will be raining (or snowing), and approximately how hard any precipitation will be. Exceptional weather patterns (such as tornadoes) are revealed to the caster, but the exact path cannot be predicted with any accuracy.

Notes: Common for Sea, Weather, and Storm mages and for those from the Sea of Fallen Stars region of the FORGOTTEN REALMS setting; otherwise, very rare.

Weave Mythal

(Alteration)

Level: 4

Range: 60 yds.

Components: V, S

Casting Time: 4

Duration: 1 turn

Area of Effect: 30-ft.-radius sphere or special

Saving Throw: None

This spell renders magic wielded by the caster, or another chosen being (wherever the magic takes effect, and regardless of the movements of the caster or chosen being), or all magic cast in a specific 30-foot-radius sphere to be free of mythal influence for the spell duration. In other words, the magic is free of mythal prohibitions, wild magic, power fluctuations, and augmentations (see appendix: "The Mythal").

If a *dispel magic* is cast on the caster or affected being, or cast in the area in which the weaving has taken effect (even if the *dispel* is not specifically directed at this spell), the *weave mythal* effects immediately end, and a random wild magic effect occurs, even if no magic is currently operating or being cast.

Notes: Rare spell from the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Web

(Evocation)

Level: 2

Range: 5 yds./level

Components: V, S, M

Casting Time: 2

Duration: 2 turns/level

Area of Effect: Special

Saving Throw: Neg. or ½

A *web* spell creates a many-layered mass of strong, sticky strands similar to spider webs but far larger and tougher. These masses must be anchored to two or more solid and diametrically opposed points, floor and ceiling, opposite walls, etc., or the web collapses upon itself and disappears.

The *web* spell covers a maximum area of eight 10 × 10 × 10-foot cubes and the webs must be at least 10 feet thick, so a mass 40 feet high, 20 feet wide, and 10 feet deep may be cast. Creatures caught within webs, or simply touching them, become stuck among the gluey fibers.

Anyone in the area when the spell is cast must roll a saving throw vs. spell with a -2 penalty. If the saving throw is successful, two things may have occurred. If the creature has room to escape the area, then it is assumed to have jumped free. If there is no room to escape, then the webs are only half strength. Creatures with less than 13 Strength (7 if the webs are half strength) are stuck until freed by another or until the spell wears off. Missile fire is generally ineffective against creatures trapped in webs.

Creatures with Strengths between 13 and 17 can break through one foot of webs per round. Creatures with 18 or greater Strength can break through two feet of webs per round. If the webs are at half strength, these rates are doubled. (Great mass equates to great strength in this case, and creatures of large mass hardly notice webs.) Strong and huge creatures can break through 10 feet of webs per round.

Furthermore, the strands of a *web* spell are flammable. A magical flaming sword can slash them away as easily as a hand brushes away cobwebs. Any fire—torch, flaming oil, flaming sword, etc.—can set them alight and burn them away in a single round. All creatures within flaming webs suffer 2d4 points of damage from the flames, but those free of the strands are not harmed.

The material component of this spell is a bit of spider web.

Notes: Common spell (PHB). [more follows]

A *web* made permanent with the *permanency* spell remains where it was created, and will reform if torn or destroyed. Its webbing immediately fills in behind those breaking through the web, and if destroyed by fire, springs back one round later. Permanent webbing taken from the *web* spell area dissolves in seconds, but in all other ways, a *permanent web* functions as a web created by the *web* spell.

Web of Lightning

(Alteration, Evocation)

Level: 8

Range: 40 yds. + 10 yds./level

Components: V, S, M

Casting Time: :8

Duration: Instantaneous

Area of Effect: Special

Saving Throw: ½

This 8th-level wizard spell causes the simultaneous discharge of six lightning bolts. Identical in properties to those bolts created by a *lightning bolt* spell, these bolts inflict 7d6 points of damage each and manifest in one or two ways.

A) *Starburst*: This is widely used on battlefields: a *starburst* of six bolts radiating out from a single point visualized or chosen directly by the caster, who need not see its location. Four bolts spring out in the cardinal directions (forming an equal-armed cross), and two additional bolts leap out in two of the diagonals, in quadrants chosen by the caster.

B) *Web*: The other manifestation of the spell is a ricocheting web within a 60-foot-diameter sphere. The sphere can be altered to fill a 30-by-30-foot room or smaller area, but not increased in volume. Compressing it does not affect damage or other spell properties. This effect is often fit into a single doorway, with the bolts leaping from the frame as an intruder steps through.

In either manifestation, target beings must make saving throws individually against all six bolts. They save against fewer bolts if the path of a bolt leaves them out of harm's way, as in most uses of the *starburst*.

The material components of this spell are four lodestones or a bit of fur, and a small, smooth rod of amber, crystal, or glass.

Notes: Very rare spell from the FORGOTTEN REALMS setting.

Web of Shadows — Drow (Conjuration/Summoning)

Level: 9

Range: 40 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 hr./level

Area of Effect: 4-ft. radius/level

Saving Throw: Special

This spell fills an area with shadowy gray strands of force, resembling a giant spider web. The strands are not solid, and need not be anchored to anything. Once created, they are stationary, and can be destroyed or moved only by spells; gusts of wind (even magical ones) and physical attacks do not affect them.

A creature in the area in which a *web of shadows* is forming is allowed a saving throw to get out. If successful, the creature takes only 1d4 points of chill damage, and escapes the web. Failure means the creature suffers full contact effects. The caster is immune to the effects of his own web.

Contact with a *web of shadows* causes a creature to be *slowed* (as the 3rd-level wizard spell) while in the web, and for the rest of any round in which it leaves.

In each round in which contact with the web occurs, a creature is chilled, taking 2d4+1 points of damage and losing 1 Strength point (lost Strength points return 2d4 rounds after leaving the web). A creature losing all its strength collapses helplessly, losing consciousness; if this occurs before it reaches zero hit points, the web stops draining it at that point.

If a spark, fire spell, or open flame of any sort comes into contact with a *web of shadows*, it does not harm the web—but does race all over it: The entire web blazes for 1d4 rounds before the fire vanishes. During this time, all creatures in contact with the web take 2d4 points of fire damage per round (save throw vs. breath weapon for half). This damage is in addition to the web's usual chilling damage, which is not impaired.

A *web of shadows* vanishes at the death, unconsciousness, or deliberate will of the caster (who need not concentrate, remain present or refrain from spellcasting to maintain it). Its material component is a piece of spider web, collected in shadow or darkness.

Notes: Restricted to drow, common.

Weight Concentration — Witch**(Alteration)****Reversible**

Level: 9

Range: 120 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 hr.

Area of Effect: Up to 10 creatures or objects

Saving Throw: Neg.

When this spell is cast, the witch curses up to ten creatures or objects within the area of effect with increased weight. Flying creatures are grounded. Living creatures are severely encumbered: this reduces their movement to 1, penalizes their attack rolls by 4, and penalizes their AC by 3. A successful saving throw vs. spell negates the effect.

The DM decides the effect of the spell on objects: buildings or furniture could be severely damaged by having very heavy items suddenly crushing them, wagons or war engines may become too heavy to move, etc.

A *dispel magic* spell has no effect on this spell, but a *remove curse* can counter it.

The reverse of this spell is *weight dilution*. Up to ten creatures or objects in the area of effect can be reduced to one-tenth of their normal weight. Strong winds and other forces can easily sweep away affected creatures or objects. A successful saving throw vs. spell negates the effect.

The material component is a miniature set of scales.

Notes: Restricted to witches, uncommon.

Weight Dilution

Reversed form, see weight concentration.

Weird**(Illusion/Phantasm)**

Level: 9

Range: 30 yds.

Components: V, S

Casting Time: 9

Duration: Concentration

Area of Effect: 20-ft. radius

Saving Throw: Special

This spell confronts those affected by it with phantasmal images of their most feared enemies, forcing an imaginary combat that seems real, but actually occurs in the blink of an eye.

When this spell is cast, the wizard must be able to converse with the victims to bring the spell into being. During the casting, the wizard must call out to the creatures to be affected, informing one or all that their final fate, indeed their doom, is now upon them.

The force of the magic is such that even if the creatures make their saving throws vs. spell, fear will paralyze them for a full round, and they will lose 1d4 Strength points from this fear (the lost Strength will return in one turn). Failure to save vs. spell causes the creature or creatures to face their nemeses, the opponents most feared and inimical to them. Actual combat must then take place, for no magical means of escape is possible.

The foe fought is real for all intents and purposes. Affected creatures that lose, die. If a creature's phantasmal nemesis from the *weird* spell is slain, then the creature emerges with no damage, no loss of items seemingly used in the combat, and no loss of spells likewise seemingly expended. Experience for defeating the *weird* is gained if applicable. Although each round of combat seems normal, it takes but 1/10 of a round. During the course of the spell, the caster must concentrate fully upon maintaining it. If the combat goes beyond ten rounds, those who saved against the spell can take action. If the caster is disturbed, the *weird* spell ends immediately. Creatures attacked while paralyzed with fear are free of the paralysis immediately.

Notes: Common spell (PHB).

Weirdshield — Phaerimm**(Evocation)**

Level: 7

Range: 10 yds.

Components: V, S, M

Casting Time: 7

Duration: 5 rds./level

Area of Effect: Special

Saving Throw: Special

This spell creates a shimmering, translucent magical barrier that appears at a location of the phaerimm's choosing, floating in midair. It is shaped like a triangular shield, point down, fringed with many tentacles that end in human-like hands.

This ghostly shield can be moved about by the phaerimm's will at MV 26.

The *weirdshield* irresistibly attracts any magically-conjured bladed weapons (such as a

Mordenkainen's sword or blade of doom) within 60 feet of it, and negates them on contact (which occurs one round after the shield is formed within range of such conjured blades, or they come within its range). It also irresistibly attracts any *swords of dancing* within the same range and at the same rate, causing them to fall lifeless to the ground, temporarily becoming +1 weapons under no being's control.

If the *weirdshield* is within 20 feet of its caster, it automatically intercepts any magical attack of 4th level or lower that is directed at the caster, and reflects it back at its source. If the distance between the *weirdshield* and caster is greater, or if the caster tries to move the shield to protect another being, object, or area (blocking a doorway, for example), then the caster must make a successful saving throw vs. spell for the shield to intercept a magical attack and hurl it back at its source. Otherwise, the attack gets through unaltered.

The shield can make an infinite number of such interceptions in a round—and is itself destroyed only by *dispel magic*, the death of the casting phaerimm, contact with a magical barrier of 5th level or less (the shield and the barrier will destroy each other harmlessly but usually with spectacular light and sound discharges), or if specifically put out of existence by a *limited wish* or *wish* spell.

A *weirdshield* can also be directed to intercept any one being, even noncorporeal or semi-real beings such as gaseous undead or *shadow monsters*. While doing so, it cannot intercept spell or magical item discharge attacks, which automatically pass it unless it blocks a doorway through which they must pass (whereupon a caster saving throw vs. spell determines the shield's success, as above).

When directed to intercept a being, the shield moves to block its path, and its many arms grapple with the being (even if noncorporeal). The being must make a saving throw vs. spell at a -3 penalty to get past the barrier. If it succeeds, that specific *weirdshield* can never again affect that specific being, or magical attacks launched by it; the being can pass through the shield as if it does not exist.

If the saving throw fails, the being is halted at the spot where the shield met with it, and cannot move away from that spot. The being can cast spells, ready items, and the like, but cannot launch spells or items at the caster, or move horizontally, until it successfully saves against the shield's magic. The being is allowed another saving throw vs. spell at -3 every round (whether

it struggles against the shield or not), and as soon as it makes a successful throw, it is free of that particular *weirdshield's* effects forever.

A *weirdshield* can affect only one being in this way; unless it blocks a narrow passage or opening by trapping a being there, it cannot prevent other beings from freely passing it. Others cannot aid a trapped being against the *weirdshield* by purely physical means (pulling, for instance, or attacking the shield); attempts to do so only harm the trapped being.

A *weirdshield* cannot be struck by physical attacks or affected by magical attacks except as noted above. Magical barriers of 6th level or greater block its passage, but do not affect it; magical attacks of 5th level or greater pass it as if it does not exist, but do not affect it. Its tentacle-arms cannot grasp, wield, deflect, or pluck at weapons or other objects, only at beings.

If the phaerimm successfully uses a *weirdshield* to block and trap one being, and then moves it to block another being (for instance, stops one charging warrior, but another slips past and closes with the phaerimm, who frantically switches the shield to deal with this new threat), the trapped being is freed forever from the effects of that *weirdshield*, but the newly selected target being encounters and must overcome the shield in the usual fashion (saving throw vs. spell at -3). Note that the shield's movement is fast enough to overtake almost any known creature within the same round as it looses the first being, in most situations.

The material components of this spell are a drop of the caster's saliva or spittle, a miniature shield or scrap of armor plate, and an arm (either whittled of wood or formed of clay, or the actual arm of any creature, from mouse to man-size).

Notes: Restricted to phaerimm, common.

Wesley's Delayed Damage (Chronomancy)

Level: 7

Range: 0

Components: V, S

Casting Time: 7

Duration: 1 turn + 1d10 rds.

Area of Effect: The caster

Saving Throw: None

This spell creates a field of temporal flux about the caster. This field intercepts physical attacks and shifts all or part of the effects into the future, allowing the chronomancer time to pre-

pare. The magnitude of the shift depends on the type of attack.

If the attack inflicts physical damage, half the damage is applied immediately, and the other half is put off for the duration of the spell. This delays the need for healing, but chronomancers are cautioned not to lose track of the time since casting. After the first turn, the spell could expire at any moment, and all deferred damage is then applied at once. This could easily kill the caster. Healing potions and spells are applied first to received damage, then to deferred damage.

If the attack produces a spell effect (*imprisonment* and *energy drain* inflict no physical damage but require a touch), then the spell's effect is delayed for half the remainder of the spell's duration. Any preventative action taken (the chronomancer casting *freedom* before the *imprisonment* takes effect, for instance) negates the upcoming effect.

This spell cannot be used in conjunction with any *contingency* spells. Any spell of this nature placed on the chronomancer dispels *Wesley's delayed damage* automatically.

Notes: Restricted to chronomancers, common or uncommon.

Wesley's Temporal Disjunction

(Chronomancy)

Level: 4

Range: 60 yds.

Components: V, S

Casting Time: 1 rd.

Duration: 5 days + 1d10 days

Area of Effect: 1 creature

Saving Throw: Neg.

When this spell is cast, the affected creature loses any sense of time. It is perpetually late, unable to function under any time restraints. This spell is merely an annoyance unless accurate timing is crucial. Creatures afflicted by this spell automatically lose initiative and are always surprised if attacked from stealth.

In combat, creatures with multiple attacks automatically lose one attack, and leaders are unable to follow a battle plan that requires accurate timing. A saving throw vs. spell negates the spell. Chronomancers and Demiplane of Time creatures gain a +1 bonus to their saving throws.

Against a chronomancer or creature of the Demiplane of Time, this spell is particularly effective. Any chronomancer under the *temporal*

disjunction who attempts to cast a time-affecting spell automatically fails. A native creature of Demiplane of Time also loses any time-related abilities and suffers 1d6 points of damage, plus 1 point for every two levels of the caster. In both cases, any ability (natural or spell effect) to slip between reality and Demiplane of Time is lost. The time dimensional is the hardest hit by the *temporal disjunction*. In addition to the above penalties, it loses the ability to slip in more copies of itself.

Notes: Restricted to chronomancers, common or uncommon.

Whip

(Evocation)

Level: 2

Components: V, S, M

Range: 70 yds.

Casting Time: 2

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: Special



This spell allows wu jen to conjure a whip of mystical force that may be used to strike at opponents. The crack of the whip keeps normal animals at bay unless they make a successful saving throw vs. spell. If an animal is struck, it takes no damage, but must make a successful saving throw vs. spell at -1 to -4 or slink away. The whip can be used in melee combat, also. A successful hit has a chance (13 or better on a 20-sided die for edged weapons, 6 or better for non-edged weapons) of pulling a weapon from an opponent's hand (the opponent receives a saving throw vs. spell to avoid this). A full round is generally required to recover a weapon after being disarmed.

The material component of this spell is a small silken whip.

Notes: Common in oriental settings, uncommon in the *WORLD OF GREYHAWK* setting; otherwise, very rare.

Whip of Pain

(Evocation)

Level: 3

Components: V, S, M

Range: 0

Casting Time: 3

Duration: 1 rd./level.

Area of Effect: Special

Saving Throw: Special

This spell creates a whiplike, flexible line of force, emanating from the fingertips of the caster's hand. This crackling, coiling line of purple sparks can be wielded as a lash in battle and strikes opponents up to 10 feet distant.

The *whip of pain* functions as a +2 magical weapon. If the wielder successfully strikes a target, there is a loud snapping sound, and the target must make a saving throw vs. spell and a Constitution check. If the saving throw fails, the target creature suffers 4d4 points of damage. If it succeeds, the creature takes only half damage. If the Constitution check succeeds, the creature feels only enough pain to suffer a -1 penalty to its next attack roll. Failure wracks the creature with pain until the end of the next round, lowering its Armor Class by one, imposing a -2 penalty to its attack rolls, and making spellcasting impossible.

Spellcasting by the whip wielder, the successful application of *dispel magic*, or the unconsciousness of the wielder causes the *whip of pain* to disappear, ending the spell. (The wielder can trigger magical items like wands with his other hand without ending this spell.)

The material components of this spell are a drop of the caster's blood and one of the caster's hairs.

Notes: Very rare spell. (Updated from *DRAGON Magazine*.)

Whirling Blade

(Evocation)

(Force)

Level: 2

Components: V, S

Range: 0

Casting Time: 2

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

This spell creates a shimmering, translucent silver blade of force equal in dimensions and damage to a long sword. It orbits one of the caster's hands and strikes once per round as a magical weapon (+1 to attack and damage rolls).

The blade is weightless, and passes through metallic things as though they did not exist, without affecting them.

Metal armor is discounted when determining Armor Class against blade attacks; i.e. targets receive Dexterity and magical bonuses, but not metal shield and mail protection. Beings wearing leather armor have a base Armor Class of 8, studded leather also counting as AC8 against blade attacks; creatures with naturally tough hides or natural "armor plating" have their usual Armor Classes.

A *whirling blade* also passes through the body of its caster without harm—the caster is never imperiled by his own weapon. The blade cannot break, but is destroyed instantly by contact with a *wall of force*, *antimagic shell*, or *dispel magic* spell.

A *whirling blade* emits a continuous, high-pitched shrieking noise—vibrations of magical force that cannot be magically silenced—and therefore cannot be used with any measure of stealth. Note that the caster can hold or carry normal weapons and other inorganic objects in the hand wielding the *whirling blade* without hampering its functioning, unless the carried objects are so large as to obstruct the caster's view of foes, or so heavy (10 pounds or more) as to hamper or significantly slow arm movement. This magical weapon exists for the duration given or until the caster concentrates on casting another spell, whereupon it vanishes. Wielding and actively using a weapon also disrupts the spell, canceling its effects prematurely.

Notes: Very rare spell from the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Whirlpool

(Alteration)

(Water)

Level: 7

Components: V, S, M

Range: 10 yds./level

Casting Time: 1 turn

Duration: 1 turn/level

Area of Effect: 25 ft. radius/level

Saving Throw: None

This spell creates a swirling region of water that can consume ships and swimmers. The area has a minimum radius of 350 feet if the caster is 14th level, plus 25 feet per additional level. Any swimming creature within the area of effect takes 1d6 damage each round from the buffeting effect of the water, and must make a successful saving throw vs. spell or be drawn 30 feet toward the center of the *whirlpool*, in addition to other movement. Creatures reaching the center of a *whirlpool* must make a saving throw vs. death or be sucked beneath the waves, never to return.

Ships are also affected by a *whirlpool*. Each ship within a *whirlpool* must make a successful seaworthiness check every turn to avoid capsizing and sinking. Also, every ship moves 10–60 feet toward the center of the *whirlpool*, and 10–60 feet counterclockwise around the *whirlpool*, in addition to its other movement each round. Creatures and ships outside the area of effect of the *whirlpool* are not affected.

The material components for this spell are a cup of sea water and a jeweled stick (worth at least 5,000 gp). The stick is swirled in the cup while the spell is chanted, and then broken in half and tossed into the sea to start the *whirlpool*.

Notes: Rare spell from the Sea of Fallen Stars region of the FORGOTTEN REALMS setting, also known to some Sea and Water mages.

Whirlwind

(Conjuration/Summoning)

Level: 8

Components: V, S, M

Range: 480 yds.

Casting Time: 1 turn

Duration: 2–7 rds.

Area of Effect: Cone 360 ft. tall, 120-ft. wide

Saving Throw: ½



This spell allows the wu jen to summon a



powerful tornado anywhere within the spell's range. A column of whirling air touches down at the point indicated by the caster. The tip has a 10-foot diameter. Thereafter, if the wu jen continues to concentrate on the spell, he can attempt to move it in any direction desired at a rate of 15. To do this, the wu jen must make a successful saving throw vs. paralysis. If the save is failed, the wu jen has lost control of the *whirlwind* for the duration of the spell. There after, each round the *whirlwind* moves its full movement in a random direction.

Wooden buildings struck by the *whirlwind* have a 75% chance of being destroyed. If not destroyed, the building, although suffering damage, remains standing and can be repaired. Stone buildings collapse only 15% of the time and damage suffered by those still standing is relatively minor. Trees are uprooted 80% of the time and those not ripped out are battered and broken.

All creatures caught within the *whirlwind* suffer 6d10 points of damage (save vs. death for half damage). However, on a roll of a natural 20, the creature—through some freak of nature—is totally unscathed by the *whirlwind* even if all about him is destroyed. The *whirlwind* always fills the area of effect. If cast underground or in a confined area, it almost certainly affects the caster as well. A *control weather* spell can be used to

weaken the *whirlwind* and two such spells cast with the same purpose cause it to disappear. Once the *whirlwind* has been created, it remains for the full duration; the caster cannot voluntarily end it.

The material component for this spell is a child's top.

Notes: Common in oriental settings; otherwise, very rare.

Whisper Blade

(Evocation)

(Force, Shadow)

Level: 4

Components: V, S

Range: 0

Casting Time: 4

Duration: 1 rd./level

Area of Effect: Creates 1 blade

Saving Throw: None

This spell creates a translucent, shadowy, weightless area of magical force extending from the fingers of one of the caster's hands. This silent construct is blade-shaped. Its cutting edges inflict damage just as those of a real long sword do. The caster wields the *whisper blade* as if proficient in its use.

A *whisper blade* counts as a +1 magical long sword for purposes of what it can hit (though it does not gain an attack or damage bonus). It never breaks, rusts, or grows dull. It is nonmetallic, nonmagnetic, and does not reflect light or conduct electrical energy. A *whisper blade* cannot be dropped or torn from the caster's grasp, but it vanishes instantly if the caster desires.

The spell's name comes from the habit many mages who employ it have of whispering the spell's verbal component, so as to surprise enemies.

Notes: Rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Whispering Sand

(Alteration, Phantasm)

(Province: Sand)

Level: 3

Components: V, S, M

Range: Touch

Casting Time: 3

Duration: Special

Area of Effect: Special

Saving Throw: None



Whispering sand imbues a handful of sand with the ability to relate a message from the caster, aloud. At the time of casting, the caster must choose the sand that will "speak" (for example, a cupful in the bottom of a particular urn, or a small patch before an abandoned gate). He must also determine the conditions that will trigger the message—such as "when the one-armed barber appears before the gate" or "when the name of the sun-god is spoken before the urn. (In this way, the spell resembles *magic mouth*.)

The triggering event must occur within 30 yards of the talking sand. Finally, when casting the spell, the wizard must voice the message that the sand will repeat verbatim. The message may be up to five words for every level of the caster.

When the conditions are met, the sand "speaks." Anyone within 20 feet can hear the words clearly. The voice of the sand is hoarse and throaty, either male or female (caster's choice). It resembles no one's voice in particular, although it mimics the pronunciation and tone that the wizard used during casting. Unlike *magic mouth*, no lips (or other visual features) appear to accompany the message.

Besides a simple spoken message, *whispering sand* can deliver a spell that has only a verbal component, provided the caster has that spell in his repertoire. For example, one of the *power word* spells can replace the message. When the conditions triggering the *whispering sand* occur, the *power word* will be cast. The effects of such spells are centered on the sand that speaks. *Whispering sand* in no way enables a wizard to cast spells that he could not otherwise use. Normal saving throws apply for spells released by the *whispering sand*.

Until the *whispering sand* is triggered, the sand enchanted by the wizard radiates a dim aura of alteration and phantasm magic. If a spell has been placed within the sand, the aura is extremely strong. In addition, the aura matches the school of magic to which the implanted spell belongs.

Moving the sand (including moving the container that holds it, or unduly disturbing the dust) destroys any spell placed within the *whispering sand*, though a normal message remains effective.

Notes: Common for spellcasters from an arabian setting; otherwise, very rare.

Whispering Tide

(Alteration, Phantasm)
(Water)

Level: 2

Components: V, S

Range: 1 mi./level

Casting Time: 1

Duration: Special

Area of Effect: 2-ft. radius

Saving Throw: None

A nautical variation of the spell *whispering wind*, this spell enables the wizard to send a message or cause some desired sound effect in a specific location within range that is familiar to the wizard. The *whispering tide* can travel over or under the surface of any body of water. It is no more than a mere ripple or gentle current, and usually unnoticed by anyone until it reaches the designated location. It then delivers its message, regardless of whether or not anyone is there to hear it, and dissipates. The wizard may dictate a message of up to 25 words or instead cause the *whispering tide* to seem to be a faint ripple or splashing sound. The tide can move as slowly as 1 mile per hour, or as quickly as 1 mile per turn. No other spells may be cast through the *whispering tide*.

Notes: Uncommon for Water and Sea mages; otherwise, very rare.

Whispering Wind

(Alteration, Phantasm)
(Air)

Level: 2

Components: V, S

Range: 1 mile/level

Casting Time: 1

Duration: Special

Area of Effect: 2-ft. radius

Saving Throw: None

By means of this spell, the wizard is able to either send a message or cause some desired sound effect. The *whispering wind* can travel as many miles above ground as the spellcaster has levels of experience, to a specific location within range that is familiar to the wizard. The 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.

The wizard can prepare the spell to bear a message of up to 25 words, cause the spell to deliver other sounds for one round, or merely have the *whispering wind* seem to be a faint stirring of the air that has a susurrant sound. He can likewise cause the *whispering wind* to move as slowly as a mile per hour or as quickly as a mile every turn. When the spell reaches its objective, it swirls and remains until the message is delivered. As with the *magic mouth* spell, no spells may be cast via the *whispering wind*.

Notes: Common spell (PHB).

Wight Production

Lost spell, rumored cast by the Deathmaster, a rare type of necromancer.

Wildfire*

(Invocation/Evocation)
(Wild)

Level: 9

Components:

Range: 0

Casting Time: 1

Duration: Variable

Area of Effect: Variable

Saving Throw: Variable

By means of this spell, the wild mage is able to channel raw magical energy through himself, shaping it into any form or effect he desires. The energy is similar in many ways to a *wish* spell, but has unique differences.

Wildfire allows the caster to create the effect of any wizard spell of 8th level or lower. He need only have general knowledge of the spell and its effects; the spell does not need to be in his own spellbooks.

Any normal saving throws vs. the spell effects are made at a -2 penalty.

Wildfire can also be used in the creation of magical items. The energy created by the spell may be used to generate effects that are not created by known spells.

Wildfire can also be used to create items out of nothing. The magical energy can be shaped and hardened to form solid objects. These objects have a greenish, glowing tinge and radiate magic. These objects are stronger than steel yet have almost no weight. They are immune to fire, cold, electricity, and all forms of magical attack except *dispel magic* and *wish* spells. Even if they are subjected to these spells, a saving throw is allowed

(equal to the creator's saving throw vs. spell).

When creating objects, the caster is limited only by his own skill and the dimensions of the object. Items larger than a 10-foot-radius sphere cannot be fashioned. Creating the object requires only one round, regardless of size. Thus, a wizard could make an impenetrable dome or a small boat with this spell.

Objects made of *wildfire* are neither stable nor permanent. Since the object is made of magic separated from the magical continuum, the material gradually deteriorates until the magical bonds become too weak to hold the *wildfire* in the chosen form. This decay takes 1d6 + 4 hours.

Notes: Restricted to wild mages, common (ToM).

Wildmagic Tempest

Lost spell. Mythal magic from the FORGOTTEN REALMS setting, taken away by the gods.

Wildshield*

(Alteration)
(Wild)

Level: 6
Components: V, S, M
Range: 0
Casting Time: 1 rd.
Duration: Special
Area of Effect: The caster
Saving Throw: None

This spell cloaks the caster in a whirling band of scintillating colors, providing complete concealment. The caster is able to see normally within and outside the shield.

The *wildshield* protects the caster from the effects of spells and magical items. The shield can completely absorb 2d6 spell levels (that is, if the roll of 2d6 results in 10, the shield could absorb ten 1st-level spells, two 5th-level spells, or any similar combination), thereby negating their effects on the caster. Both area effect spells and those individually targeted at the wild mage are absorbed. In the case of area-effect spells, the *wildshield* protects only the mage. All others in the area of effect suffer normal effects from the spell.

Wildshield also protects against wild surges, whether caused by the caster's magic or by an outside source. Each wild surge is considered equal to 1d6 spell levels.

The spell remains in effect until either the caster cancels it or it reaches its spell level capacity. If the capacity is met exactly, the *wildshield*

simply ceases to function. However, if the wildshield is struck by more spell levels than it can absorb, it explodes in a wild surge. The spell that triggered the surge is completely negated, its energy instead transformed into a wild surge (see Table 2). Since the shield no longer functions, the formerly protected wizard is subject to full effects of this wild surge.

The material component is a small sponge.

Notes: Restricted to wild mages, common (ToM).

Wildstrike*

(Conjuration/Summoning)
(Wild)

Level: 6
Components: V, S, M
Range: 30 yds.
Casting Time: 6
Duration: 2d4 rds.
Area of Effect: 1 creature
Saving Throw: Neg.

This spell is used primarily against hostile spellcasters. It distorts all attempts at spellcasting, converting spell energy into wild surges.

The target of a *wildstrike* is allowed a saving throw; if successful, the spell has no effect. If the saving throw is failed, the creature is enclosed within a field of wild magic. If the creature casts spells or uses a charge from a magical item, a wild surge is automatically created (refer to Table 2). When determining the effects of this surge, the true level of the wild mage who cast the *wildstrike* is subtracted from the die roll, making the effects of the wild surge more likely to affect the victim.

The material component is a small glass tube that is shattered in the casting.

Notes: Restricted to wild mages, common (ToM).

Wildwind*

(Conjuration/Summoning)
(Wild)

Level: 9
Components: V, S
Range: 100 yds.
Casting Time: 8
Duration: 1d3 turns
Area of Effect: Special
Saving Throw: None

This spell is similar in effect to *wildstrike* and *wildzone*. When cast, a wall of faint, multicolored lights springs into existence at the point indicated by the caster. These lights form a line 150 feet long. After the first round of the spell, the wizard can move the wall of lights. Each round, the caster can move the wall in the same direction or as much as 45 degrees to either side. Once the wall is set in motion, it cannot be stopped unless the spell is cancelled or dispelled. The lights can move 60 feet per round.

The *wildwind* has two significant effects. First, all creatures struck by the magical lights suffer 2d6 points of damage. Second, any spellcaster struck while attempting to cast a spell automatically triggers a wild surge (use Table 2). Magical items that expend charges that touch the wall of lights automatically release one charge, also resulting in a wild surge.

Notes: Restricted to wild mages, common (*ToM*).

Wildzone*

(Conjuration/Summoning)

(Wild)

Level: 8

Components: V, S, M

Range: 0

Casting Time: 1d6 rds.

Duration: 2d6 turns

Area of Effect: 300-ft. × 300-ft. square

Saving Throw: None

This powerful spell creates a disruption in magical forces similar to the conditions found in wild magic regions (areas where the effects of magic have been permanently altered). This spell has only a temporary effect, although the effects of *wildzone* could possibly be rendered permanent.

The spell creates a wild magic region centered on the caster. The area of effect cannot be shaped in any way; it is always a square 300 feet long on each side (90,000 square feet).

Within the *wildzone*, wild magic reigns. Any spell cast in the area of effect is automatically a wild surge (see Table 2). Effects from magical items that expend charges are also treated as wild surges when used in the area. Other magical items function normally.

Spells cast into the *wildzone* from outside the area of effect function normally, but spells cannot be cast out of the area of effect without triggering a wild surge.

The material components are several pots of paint, which must be spilled across a sheet of

hammered silver worth no less than 2,000 gp.

Notes: Restricted to wild mages, common (*ToM*).

Wind Blade

(Evocation)

(Province: Wind)

Level: 4

Components: V, S

Range: 0

Casting Time: 4

Duration: 1 rd./level

Area of Effect: 1 item

Saving Throw: None



This spell creates an invisible sword made of wind, which the caster can instantly extend from his hand at will and retract just as easily. He doesn't actually grasp the blade, so he can hold something else while the spell is in use. If he's already using another weapon, however, he cannot wield the *wind blade* simultaneously.

Though the *wind blade* can't be seen, it can be heard as a roaring wind. It doesn't disturb the air around it, however. It batters targets instead of cutting, dealing 4d4 points of bludgeoning damage per round. It has a speed factor of 2. The blade strikes all visible, nonflying targets as if the caster was attacking a target of AC 10. Targets that are invisible or flying retain their normal Armor Class.

The *wind blade* is considered a normal, medium-sized weapon. It won't affect creatures that can only be struck with magic. The blade is destroyed if the wizard begins spellcasting, but not if he simply activates a magical item. If the caster falls unconscious, the wind blade is also destroyed.

Notes: Common for spellcasters from an arabian setting; otherwise, very rare.

Wind Breath

(Evocation)

(Air)

Level: 4

Components: V, S, M

Range: 0

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: Cone, 60 yds. long × 30 yds. wide

Saving Throw: ½

A variation of *gust of wind*, this spell allows the caster to fill his lungs with air and expel a powerful wind. The strength of this wind is about 5 miles per hour for every level of the caster. Those outside the area of effect do not notice the tremendous winds, though objects may be blown out of the spell's area into their path. The DM should determine the precise effects of the wind breath using the following parameters as guidelines.

If the *wind breath* is 30–50 miles per hour, there is a 10% chance that small boats capsize, a 1% chance that ships capsize, and a 10% chance that a man is knocked down. There is a 20% chance that branches snap, light articles are blown away, and tents and sails tear. Creatures caught in the cone of the wind breath suffer 1 point of damage from blown sand and grit.

If the *wind breath* is 50–70 miles per hour, there is a 70% chance that small boats capsize, a 20% chance that ships capsize, and a 50% chance that a man is knocked down. Trees bend and there is a 70% chance that branches snap, and a 20% chance that a trunk snaps. Medium-sized articles are blown away, and there is a 50% chance that tents and sails are torn, and a 40% chance that shacks are blown down. Creatures caught in the cone of the wind breath suffer 1d4 points of damage from sand and grit. Flying creatures are blown back 10–40 (10d4) feet.)

If the *wind breath* is 70 miles per hour or more, there is a 100% chance that small boats capsize, a 70% chance that ships capsize, and a 70% chance that a man is knocked down and blown 10–40 (10d4) feet to suffer 1d6 points of damage per 10 feet blown. There is a 70% chance that tree trunks snap, and a 100% chance that branches are ripped from trees. Heavy articles are blown away, medium articles are ripped from fastenings, and tents and sails have a 70% chance of being destroyed. There is a 20% chance that common buildings are blown down and a 60% chance that shacks are flattened. Creatures caught in the cone of the *wind breath* suffer 1d8 points of damage from blown objects. Flying creatures are blown back 50–100 (40 + 10d6) feet.

The material component for this spell is a handmade silk fan with a value of at least 1 gp.

Notes: Uncommon spell.

Wind Breath — Wu Jen

As the 4th-level spell exactly, except the wu jen version is 2nd-level, with a casting time of 2.



Wind Carpet

(Alteration)
(Province: Wind)

Level: 5
Components: V, S, M
Range: Touch
Casting Time: 5
Duration: 1 turn/level + 1d8 turns
Area of Effect: Being touched
Saving Throw: None



When this spell is cast, the recipient becomes the commander of a wondrous flying carpet, woven from a glowing magical force. The carpet measures 1 square foot per level of the caster, with rectangular dimensions. Though it's wafer thin, it can carry up to 100 pounds per level of the caster. The *wind carpet* moves at a rate of 30 (Maneuverability Class A). In combat, the carpet can be destroyed by a successful *dispel magic*, or by physical or magical damage. The carpet has 5 hit points per level of the

caster, Armor Class 8, and makes saving throws as a leather object.

The being touched is fully in control of the carpet. It flies smoothly and with stability, enabling the being to recline, cast spells, study, or perform intricate tasks while floating along. In fact, the being cannot accidentally fall from the carpet, no matter what movements either makes. Even if they fly upside down, the being remains on the carpet, level and stable. However, items that the being is not carrying or wearing may fall (and they will if he's upside down).

Wind alone can never whisk cargo off the carpet. The being can command the *wind carpet* to hover in one place or guide it with deft precision around obstacles and through gaps. The carpet can even tilt sideways or roll upside down to dump off intruders. The pilot remains in place, although other passengers and cargo are vulnerable to falling, as usual.

Only the being touched by the caster can command the carpet. While magics can destroy it, they can never wrest control of the carpet from this individual. Nor can anyone hamper its flight by *gusts of wind* or even natural storms. Subject to its weight limits, the carpet can carry more than one living creature, but it is linked to only one. If the being is killed or knocked unconscious, the *wind carpet* fades immediately (possibly stranding its riders in midair).

The *wind carpet* does not confer any protection against creature, spell, or weapon attacks, but its shelter against winds extends above it in an invisible bubble as tall as the pilot. A wizard on a *wind carpet*, for example, is vulnerable to air elemental attacks or arrows, but can fly right through a tornado and emerge unshaken, or even stay in the funnel cloud to study a spell.

The material component of this spell is a scrap of woven cloth, of any size. The cloth is consumed by the spell's casting.

Notes: Common for spellcasters from an arabian setting; otherwise, very rare.

Wind Compass

(Alteration)

(Province: Wind)

Level: 1

Components: V, S, M

Range: 0

Casting Time: 1

Duration: 1 hr./level

Area of Effect: The caster

Saving Throw: None



By casting this spell, the wizard creates a tiny, moaning wind that sounds in his ear alone. Its steady tone is anchored to a single compass direction chosen by the caster. When his ear is turned toward that direction, the tone is correct. When the caster turns aside from that direction, moving his ear to the right or left, the tone rises or falls accordingly. Returning to the proper course restores the proper hum. Loud noises may drown out the hum, but ordinary conversation does not.

The *wind compass* spell is most useful on overcast nights and in blinding sandstorms, when visibility is greatly reduced. The spell allows the caster to travel unerringly in a chosen direction. It cannot guide him along a complex or circuitous route, however, nor can it help him find landmarks. It only reveals his heading (that is, "north-west").

The caster can choose to end this spell before its duration expires. Maintaining the spell does not require concentration, so the wizard can cast other spells while the *wind compass* operates.

The material component of this spell is a bit of earth mixed with spittle, cast into the air.

Notes: Common for spellcasters from an arabian setting; otherwise, very rare.

Wind Servant

(Conjuration/Summoning)

(Province: Wind)

Level: 3

Components: V, S, M

Range: 10 ft./level

Casting Time: 1 turn

Duration: 1 turn/level + 1d6 turns

Area of Effect: Summons 1 creature

Saving Throw: Special



This spell conjures a weak form of air elemental. This creature is incapable of entering combat, as it has no effective attacks against corporeal creatures, nor can it be affected by normal

(nonmagical) weapons.

The creature's only power is to generate a strong wind over a localized area. A *wind servant* can make one of the following changes:

Change Wind Speed: The creature can increase or decrease wind speed by one category (for example, from *light breeze* to *favorable wind*, or from *gale* to *storm*).

Change Wind Direction: The servant can change the wind direction by one "step" (for example, from north to northeast, or from northeast to east).

Any such effect on the wind applies to only one vessel. The *wind servant* is too small to create widespread weather effects, instead changing the weather by filling the sails of the affected vessel with its own essence.

The caster can order the *wind servant* to do more than one of the above tasks, but at a cost. For each round that an additional task is ordered (that is, changing the wind direction by two points, or affecting wind speed and wind direction), the number of rounds which the *wind servant* stays is decreased by one. Thus, for example, a wizard ordering a northerly breeze when the current winds are southerly reduces the *wind servant's* tenure by three rounds for each round of such activity.

Wind servants are lazy and disobedient, although not hostile. The caster must give the *wind servant* continual guidance or the creature allows normal wind conditions to resume. On the other hand, the caster may change his direction to the *wind servant* at any time, and the *wind servant* will respond in 1–3 rounds. (For the purposes of the naval game, such a shift takes effect at the start of the next turn.)

Although *wind servants* cannot be struck by normal weaponry, they can be affected by magic. A *wind servant* who takes more than 30 points of magical damage flees back to the Elemental Plane of Air, abandoning the caster.

The material component of this spell is a lit block of incense worth at least 50 gp.

Notes: Common for spellcasters from an arabian setting; otherwise, very rare.

Wind Shadow

(Alteration)

(Province: Wind)

Level: 3

Components: V, S, M

Range: Touch

Casting Time: 3

Duration: 9 rds.

Area of Effect: Creature touched

Saving Throw: None



The recipient of *wind shadow* takes on a translucent and almost weightless form, gliding silently upon a magical breeze. All items that the creature carries and wears undergo the same change, provided they are not living.

The breeze trails behind the creature; no scent or air current precedes it to betray its movement. Nor does any footprint, track, or magical path mark its passage. The magical breeze enables the creature to float at its normal movement rate, in whatever horizontal direction it wishes.

Although the creature typically hovers just above the ground, it can also ascend or descend up to 70 feet per round by force of will. Against a strong natural or magical gale, the creature moves at half normal rate.

The creature retains its original Armor Class. Its THAC0 remains the same with one exception: when making missile attacks, the creature suffers a -1 attack roll penalty. The creature cannot speak aloud while in transit, nor cast spells; the movement is not stable enough.

Because of these drawbacks, the creature often chooses to end the spell prematurely. This spell is most useful for those who wish to bridge a chasm, or to sneak across a small distance undetected (such as from cover to cover). Silent and translucent, the creature has a 65% chance of escaping detection by those that are not expecting or watching for it. When the creature is passing humans—or passing those unable to smell more acutely than humans—its chance increases to 75%. However, it is only 40% likely to escape the notice of alert, watchful beings. If the creature enters a well-guarded position such as an enclosure, bridge, or doorway, its chance to remain undetected drops to 10%.

The material component of this spell is a piece of silk or gossamer.

Notes: Common for spellcasters from an arabian setting; otherwise, very rare.

Wind Wall

(Alteration)

(Air)

Level: 3

Components: V, S, M

Range: 10 yds./level

Casting Time: 3

Duration: 1 rd./level

Area of Effect: 10-ft. wide × 5-ft. high area/level

Saving Throw: Special



This spell brings forth an invisible vertical curtain of wind two feet thick and of considerable strength—a strong breeze sufficient to blow away any bird smaller than an eagle or to tear papers and like materials from unsuspecting hands. (if in doubt, a saving throw vs. spell determines whether a subject maintains its grasp.) Normal insects cannot pass such a barrier. Loose materials, even cloth garments, fly upward when caught in a *wind wall*. Arrows and bolts are deflected upward and miss, while sling stones and other missiles under two pounds in weight receive a -4 penalty to a first shot and -2 penalties thereafter. Gases, most breath weapons, and creatures in gaseous form cannot pass this wall, although it is no barrier to noncorporeal creatures.

The material components are a tiny fan and a feather of exotic origin.

Notes: Common spell (*PHB*).

Windrider — Pluma

(Alteration)

Level: 3

Components: V, S, M

Range: 10-ft. radius/level

Casting Time: 1 turn

Duration: 1 hr./level

Area of Effect: 1 craft

Saving Throw: None



The *windrider* spell allows the caster to gently move an object on water or air. An airborne object must be held aloft by some force of its own; this spell does not levitate. However, items floating on *pluma cushions*, such as caused by the *elevate I* and *II* spells, can be moved, as can canoes and rafts—and possibly even larger vessels.

The caster must keep the entire object in range for the spell to work. Thus, a 5th-level caster, in the center of a ship 100 feet long, could employ this spell to move the vessel. It can progress at a movement rate of up to 120 feet per round. However, the spell does not cancel natural weather conditions, so gusty winds can override its effects.

The material component of the spell is a tiny bit of vulture's feather.

Notes: Restricted to practitioners of *pluma* magic (the *Maztica* setting); common.

Windtomb

(Alteration)

(Province: Wind)

Level: 9

Components: V, S, M

Range: 5 yds./level

Casting Time: 9

Duration: Permanent

Area of Effect: 1 item or individual

Saving Throw: Special



The casting of this spell creates a virtually impenetrable wall of wind around a person, place, or object. The windy barrier encircles the item and arcs over the top, preventing all entry. It can extend itself into a sphere, thwarting all attempts to dig under the barrier and gain entrance from below. Even if all the material

around it is removed, the *windtomb* remains firmly in place.

A *windtomb* can entrap one target as small as a dog (roughly 3 feet across) or as large as a keep (roughly 100 yards across). If the target is a building, all those within it are trapped. Living creatures at the heart of a *windtomb* are placed in a state of suspended animation (see the 8th-level wizard spell, *temporal stasis*): The caster has three options when casting the *windtomb*. First, he must decide whether the swirling barrier of wind will howl and moan, or be silent as death. Second, he must decide whether the tomb will appear as a swirling mass of color, or whether it will be invisible. In the former case, the contents will be blurred. In the latter, the contents will be as invisible as the barrier itself. Lastly, the caster must choose whether divination magic will reveal the contents of the *windtomb*, or whether the contents will remain secret.

If creatures try to breach the wall from without, they're picked up, battered for a round, then tossed outside the area of effect, suffering 4d10 points of damage. Those who attempt to escape from within suffer the same fate, landing back inside the tomb. Even creatures in gaseous form, water-form, or a similar state are battered and tossed if they attempt to breach the tomb.

Creatures that partially or wholly shift into another dimension will escape damage when attempting to cross the barrier, but still fail. This applies to creatures out of phase, as well as those in the Astral or Ethereal Plane.

The *windtomb* scatters magic. Attempts to *teleport* or *dimension door* into or out of the tomb fail miserably; the individual attempting the act is randomly shunted to another location on the same side of the tomb. Similarly, other spells (including *dispel magic* and *destroy magic*) are bounced off in random directions. Only the power of a full *wish* or similar spell can bring down the walls of a *windtomb*.

The *windtomb* serves as the ultimate prison for dangerous creatures, unpopular royal relatives, perilous artifacts, and priceless treasures. Some haggard old wizards, weary of heroic interlopers, use the tomb as bait. An adventurer should always try to ascertain what exists at the heart of the storm before breaching the *windtomb*.

The material component of this spell is a small crystalline or glass figure of the item, person, or place to be entombed. This is custom work, performed by a glassmaker, and costs about 700 gp. The replica must be perfect (something a profi-

ciency check can determine). If the replica is imperfect, a saving throw is allowed for the target—or for all those within the target. Otherwise, only a creature with inherent magic resistance can possibly escape entrapment in the *windtomb*.

Notes: Common for spellcasters from an Arabian setting; otherwise, very rare.

Windwar

(Invocation/Evocation)

(Air)

Level: 9

Components: V, S

Range: 0

Casting Time: 9

Duration: 1 turn + 3 rds./level

Area of Effect: 1-mile-radius sphere

Saving Throw: Special

This spell brings forth a powerful tempest of thunder, lightning, wind, and rain that may damage multiple targets in aerial combat with the caster. The primary effect of the spell is its turbulent winds.

Winds continually buffet and whip all targets in the area of effect, tossing them through the air in various random directions. In order to simulate the swirling of wind in the area of effect, roll 1d8 for the compass direction (1 = N, 2 = NE, 3 = E, etc.) and 1d6 × 10 for the distance in yards that each target is flung through the air. However, the effects of the winds on all aerial targets are variable according to the victims' sizes.

Small creatures of 2 HD or less take 2d8 points of damage per round and are hurled twice the usual distance; attacking, defending, and normal movement are impossible.

Man-sized creatures are buffeted for 1d8 points of damage per round, move at half-speed, and attack at a -4 penalty to hit.

Large creatures have their movement reduced by one-third, but aren't buffeted about and take no damage; larger beasts are unaffected.

Creatures composed of air (air elementals, aerial servants, etc.) are completely unaffected by the winds created by the spell. The DM may deem that other creatures with considerable power over the air are likewise unaffected. Spells that generate gaseous effects, such as *cloudkill*, are immediately disrupted by *windwar*.

Lightning strikes at selected living targets in the area of effect: every 1d6 rounds, 1d4 bolts affect random targets as per the spell *lightning bolt*. The

bolts inflict 3d6 points of damage to one target creature each, save vs. spell for half damage. Targets are selected randomly by the DM.

In addition, thunderclaps sound every time the lightning bolts strike. All targets in the air must save vs. paralyzation or be stunned for one round by the deafening thunder. Those affected are stunned and unable to act for the round. Flying creatures with less than 8 HD also must make a second save vs. paralyzation to remain aloft, otherwise plummeting to earth.

The heavy, swirling rains in the area reduce visibility to one-half but cause no damage, except to those creatures affected by water. (As a general rule, such creatures take 1d6 points of damage per round in the area of effect.)

The caster must be airborne for the spell to work, and it will cease to function if its area of effect ever contacts the ground. The caster is not affected by the spell, save for the reduction in visibility, nor is the caster's mount, if any. The spell is centered on and moves with the caster, continuing to affect other creatures in the area regardless of the caster's wishes.

Notes: Uncommon for Weather mages, rare for Air mages; otherwise very rare. (Updated from *DRAGON* Magazine.)

Wingbind

(Evocation)

Level: 9

Components: V

Range: 40 ft./level

Casting Time: 9

Duration: 1 rd./level

Area of Effect: 1 dragon

Saving Throw: Special

Wingbind is a highly effective combat spell known to very few non-dragons. When the spell is cast, it creates a web or net of force that entangles the dragon. This force net has the same effect as a grappling attack: the dragon is unable to fly and plummets toward the ground.

The target dragon receives an initial saving throw vs. spell to avoid the effects of the spell. At the end of each subsequent round, it receives another saving throw vs. spell, but with a cumulative -3 penalty. A successful saving throw means that the dragon has broken free from the net of force.

The *wingbind* spell remains in effect until either the duration expires, the dragon successfully saves, the caster is slain or rendered uncon-

scious, the caster purposely releases the spell, or the dragon slams into the ground.

The rules for grappling apply to *wingbind* as well. A *wingbound* dragon falls at 125 feet per second, or 7,500 feet per round. After the *wingbind* spell is terminated—for whatever reason—the dragon continues to fall for another 2d10 seconds (250–2,500 feet). If it strikes the ground during this time, it suffers 1d6 points of damage per 10 feet fallen, up to a maximum of 20d6.

Notes: Very rare spell in the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Wingbind — Dragon

(Evocation)

Level: 4

Components: V

Range: 40 ft./level

Casting Time: 3

Duration: 1 rd./level

Area of Effect: 1 dragon

Saving Throw: Special

Wingbind is a highly effective combat spell known to very few dragons. It creates a web or net of force that entangles the target, which must be a dragon. This force net has the same effect as a grappling attack: the dragon is unable to fly and plummets toward the ground.

The target dragon receives an initial saving throw vs. spell to avoid the effects of the spell. At the end of each subsequent round, it receives another saving throw vs. spell, but with a cumulative -3 penalty. A successful saving throw means that the dragon has broken free from the net of force.

The *wingbind* spell remains in effect until either the duration expires, the dragon successfully saves, the caster is slain or rendered unconscious, the caster purposely releases the spell, or the dragon slams into the ground.

The rules for grappling apply to uses of *wingbind* as well. A *wingbound* dragon falls at 125 feet per second, or 7,500 feet per round. After the *wingbind* spell is terminated—for whatever reason—the target dragon continues to fall for another 2d10 seconds (250–2,500 feet). If it strikes the ground during this time, it suffers 1d6 points of damage per ten feet fallen, up to a maximum of 20d6.

Notes: Restricted to dragons, very rare. Known to be in the *Draconomicon*.

Wingless Wonder Spell

See wonderform.

Wing Gifting

(Alteration)

(Air)

Level: 7

Components: V, S

Range: 30 yds. + 10 yds./level

Casting Time: 3

Duration: ½ hr./level

Area of Effect: 1 creature

Saving Throw: Neg.

This spell allows the caster to gift a creature otherwise unable to fly with a pair of usable wings, which sprout from the creature's back. The spell gives the creature full knowledge and proficiency with the wings. The creature must have a clearly definable back for the spell to take effect. The creature cannot have wings already. Only one casting of this spell is effective on a creature at any time, although wings from a previously cast spell previously can be replaced by a new wing type. The wings are comparable to the size of the creature. The caster chooses the desired wing type from the following:

Butterfly: MV 24 (MC: C); flutter

Dragon: MV 30 (MC: C); wing buffet

Dragonfly: MV 36 (MC: B); hover, dart

Eagle: MV 48 (MC: D); dive

Hummingbird: MV 36 (MC: A); hover

Once the spell has been cast, the subject creature must pass a system shock roll. Failure indicates that its body has rejected the wings, which fail to appear; however, the creature is otherwise unharmed. Unwilling creatures receive a saving throw vs. spell to avoid the wings as well. This spell has no effect on polymorphed creatures. Finally, those affected by a *wing gifting* spell are subject to all the applicable rules of aerial combat (see the *DMG*).

The above wing types all impart advantages beyond flying movement. The rules for these abilities are as follows:

Dart: A dragonfly-winged creature can, after hovering for one round, completely change direction and move one-and-a-half times its normal flying speed the next round (round fractions up). This ability cannot be used more frequently than every three rounds and can be used only from hovering.

Dive: An eagle-winged creature that dives can double its flying speed for the distanced dived (thus a dive at MV 6 can carry the creature a distance equal to MV 12). At the end of the dive, the creature can attack at a +2 attack bonus for double normal damage.

Flutter: A butterfly-winged creature moves in such an erratic fashion that opponents trying to strike it have a -2 penalty to their attack rolls. The winged creature moves and attacks normally, but never receives bonus movement when it loses altitude (it does not dive).

Hover: A dragonfly- or hummingbird-winged creature can hover in place for one round and change direction completely in the next round. The creature also has some versatility in performing tasks such as retrieving or placing stationary objects, attacking slow-moving aerial targets, or surveying the ground below. The creature can attack normally while hovering as well.

Wing Buffet: A dragon-winged creature can use its wings to buffet opponents to its front with a short burst of air. The creature using this ability must be on the ground, not flying, and cannot otherwise attack. The buffeting has no effect on a creature larger than the winged creature. Buffets inflict no damage, but opponents within 5 feet may be knocked prone (use a Dexterity check with a penalty of +2 on the 1d20 roll, or a saving throw vs. paralysis at -2 for creatures not rated for Dexterity).

The wings vanish at the end of the spell's



duration. However, creatures that are airborne when the spell ends are affected for 1d2 rounds by a *feather fall* spell. This small safeguard allows time to cast a new spell to maintain flight, select the best place for a landing, or make other preparations for the fall. Once the *feather fall* wears off, a non-flying creature plummets to the ground, taking normal falling damage.

Notes: Very rare spell. (Updated from *DRAGON* Magazine.)

Wings

A 7th-level spell, aka wing gifting.

Wings

(Alteration, Evocation)

Level: 2

Components: V, S, M

Range: 10 ft./level

Casting Time: 2

Duration: 3 rds.

Area of Effect: 1 creature

Saving Throw: Neg.

This spell causes the caster, or a creature visible during casting, to instantly acquire wings. The wings sprout from the shoulders of the spell recipient, and are of any appearance desired by the caster, from giant feathered avian wings, to diaphanous insect wings, to the bat-like wings of baatezu and tanar'ri. The latter wing type is sometimes used to impress onlookers with the caster's magical power or fool them into thinking she is a powerful being from another plane. An unwilling creature receives a saving throw vs. spell to avoid the effect.

The wings created by this spell last for three rounds, and cannot be banished earlier. If made sufficiently large they encumber a walking being not used to them. The maximum wingspan is thrice the height of the recipient.

The wings are only under the rough control of the spell recipient. Only those who are normally winged can use them without penalty at MV 21 (B). All other beings must make a successful Dexterity ability check each round to keep from tumbling headfirst as they lose all balance or the wings become entangled. Room for the wings to beat unencumbered must be available or all aerial movement attempts fail. The wings can be used to *lift*, *glide*, or *brake*. Only one of these actions can be performed per round, but switching between actions from round to round is possible.

Lift: This is accomplished by frantically beating

the wings. A successful Strength ability check is required. If successful, the creature can soar upward to a height of 10+2d8 feet. (This is useful to reach a balcony, ledge, or window, or grasp something overhead.) This action can be used to strike a single blow at an opponent aloft, at the winged creature's normal THAC0. After the attack roll is made, the winged creature undergoes a helpless 1-round tumble back to the ground, taking 2d4 points of falling damage. The creature might also use the attack to grasp the opponent, inflicting no damage but clinging on to strike in later rounds.

Glide: This can be a deliberate leap, or used after the *wings* spell is cast from afar on an already-falling being. The mere presence of the wings enables the creature to control the general direction (north, northeast, east, and so on) of its descent. A successful Intelligence ability check is required to aim the glide more precisely, so that all side-slipping action is avoided and the gliding being stays level (instead of falling into a tumble or flipping upside-down). A falling winged creature that successfully makes both a Dexterity and an Intelligence check can successfully aim for a window, archway, door, or trapdoor, and pass through it. If the opening is too narrow to permit the wings to pass through, they are smashed flat, and cannot be used on the following round. The gliding being can choose to slow descent or speed it into a dive, but influence over speed is very slight.

Brake: This action can slow a fall, a glide, or a descent after a lift, but cannot be attempted by a tumbling being. It consists of a frantic flurry of wingbeats, and the winged being must successfully make a Dexterity, a Strength, and an Intelligence check for the maneuver to work. If all three succeed, the being lands without any damage from a descent of 60 feet or less, and suffers only 1d6 points of damage for greater descents. If one or all of the checks fail, only 1d6 points of damage are removed from the normal falling damage suffered by the winged being.

When the spell ends, the wings rapidly fade away.

The material component of the spell is a fragment of a wing from any sort of insect or a feather of any type.

Notes: Rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Optional: For creatures not rated for Strength or Dexterity, the DM can assign a saving throw based on the difficulty of the attempted maneuver.

Wings — Dragon Knight**(Alteration)**

Level: 3

Components: V, S, M

Range: Touch

Casting Time: 3

Duration: 1 turn/level + 1d6 turns

Area of Effect: Creature touched

Saving Throw: None



This spell causes the creature to sprout a set of wings resembling those of a dragon. The creature can then fly at a rate of 18 (maneuverability class C). The wings spring from the character's shoulder blades. They do not appear if armor, clothing, or other restricting material is in the way.

Notes: Known to the Dragon Knights of the DRAGONLANCE setting, common.

Wish**(Conjuration/Summoning)**

Level: 9

Components: V

Range: Unlimited

Casting Time: Special

Duration: Special

Area of Effect: Special

Saving Throw: Special

The *wish* spell is a more potent version of a *limited wish*. If it is used to alter reality with respect to damage sustained by a party, to bring a dead creature to life, or to escape from a difficult situation by lifting the spellcaster (and his party) from one place to another, it will not cause the wizard any disability. Other forms of *wishes*, however, cause the spellcaster to weaken (-3 on Strength) and require 2d4 days of bed rest due to the stresses the *wish* places upon time, space, and his body. Regardless of what is wished for, the exact terminology of the *wish* spell is likely to be carried out. Casting a *wish* spell ages the caster five years.

Discretionary power of the DM is necessary in order to maintain game balance. As wishing another creature dead would be grossly unfair, for example, your DM might well advance the spellcaster to a future period in which the creature is no longer alive, effectively putting the wishing character out of the campaign.

Notes: Common spell (PHB).

Witch's Banishment**(Abjuration)**

Level: 9

Range: 10 yds./level

Components: V, S, M

Casting Time: 2 rds.

Duration: Instantaneous

Area of Effect: 1 creature or 1 object of up to 8,000 cu. ft.

Saving Throw: Special

One of the most potent abjurations known, *witches' banish* instantly hurls a single creature or object to a randomly determined Lower Plane. The spell is nearly infallible; magic resistance is completely useless against it, and the only creatures who can resist its effects are those whose levels or Hit Dice equal or exceed the caster's own. Even these suffer a -8 penalty to the saving throw vs. spell.

Instead of employing this spell against an enemy, the caster can choose to banish a single object of up to 8,000 cubic feet (for example, a 20-foot cube) in size. To strip an item from an individual, a lock of the individual's hair or equivalent is required. An object is worn or carried by a creature is allowed its owner's saving throw. For example, a *vorpal sword* carried by a 14th-level ranger could be *banished* with no saving throw, since its owner is of lower level than the 18th-level wizard required to cast this spell.

When this spell clashes with other effects of equal strength or potency: powers of demigod level, artifacts, spells or devices providing complete and absolute protection, the results are unpredictable. The DM adjudicates such conflicts.

The plane the creature or item is sent to is determined by a roll on the chart.

Lower Planes Destination

1d8	Plane
1	Acheron
2	Baator
3	Gehenna
4	The Gray Waste
5	Carceri
6	The Abyss
7	Pandemonium
8	Limbo or Mechanus (50% chance of each)

The creature or object is transported to a random location in a random layer of the plane

indicated; the witch has no idea where the banished person or item may go. The spell is permanent in that the subject won't return to the Prime Material Plane through the action of this spell, although the plane of banishment can be left by whatever other means prove expedient.

The material component is a brass key, set with a ruby worth at least 500 gp. The witch discards the key as the spell is cast—it is annihilated by the casting of the spell. The spell must be cast by a circle of witches (at least seven), and the level of the abjuration is the level of the circle leader.

Notes: Restricted to witch covens, common. Might optionally be available to specialist abjurers, who also require a supporting circle of wizards. (Updated from *DRAGON* Magazine)

Witch's Death Spell

(Necromancy)

Level: 8

Range: 120 yds.

Components: V, S, M

Casting Time: 8

Duration: Special

Area of Effect: 1 or more creatures in a 40-ft.

cube

Saving Throw: Special

This spell is used by witches to slay their enemies. Undead, nonliving, and extraplanar creatures are immune to the effects of this spell. The victims can be *raised* or resurrected by any expedient means. The spell can be cast in one of two ways:

A) *One Creature:* A single creature of 7+1 or more Hit Dice or levels, can be struck dead. A creature making a successful saving throw vs. death at a -2 penalty takes 2d6 points of damage instead.

B) *Group of Creatures:* A group of individuals of 7 Hit Dice or levels, can be slain. The creatures must be within a 40-foot cube and 2d8 creatures chosen by the caster might be affected. Those with 4+3 Hit Dice or less are slain instantly, those with more are each allowed a saving throw vs. death magic at a -6 penalty, taking 2d6 points of damage even if they survive.

A creature fatally affected by this spell crumples to the ground immediately and perishes in the space of a turn. If the *death spell* is cancelled, successfully dispelled, or rendered inert through antimagic during this time, the creature regains consciousness in 1d10 rounds.

This potent dweomer ages the caster one year per victim. If cast by a circle of witches, the circle members split the aging, with the principal caster unaffected.

Notes: Restricted to witches; common.

Witch's Glamor — Witch (Illusion/Phantasm)

Level: 2

Range: 0

Components: V, S, M

Casting Time: 2

Duration: Special

Area of Effect: The caster

Saving Throw: Special

This spell is usually cast by ugly, evil witches in combination with one of the *seduction* spells. The *witch's glamor* creates a ravishing beauty directly opposite the witch's true appearance. Any negative Charisma-based reaction adjustment becomes positive; thus, a hag with a Charisma of 4 (adjustment -5) has an effective Charisma of 17 while under the influence of this spell. This would change a +5 saving throw bonus against a *seduction* spell to a -5 penalty.

The *glamor* lasts 5 rounds per level unless cast while a *seduction* spell is operating. In this case, it ends with the *seduction* spell. This occurs even if the *seduction* spell is broken prematurely. Also, the *glamor* ends instantly as soon as the witch attacks in any manner, except with an enchantment/charm spell.

When the spell ends, any creature *charmed* by the witch must make an immediate saving throw vs. spell as soon as it sees her true features, with a penalty equal to her Charisma reaction adjustment. Failure means the creature stops in horror and loses its next initiative roll (going last in the round).

Notes: Restricted to witches, uncommon.

Witchweed — Old Empire (Evocation)

Level: 3

Components: V, S, M

Range: 50 yds. + 10 yds./level

Casting Time: 3

Duration: 1 rd./level

Area of Effect: 40-ft. radius

Saving Throw: None

This spell creates a cloud of smoke that is ut-

terly inhospitable to wizards. All wizards caught in this cloud cannot cast spells; they also suffer 2 points of damage per round they remain in the cloud. The cloud is stationary; once in place, it can be moved only by a *gust of wind* spell or equivalent.

The material component for this spell is burning tobacco (or some other noxious, fume-producing plant).

Notes: Uncommon spell. As a FORGOTTEN REALMS Old Empire spell, initial exposure requires a mentor or a *read Southern magic* spell.

Wither

Reversed form, see regenerate.

Withering Palm

(Evocation)

Level: 7

Components: V, S

Range: Touch

Casting Time: 4

Duration: Instantaneous

Area of Effect: Creature touched

Saving Throw: ½



This spell acts as a *staff of withering*. Upon casting the spell, the wu jen must touch the victim. If a successful attack roll is made, the creature suffers 3d6 points of damage and must make a successful saving throw vs. spell to avoid the *withering* effect. If the saving throw is failed, one limb of the creature (either the limb touched or one randomly determined) becomes shriveled and useless. (The head is not considered a limb.) If the saving throw is successful, the creature still suffers damage but does not undergo withering.

If an arm is withered, the character can still fight, though two-handed weapons cannot be used. Spells requiring somatic components can be cast 75% of the time. If a leg is withered, the character's movement rate is reduced to one-fourth normal. Armor Class decreases by 3 and the character suffers a -4 penalty to his chance to hit. A withered limb can be restored by the use of the *heal*, *limited wish*, or *wish* spell.

Notes: Common in oriental settings; otherwise, very rare.

Wizard Eye

(Alteration)

Level: 4

Components: V, S, M

Range: 0

Casting Time: 1 turn

Duration: 1 rd./level

Area of Effect: Creates 1 eye

Saving Throw: None

When this spell is employed, the wizard creates an invisible sensory organ that sends him visual information. The *wizard eye* travels at 30 feet per round if viewing an area ahead as a human would (i.e., primarily looking at the floor), or 10 feet per round if examining the ceiling and walls as well as the floor ahead. The *wizard eye* can see with infravision up to 10 feet, and with normal vision up to 60 feet away in brightly lit areas. The *wizard eye* can travel in any direction as long as the spell lasts. It has substance and a form that can be detected (by a *detect invisibility* spell, for instance). Solid barriers prevent the passage of a *wizard eye*, although it can pass through a space no smaller than a small mouse hole (one inch in diameter).

Using the eye requires the wizard to concentrate. However, if his concentration is broken the spell does not end—the eye merely becomes inert until the wizard again concentrates, subject to the duration of the spell. The powers of the eye cannot be enhanced by other spells or items. The caster is subject to any gaze attack met by the eye. A successful *dispel* cast on the wizard or eye ends the spell. With respect to blindness, magical darkness, and so on, the *wizard eye* is considered an independent sensory organ of the caster.

The material component of the spell is a bit of bat fur.

Notes: Common spell (PHB).

Wizard Lock

(Alteration)

(Universal)

Level: 2

Components: V, S

Range: Touch

Casting Time: 2

Duration: Permanent

Area of Effect: 30 sq. ft./level

Saving Throw: None

A *wizard lock* spell cast upon a door, chest, or portal magically locks it. The caster can freely pass his own lock without affecting it; otherwise, the *wizard locked* door or object can be opened only by breaking in, a successful *dispel magic*, or *knock* spell, or by a wizard four or more levels higher than the one casting the spell. Note that the last two methods do not remove the *wizard lock*, they only negate it for a brief duration, about one turn. Creatures from other planes cannot burst a *wizard lock* as they can a held portal (see the *hold portal* spell).

Notes: Common spell (PHB).

Wizard Mark

(Alteration)

(Universal)

Level: 1

Components: V, S, M

Range: Touch

Casting Time: 1

Duration: Permanent

Area of Effect: Up to 1 square ft.

Saving Throw: None

When this spell is cast, the wizard is able to inscribe, visibly or invisibly, his personal rune or mark, as well as up to six additional characters of smaller size. A *wizard mark* spell enables the caster to etch the rune upon stone, metal, or any softer substance without harm to the material upon which the mark is placed. If an invisible mark is made, a *detect magic* spell will cause it to glow and be visible (though not necessarily understandable). *Detect invisibility*, *true seeing*, a *gem of seeing*, or a *robe of eyes* will likewise expose an invisible *wizard mark*. A *read magic* spell will reveal the maker's words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an *erase* spell. If cast on a living being, normal wear gradually causes the mark to fade.

The material components for this spell are a pinch of diamond dust (about 100 gp worth) and a pigment or pigments for the coloration of the mark. If the mark is to be invisible, the pigments are still used, but the caster uses a stylus of some sort rather than his finger.

Notes: Common spell (PHB).

Wizard Seal

(Abjuration, Alteration)

(Geometry)

Level: 6

Components: V, S, M

Range: Touch

Casting Time: 8 hrs.

Duration: Special

Area of Effect: 1 scroll or book

Saving Throw: Special

This spell enables the caster to protect magical writings (such as spellbooks) from perusal by unauthorized individuals. Common sealings allow safe access to designated individuals or to a specific class alignment, guild, or experience level, and so on at the caster's choice.

Unauthorized entities attempting to read the material must immediately save vs. spell or be afflicted with a *curse* (as the 4th-level spell, but permanent) which is specified at the time of sealing. This can be removed only by a spellcaster of equal or greater level than the original sealer. A successful saving throw means that the reader experiences a sudden headache but no further ill effects at that time. However additional saving throws must be made for each spell level (or equivalent) read thereafter; each at a cumulative -2 penalty. Failure at any point afflicts the reader with the curse.

The seal remains potent until removed by the caster or a *remove curse* spell. If the remover's experience level is lower than that of the original caster, then there is a 5% chance per level difference between them that the sealed writings will be destroyed. If the writings are destroyed, there is a 10% chance per level difference that the curse affects the remover. *Dispel magic* doesn't affect a *wizard seal*.

Sealed material detects as magical. If sealed by alignment, the appropriate detection spell will reveal it as "good" or "evil" or even reveal the caster's exact alignment if a *know alignment* spell is used. It is rumored that a variation of this spell allowing the sealing of small containers exists or is being researched.

The material component is a 1000 gp ruby, which is crushed at the conclusion of the spell.

Notes: Very rare spell. (Updated from POLYHEDRON Newszine.)

Wizard Sight

(Divination)

Level: 3
 Components: V, S
 Range: 0
 Casting Time: 3
 Duration: 1 rd./level
 Area of Effect: The caster
 Saving Throw: None

Upon completion of this spell, the caster's eyes glow blue and he is able to see the magical auras of spellcasters and enchanted objects. Only the auras of those things normally visible to the caster are seen; this spell does not give the wizard the ability to see invisible objects, nor does it provide X-ray vision. This spell does not reveal the presence of good or evil or reveal alignment.

While *wizard sight* is in effect, a wizard is able to see whether someone is a spellcaster and whether that person is a priest or a wizard (and what type of specialist, if any). He can sense if a non-spellcaster has the potential to learn and cast wizard spells (that is, whether a fighter might someday gain the ability to cast a spell).

Although a spellcaster's level cannot be discerned, the wizard can see the intensity of a spellcaster's aura and guess at the individual's magical power (*dim, faint, moderate, strong, overwhelming*). This can be extremely ambiguous even when a wizard has some method of comparison; the DM might announce that a subject's intensity is roughly equivalent to that of a companion, or he might announce that a subject's aura is the strongest the wizard has ever encountered.

An object's magical abilities cannot be discerned. The fact that it is magical and the type of magic (abjuration, alteration, etc.) are obvious. The wizard can see the intensity of an item's magical aura and guess at its power, but cannot tell whether a magical item is cursed.

Notes: Uncommon spell (*ToM*).

Option: Although intensity readings might vary in comparison to the caster's own power, the following general guideline can be used:

Reading	Caster Level (Spell Level)
<i>Dim</i>	= 0-level (cantrip)
<i>Faint</i>	= 1st–5th (1st–3rd)
<i>Moderate</i>	= 6th–10th (4th–5th)
<i>Strong</i>	= 11th+ (6th+)
<i>Overwhelming</i>	= Caster level +5 (9th)

Wizard's Oracle

(Divination)

Level: 5
 Range: 0
 Components: V, S, M
 Casting Time: 1 turn
 Duration: Special
 Area of Effect: Special
 Saving Throw: None

This spell enables the wizard to contact powers or intelligences in the Ethereal or Astral Planes and request information in the form of questions that can be answered "yes" or "no." The wizard may ask one such question for every level of experience. The being or beings contacted are truthful and answer to the best of their ability, but they are not omniscient and may not be able to answer difficult questions. Unlike the priest spell *commune*, which assumes that the caster is in contact with an outer planar divinity or its agent, *wizard's oracle* places the wizard in contact with a power closely associated with one particular location or concern.

For example, a wizard may discover that a swamp oracle knows everything there is to know about occurrences in the swamp, but speculations about the political situation of a kingdom 500 miles away may be out of its ken. Many powers structure their answers to serve their own ends.

Oracle powers are notoriously cryptic and reclusive. Should a caster attempt to cast this spell more than once per week, the power simply refuses to come. Such powers are not patient, and a caster who hesitates, engages in side discussions with companions, or pauses to do something else is likely to irritate it, causing it to leave.

The material component is a small fire sprinkled with exotic, aromatic oils worth no less than 100 gp per question to be asked.

Notes: Restricted to savants, and diviners; uncommon.

Wonderform — Drow**(Alteration)**

Level: 5

Components: V, S

Range: 0

Casting Time: 2

Duration: Special

Saving Throw: None

Area of Effect: The caster

This spell allows the caster to instantly take on the form of a wingless wonder. No system shock roll is required, and the spell conceals the caster's true alignment with the chaotic neutral aura of a wingless wonder, as well as shielding the caster's mind from all contact: it can't be read, influenced, or attacked. (Drow wizards commonly use this spell to hide from hostile priestesses of the Spider Queen, or intruder-mages unfamiliar with the Underdark).

While in wingless wonder form, a drow wizard can cast any memorized spells desired, purely by force of will. Somatic and verbal components are not necessary; material components are consumed, and a spell will fail without them, but they need not be brandished (instead, they disappear by themselves from the caster's person, under the concealment of the *wonderform*).

A wizard can remain in wingless wonder form

permanently, though 1 point of Intelligence is lost at the end of each full year in *wonderform* (ignore partial years). The caster can revert to his or her own form at will, or take on another form by casting another spell that enables a change of shape. In either case, the *wonderform* spell instantly ends; a wizard cannot shift back and forth between normal and wingless wonder form except by casting multiple *wonderform* spells.

Notes: Restricted to drow, common.

Wingless Wonder: AC 8; MV 6 Sw 4; HD As caster; THAC0 17; #AT10; Dmg 1 hp each; SA spell use, grasp (bite 2d4); SD shielded mind, immune to webs, *sovereign glue*, *viscous globs*, fire, stunning, or any form of subdual, regenerates 1 hp/2 rounds; MR 90%; AL CN (apparent); SZ S (4')

The wingless wonder has 10 tentacles that each attack twice: first for 1 point of damage each, then a grasp. The target rolls 1d20, the wonder rolls 1d10 plus the number of tentacles used. If the wonder scores higher, the target is drawn to the maw and bitten for 2d4 points of damage. Each tentacle is AC 3 and is severed if a single blow inflicting 7 or more points of damage is taken. Once per day, the wonder can release a random *wand of wonder* effect.

The mind shield makes the wonder immune to psionic attacks and mind probing of any sort. If slain the wonder emits a mental blast like that of a mind flayer.

Transformed drow can speak normally and cast their spells in wonder form (material components being required and expended from the transformed form as needed).

Wonderform Curse

A version of this spell exists both among drow priestesses and wizards of the surface world of the *FORGOTTEN REALMS* setting that can imprison an individual in wonder form, allowing no speech or spellcasting. The individual, who retains full intelligence and awareness, can be released can be returned to its true form if a dispel magic, remove curse, or polymorph other spell is cast for this purpose during the round when the wonder creates its random effect. Turning back requires a system shock survival roll. Each year a being is trapped in wonderform, insanity might result (50% chance, minus Wisdom, checked at the end of each year).



Wood Rot

(Alteration)

Reversible

Level: 6

Components: V, S, M

Range: 10 yds.

Casting Time: 6

Duration: 1 rd. + 1 rd./level

Area of Effect: 10 × 10-ft. section of planking

Saving Throw: None

This spell accelerates the decay of a ship's hull or deck structure. The wood thus affected crumbles away at a rate of 1 cubic ft. per round, effectively destroying the hull integrity, a mast, or up to 12 square feet of 1-inch thick deck each round. All affected wood must be a continuous area; casting this spell more than once in one area cannot speed up the rot.

The material component is a wood-borer worm.

The reverse of this spell is *restore wood*, which can nullify the effects of a *rot wood* spell or the effects of natural decay.

The material component is a wood-borer worm.

Notes: Uncommon for Sea mages; otherwise, very rare. (Updated from *DRAGON* Magazine.)

Wood Rot — Wu Jen

(Evocation)

Reversible

Level: 5

Components: V, S, M

Casting Time: 3

Range: 10 yds.

Duration: Instantaneous

Area of Effect: 1 creature or object

Saving Throw: Neg.



When this spell is cast, a sickly pale fire leaps from the wu jen's fingertips, dancing over the wooden object targeted by the spell. If the target is a live plant, the spell succeeds 75% of the time. If the target is a plant-like creature, a successful saving throw vs. spell prevents the spell from having any effect. Non-living wooden objects receive no saving throw. Once the spell takes effect, the wooden object begins to decay at the rate of 1 cubic ft. per turn. Plant-like creatures lose 1 Hit Die for every cubic ft. so rotted. The decayed wood rots and falls away, easily crumbling to the

touch. The decay continues until the object is entirely rotted away. A wooden door can be destroyed in several turns, while a large wooden building requires several days. The material component is a live termite.

The reverse of this spell, *prevent rot*, stops the decaying process of the *wood rot* spell. It does not restore wood already decayed, however.

The material component is a dead termite.

Notes: Common in oriental settings; otherwise, very rare.

Wood Shape

(Alteration)

Level: 3

Components: V, S, M

Range: Touch

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: 1 cu. ft./level

Saving Throw: None



This spell allows the wu jen to shape and form natural wood into any shape desired. Like the *smoke shape* spell, the details of the image are rough and crude, but sufficient to fool at a distance. Doors can be made in wooden walls or a chest from a tree trunk. Once created, the item shaped is permanent unless destroyed by fire, rot, or chopped apart. The spell does not make the material light or easily moved and the wu jen needs help moving larger objects into the desired position.

The material component for this spell is a miniature carpenter's adze.

Notes: Common in oriental settings; otherwise, very rare. This spell can be optionally uncommon for Nature mages as well.

Woodiron

(Enchantment)

Level: 4

Components: V, S, M

Range: Touch

Casting Time: 1

Duration: 5 rds./level

Area of Effect: Weapon(s) touched

Saving Throw: None



This is a specialized version of *enchanted weapon* that works only on wooden weapons. When the spell is cast on a wooden weapon, that

weapon becomes as hard as its iron counterparts on other fantasy worlds, with no penalties to attack or damage. Weapons normally made of wood, such as the club and quarterstaff, are granted a bonus of +1 on both attack and damage rolls. Only one *woodiron* spell can be cast on a weapon at a time; the effects are not cumulative, even with normal wooden weapons like those mentioned above. Wooden shields are also affected by this spell, becoming +1 for defensive purposes. Both weapons and shields are fireproof for the spell's duration.

Missiles of wood enchanted in this manner lose their dweomer as soon as they hit a target; otherwise, the spell lasts for its full duration. It is also used in the manufacture of regular magical weapons and shields.

The material component for this spell is a chip of the bronze-hard agafari wood of Nibenay.

Notes: Common for spellcasters from the DARK SUN setting, optionally uncommon for Savage mages; otherwise, very rare.

Words of Fire

(Illusion/Phantasm)

(Geometry)

Level: 2

Components: V, S

Range: 0

Casting Time: Special

Duration: 2 turns/level

Area of Effect: Special

Saving Throw: None

This spell allows one of the caster's fingers to write letters of illusory flame. The caster can write at any time for up to one turn after the spell is cast, writing 12 letters, characters, or symbols per experience level she currently possesses. These letters appear to be made of leaping flame, and are bright enough for beings within 7 feet to read by. They can be written in the air or on any inorganic surface. The flames are not real, and cannot ignite anything, but do not form on water or a wet surface.

If the caster tries to use the *words of fire* to draw magical glyphs or symbols, they do not form. The flaming inscriptions last for two turns per level of the caster from when the spell was cast, not when they were actually written. All of the characters must be written adjacent to each other in a space no larger than the caster can encompass with spread feet and hands.

As the caster writes, she can choose to have her writings duplicated on another surface or the air somewhere else on the same plane. An observer in this other locale sees letters of (illusory) fire appear, character by character, as the caster writes them. This other place must be one the caster has visited or seen, for it must be clearly visualized as the characters are written. If this second area or surface bears an enchantment, the letters do not form, though the caster is instantly aware of this.

Notes: Rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Worldwalk

(Alteration)

(Dimension)

Level: 9

Components: V, S, M

Range: 30 yds.

Casting Time: 9

Duration: 1 turn/level

Area of Effect: 20-ft. disk

Saving Throw: None

By means of this powerful magic, the spellcaster can open a portal to another dimension or plane. The portal appears as a disk up to 10 feet in radius, on the far side of which is the other dimension or plane.

The *worldwalk* portal can be cast up to 30 yards away and can be oriented either vertically or horizontally. One side shows the opening into the other plane, while the other is a smooth, gray disk. A portal cannot be cast into an area already occupied by something else, though it can be cast against a wall or other hard surface.

The portal can open either into a plane known and visited by the caster or into a previously unknown plane. In the latter case, the caster needs some material object from that plane in order to effect the casting (the object is not consumed in the process of casting). *Worldwalk* portals cannot be opened into random planes—the caster must visualize the destination or must have some object from that plane.

Both connected planes are visible through the portal from the other side and creatures can pass through easily from one side to the other. Nonliving objects cannot pass through the portal unless they are carried by a living being. Hostile environments cannot affect those on the other side of the portal (a portal opened into the

Elemental Plane of Fire would not harm anyone on the Prime Material Plane unless they stepped through the portal).

Up to 10 creatures can pass through the *worldwalk* portal per turn. Creatures that cannot fit through the portal cannot make the transfer unless reduced in size by some means.

Once cast, the portal is in place for the duration of the spell or until it is dispelled either by the caster's will or a successful *dispel magic* spell. If a creature is in the portal when the portal is dispelled, the creature is immediately sent to the Outlands. The status of the wizard who cast the spell does not affect the portal.

There is a 70% chance, plus 1% per level of the spellcaster, that the *worldwalk* connects with the desired plane. If the portal does not reach its intended target, it instead reaches one of the DM's choosing, including alternate Prime Material Planes, other worlds, and pocket dimensions. Once cast, the portal links the two worlds and cannot be changed.

Notes: Rare spell from the FORGOTTEN REALMS setting. Known to be in *Elminster's Traveling Spellbook*.

Wormhole, Primal's

See Primal's wormhole.

Worship

(Enchantment/ Charm)

Level: 6

Components: V, S

Range: 120 yds.

Casting Time: 6

Duration: 3 turns/level

Area of Effect: 1 intelligent creature

Saving Throw: Neg.

The spell affects one creature intelligent (semi-intelligent or higher), regardless of Hit Dice. Creatures with magic resistance have their magic resistance reduced by a factor of 60% for purposes of determining whether the spell takes effect, and receive a normal saving throw. Creatures without magic resistance save at a -2 penalty. The effect of the spell is to put the entity into a zombie-like trance state from which it cannot be revived until the spell expires or is dispelled.

The creature obeys commands willingly and to the best of its ability, applying every resource available without reservation. Courses of action to which the creature would normally be vio-

lently opposed to are cheerfully executed. The only commands the creature hesitates to obey are obviously self-destructive orders or direct commands to cause harm to his close friends or loved ones. Even these orders do not allow the chance of breaking the charm, but simply cause the creature to fall into a confused daze for 1d4 rounds. If the caster directly harms the creature, a new saving throw to break free of the witch's influence is allowed.

Notes: Restricted to enchanters, very rare.

Worship — Old Empire (Enchantment/Charm)

Level: 6

Components: V, S

Range: 0

Casting Time: 6

Duration: 2 rds./level

Area of Effect: The caster

Saving Throw: Special

The *worship* spell raises the effective Charisma of the caster to 22. Intelligent creatures of 3 Hit Dice (or levels) or less who are in clear view of the caster automatically fall to their knees and praise the caster. Creatures of 4-6 Hit Dice (or levels) get a saving throw to avoid the effect. Creatures above 6 Hit Dice are unaffected. Unwilling victims of this spell roll a reaction check when the spell is finished, with a +8 penalty to the roll.

Using this spell to impersonate a Power is very dangerous.

Notes: Uncommon spell. As a FORGOTTEN REALMS Old Empire spell, initial exposure requires a mentor or a *read Southern magic* spell.

Wound Bind

(Alteration, Necromancy)

Level: 2

Components: V, S

Range: 0

Casting Time: 3

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: None

This spell stanches the bleeding of open wounds and cleanses those same wounds to prevent disease. The wound bind reduces chances of contracting normal diseases from the wound to

0%, decreases the chance of mummy rot and other magical diseases by 10%, and reduces chances of contracting lycanthropy by 25%. When cast, the wizard must touch the open wound or wounds; without visible wounds, the spell fails. The spell does not restore hit points, but prevents any further loss or damage from previous wounds. If cast on wounds caused by a *sword of wounding*, the spell temporarily stanches those wounds; after 1 round, the wounds will open again and the weapon's bleeding damage continues unless the wounds are banded and bound to prevent such losses.

This spell was developed by the necromancer and Cyricist Stavros of the Skulls, by order of the Lord's Court. With the Watchful Order of Magists & Protectors, he was to create four beneficial necromancy spells or be sentenced to Undermountain (while a mage of no little power, Stavros was genuinely afraid of such a sentence, as he'd just returned from there only months ago).

Notes: In the FORGOTTEN REALMS setting, known to the Watch-Wizards Guild of Waterdeep and Stavros of the Skulls.

Wound Conferral

(Necromancy)

Level: 7

Components: V, S, M

Range: Touch

Casting Time: 2 rds.

Duration: Special

Area of Effect: Two creatures

Saving Throw: Neg.

This spell is similar to the 4th-level spell *empathic wound transfer*, except that it enables the caster to transfer the wounds (up to 3 hit points per level of the caster) between any two creatures, excluding the caster. The wizard must be able to grasp both the wounded creature and the creature to receive the wounds without having to make attack rolls. Thus, the two beings must either be willing to undergo the spell, or else be sleeping, unconscious, or otherwise bound and secured from escaping the caster's grasp.

The creature to receive wounds is allowed a saving throw vs. spell if unwilling. If the saving throw succeeds, the transfer is incomplete and nothing happens. If failed, the creature receives the wounds of the wounded creature, subject to a few limitations.

The total number of transferred hit points is

limited to the caster's current hit points (or 3 hit points per level, whichever is smaller). Normally, the spell functions by conveying the wounds from the wounded creature to the caster (during the first round of casting) and then from the caster to the second creature (during the second round of the spell). Should a conferred wound drain the wizard below zero hit points (if the wizard unwittingly attempts to channel more hit points than he or she currently possesses), the exchange effectively backfires and now operates on the wizard himself as an *empathic wound transfer*. The spell also backfires if it is interrupted during the second round of casting, before the final conferral of wounds to the second creature.

This spell is terribly exhausting for the caster. After the exchange is complete, the wizard temporarily loses seven points of Constitution; each point may be recovered by two hours of complete rest. If the caster's Constitution drops below 3, unconsciousness results, and the full Constitution is not regained for 24 hours.

The material components are hair and blood from both creatures, two newt eyes, and two wolf teeth (each from a different animal). These components are consumed in the casting. The caster must also wear, as a focus, a specially fashioned ruby brooch or pendant (worth at least 5,000 gp) at the time of casting.

Notes: Restricted to necromancers, rare.

Wraith Production

Lost spell, rumored cast by the Deathmaster, a rare type of necromancer.

Wraithform

(Alteration, Illusion)

(Shadow)

Level: 3

Components: S, M

Range: 0

Casting Time: 1

Duration: 2 rds./level

Area of Effect: The caster

Saving Throw: None

When this spell is cast, the wizard and all of his gear become insubstantial. The caster is subject only to magical or special attack, including those by weapons of +1 or better, or by creatures otherwise able to affect those struck only by magical weapons. Undead of most sorts will ignore an individual in *wraithform*, believing him to be a

wraith or spectre, though a lich or special undead may save vs. spell with a -4 penalty to recognize the spell.

The wizard can pass through small holes or narrow openings, even mere cracks, with all he wears or holds in his hands, as long as the spell persists. Note, however, that the caster cannot fly without additional magic. No form of attack is possible when in *wraithform*, except against creatures that exist on the Ethereal Plane, where all attacks (both ways) are normal. A successful *dispel magic* spell forces the wizard in *wraithform* back to normal form. The spellcaster can end the spell with a single word.

The material components for the spell are a bit of gauze and a wisp of smoke.

Notes: Common spell (*PHB*).



Wrath of the Just — Elf (Elven High Magic)

Level: 9
Components: V, S
Range: 0
Casting Time: 2 turns
Duration: Special
Area of Effect: 1 mi./level
Saving Throw: None

This spell is a massive one and is to be used only if the elves' existence is threatened. It creates massive earthquakes, fissures, lightning storms, floods, and other natural disasters. Anyone in the spell's area of effect must successfully save vs. death magic or be swallowed up by the earth, carried away by floods, or fall victim to some other disaster.

High magi using this spell must add +20 to their effects roll. It would be considered a terrible crime for this spell to be used in any but the most dire of emergencies.

Notes: Restricted to elves able to cast elven high magic, common.

HIGH MAGIC EFFECTS TABLE

Use for elven high magi casting 9th-level or high magic spells. These effects can be reversed only by the intervention of a deity, even a *wish* spell is ineffective.

D100	Effect	D100	Effect
01-25	None	89-90	Mage immediately takes 2d10 damage
26-50	Mage takes 1d4 points of damage	92	Mage immediately takes 3d10 damage
51-60	Mage must save vs. spell or fall unconscious 1d6 hours	93	Mage ages 1d100 years
61-65	Mage loses all spells as if cast; must re-memorize to use	93-94	Mage loses 1 experience level
66-70	Mage ages 1d10 years	95	Mage loses 1d4 experience levels
71-72	Mage ages 2d10 years	96	Caster loses 1d4 points from a randomly determined ability score
73	Mage ages 1d100 years	97	Caster loses 1d6 points from a randomly determined ability score
74	Caster permanently loses 1 Strength	98	Gate to a lower plane opens; caster immediately lost but can be rescued
75	Caster permanently loses 1 Dexterity	99	Mage loses all magical abilities; reduced to 0 level
76	Caster permanently loses 1 Charisma	100	Mage dies immediately; can be <i>resurrected</i>
77	Caster permanently loses 1 Constitution	to 110	Mage dies and reanimates as undead
78	Caster permanently loses 1 Intelligence	to 120	Mage dies and suffers <i>destruction</i> (dust) or <i>retributive strike</i> explosion (as <i>staff of power</i>), 50% chance of either
79	Caster permanently loses 1 Wisdom		
80-82	Caster permanently loses 1d4 hit points		
83-84	Caster permanently loses 1d6 hit points		
85-86	Caster permanently loses 1d8 hit points		
87-88	Mage immediately takes 2d8 damage		

Wrathful Castigation, Nybor's

See Nybor's wrathful castigation.

Write

(Evocation)
(Geometry)

Level: 1

Components: V, S, M

Range: 0

Casting Time: 1 rd.

Duration: 1 hr./level

Area of Effect: 1 magical spell

Saving Throw: Special

This spell allows a wizard to transcribe a spell that he or she cannot understand at the time (due to lack of level or Intelligence) into a tome or other compilation used to maintain a library of spells. It in no way allows the use of the transcribed spell unless the other conditions for its use are met (for example, a successful "to know" roll and sufficient Intelligence to add the spell to the number of spells known).

The wizard must make a successful saving throw vs. spell to carry out this procedure, with the following adjustments: +2 if the spell is up to one level greater than the highest spell level the caster currently uses; 0 if two levels higher; -1 if three or more levels higher.

If the saving throw fails, the wizard takes 1d4 points of damage for every level of the spell to be transcribed, and is knocked unconscious for one turn per spell level. The damage, if not fatal, can be healed only at the rate of 1d4 points per day, as it is damage to both the body and psyche.

Transcribing the desired spell takes one hour per spell level; during this time, the wizard is in a trance state and can be surprised by any foe.

In addition to the writing surface upon which the spell is to be transcribed, the caster needs a fine ink composed of rare substances (a minimum cost of 200 gp per bottle, if available at all without manufacture by the wizard).

Notes: Uncommon spell.

Wylunde's Ward

(Abjuration)

Level: 3

Components: V

Range: 0

Casting Time: 1

Duration: 2 rds.

Area of Effect: The caster

Saving Throw: None

This spell is named for its creator, an irascible adventurer-mage who disappeared in the wilderness of the Sword Coast North long ago. It is called into effect with the utterance of a single word. It shields the caster with energy surges that are sometimes visible as a faint shimmering in the air around the caster's body. *Wylunde's ward* reduces any damage suffered by the caster by 2d4 points in each of the two rounds it exists, reducing damage to a minimum of 1 point per round. It intercepts hostile spell damage as well as physical attacks, and it does not prevent the caster from working other magic.

If no attacks strike the caster during the time of protection, the spell is wasted. There is no known way for a mage to confer this protective ward on another being. If a second *Wylunde's ward* is used by the same mage within a full day (24 hours) of the last ward taking effect, it increases all damage taken by 2d4 points in each round it exists. If a such third ward is cast within a full day (in other words, it takes effect within a full day of two other ward spells), the caster suffers an immediate 2d12 points of damage and must make a successful system shock survival roll or die immediately.

Notes: Very rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.



X-Ray Vision

(Alteration)
(Alchemy)

Level: 8
Components: V, S, M
Range: 0
Casting Time: 8
Duration: 1 rd./level
Saving Throw: None
Area of Effect: Special

This spell allows the caster to see into or through substances that are impenetrable to normal sight, including solid matter. The range (or depth) of the caster's vision is 20 feet, and the caster views anything within this range as if it were illuminated to any degree comfortable for him. The caster can scan an area of 100 square feet (a 10-foot square) per round, but the depth of his vision and the speed with which his vision penetrates the object in question are limited (see table).

Substance Scanned	Rate of Penetration	Max. Depth of Vision
Animal matter	4 ft./rd.	20 ft.
Vegetable matter	3 ft./rd.	20 ft.
Stone	1 ft./rd.	10 ft.
Iron, etc.	1 in./rd.	10 in.
Lead, gold	Nil	None

Secret compartments, drawers, traps, and recesses within the area scanned are 90% likely to be located by *x-ray vision* scanning. Note that this spell is unable to penetrate unusually dense metals, including lead, gold, platinum, and alloys of these substances.

The material component is a special ointment for the eyes valued at 1,000 gp per application. Due to ointment's deleterious effects on the caster's eyes, this spell can be used safely no more than once per day.

Notes: Very rare spell. (Updated from *POLYHEDRON* Newszine.)

Xorn Talons, Manshoon's

See Manshoon's xorn talons.

Xult's Magical Doom

(Alteration)
(Geometry)

Level: 5
Components: V, S, M
Range: Touch
Casting Time: 5
Duration: Special
Saving Throw: Neg.
Area of Effect: 10-ft. radius

By means of a caterpillar cocoon, a pinch of dust, and the tracing of runes during the casting, a wizard seals a certain object with *Xult's magical doom*. The runes are traced with one fingertip over, for example, the pages of a book or a map. They are visible only to a *detect magic*, and can be harmlessly removed by *dispel magic*. They prevent unauthorized perusal of the guarded object. Only the caster or someone who is (by chance or deliberately) named in or on the material viewed—or who utters the secret word of deactivation that the caster establishes during casting—can safely examine the object without suffering the *doom*.

The doom affects all creatures within a 10-foot radius when it is activated (the activator saves vs. spell at -3; others within the radius save at -1). The doom is a specialized *polymorph other* spell that works instantly upon any creature within its radius that fails its saving throw. An affected being suffers a system shock roll during its transformation.

The transformation is permanent, and is always into the form of a bat, frog, toad or snake (determined randomly). The intelligence of an affected being is not altered, so if the transformed creature can activate a magical item or communicate with others to bring about its release, it is free to do so (another system shock survival roll applies).

The doom lasts only for one activation if cast by a mage of 11th level or less. A mage of 12th to 23rd level can cast the doom to last for up to four activations. Mages of higher levels can elect to have their dooms last for one additional activation per level above 24th. The passage of time has no effect on a doom unless the object it guards is destroyed. Transformed creatures affected by this spell typically go insane if of greater than 7 Intelligence (see table).

Notes: Very rare spell. Known to be in the *Tome of Rathdaen*.

Intelligence	Time before Insanity
1-7	No danger
8-12	After 6 months
13-16	After 8 months
17	After 12 months
18	After 24 months
19+	13% chance/year* * noncumulative

INSANITY RESULTS

Roll 1d6 for each affected creature to determine the nature of the affliction.

Insanity	Type
1	Enraged Maniac
2	Melancholic
3	Hallucinating
4	Hebephrenic
5	Homicidal
6	Catatonic

Enraged Maniac: This condition strikes suddenly (1 in 6 chance per turn, lasts 2d6 turns then 1 in 6 chance per turn to return to normalcy). The character becomes maniacally enraged, having an effective Strength of 18/75 if human or demihuman (nonhumans are adjudicated by the DM). The character may shriek, rave, and behave in a violent manner. Unreasoning when spoken to, the character possesses great cunning and will desire to take or avoid action according to the situation at hand (though not necessarily an appropriate act). When the state passes the individual won't remember his actions, nor believe accounts of them by others.

Melancholic: The individual is given to black fits of brooding and feelings of hopelessness. The character is 50% likely to ignore any given situation due to the manifestation of a fit of melancholia.

Hallucinating: The individual sees, hears, and otherwise senses things that do not exist. The more stressful the situation, the more likely the manifestation. Common delusions include: ordinary objects that do not exist, people nearby

or passing where there are none, voices giving information or instructions, abilities or forms the individual does not really have (Strength, sex, wings etc.), threatening creatures appearing from nowhere, and so on. Normal behavior is 50% likely until stimulated or under stress. Hallucinations last 1-20 turns after the initial stress passes.

Hebephrenic: The individual wanders aimlessly, talks to himself, giggles, mutters, and acts childish; the character may sometimes attempt to play childish games with others. If sufficiently irritated by someone nearby, the character is 75% likely to become maniacally enraged. If this does not occur, then he will become catatonic for 1d6 hours then revert to hebephrenic behavior.

Homicidal: The individual appears absolutely normal, except for an occasional unique interest in weapons, poisons, and other lethal devices. At 1- to 4-day intervals, the being will try to kill a member of his own race. If prevented, the frustrated individual will attack the first intelligent creature seen, wildly seeking to slay. After this, the character will fall into melancholy for 1d6 days before turning to a homicidal state once more.

Catatonic: The character completely withdraws from reality. The individual can be led, moved, fed, and so on; but undertakes no activity on his own. If continually provoked and irritated to get a response, the character has a 1% cumulative chance per round of becoming homicidal. When provocation ceases catatonia returns.



Year Gifting

Reversed form, see year stealing.

Year Stealing

(Necromancy)

Reversible

Level: 8

Range: Special

Components: V, S, M

Casting Time: 1 hr.

Duration: Special

Area of Effect: Special

Saving Throw: ½



An evil wu jen can use this spell to steal years from a victim's life and add them to his or her own. If successful, the wu jen becomes 2d6 years younger, and the victim adds the same amount of years to his age (half this if the victim makes a successful saving throw vs. spell). This process is the reality behind the wives' tales that a wu jen could steal a man's life. The wu jen becomes 2d6 years younger, and the victim adds the same amount of years to his age.

Before attempting *year stealing*, the wu jen gathers blood from the intended victim. This is mixed with the wu jen's own blood and water, then placed in a special glass screen made for this purpose. An unlit black candle is placed on the victim's side of the glass pane and a white candle is lit on the wu jen's side. A unicorn's horn is stuck through the glass pane in the hole left for this reason, as a conduit for the magic.

When the wu jen casts the spell, the glass screen glows with the light of the candle and the light builds in intensity until a flash of white light envelops victim, caster, and apparatus. When the light recedes, the white candle is now streaked with gray and burns with a blue flame. The unicorn's horn has turned to useless dust.

The reverse, *year gifting*, allows the wu jen to give some of his life force to another, restoring 2d6 years to the recipient, while aging the same amount himself. The positions of the candles are reversed.

Notes: Very rare in oriental settings; otherwise, unknown. This art has been lost for hundreds of years.

Younger

(Necromancy)

Reversible

Level: 7

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: 1 creature

Saving Throw: Special

This obscure and dangerous spell makes the recipient up to one year younger per level of the caster (one year minimum), as decided by the caster. It can be cast only upon a willing recipient, negating the penalties of advancing age, and restoring a youthful appearance. It will not make a creature younger than a young adult.

The strain of casting temporarily reduces both the caster's and recipient's Constitutions by 1 point per decade and then requires an immediate system shock check against death (a wizard casting this spell on himself loses 1 point and makes one check). For each casting, the recipient has a 5% cumulative chance that the Constitution loss is permanent and that the spell will not work for him again. Thus, a witch who has cast the spell upon herself three times would have, on the fourth casting, a 20% chance to permanently lose a Constitution point and the ability to benefit from this spell ever again.

Temporarily lost Constitution returns to normal after one year. Receiving the spell more than once in a year means the temporary loss becomes permanent immediately, in addition to the usual spell effects. Such long-term effects as a normally aging appearance, a degenerative rot that cannot be countered by any known means, and so forth, might also occur (5% chance).

The spell was created by a long-dead, evil wizard. After consuming many *elixirs of youth*, he grew allergic to them. He created this spell to compensate for that allergy.

The material component is a pound of bone marrow from a newborn dragon.

The reverse of this spell, *older*, ages the victim by up to one year per level of the caster unless a successful saving throw vs. spell is made. The reverse causes no Constitution loss, and its material component is a pound of bone marrow from dragon of venerable age or older.

Notes: Very rare spell.

Youth — Witch

(Necromancy)

Level: 8

Range: 10 yds.

Components: V, S, M

Casting Time: 8

Duration: 1 turn/level

Area of Effect: 1 creature

Saving Throw: Neg.

This spell temporarily reduces a creature's age, turning back the hands of time. A *venerable* character becomes *middle-aged*; an *old* character becomes *mature*; and a *middle-aged* character becomes a *young adult*. Characters or creatures younger than middle-aged receive no appreciable effect from this spell.

Youth may increase the affected character's physical ability scores (Strength, Dexterity, and Constitution) by counteracting any age-based effects the character may be experiencing. However, the subject's mind is not affected beyond the regression of natural senility; the

wisdom and insight of years remain. Naturally, the subject experiences a natural increase of energy and stamina, and even the creature's appearance changes to reflect the temporary age; an old man affected by this spell would appear exactly as he did in his prime. No spell or effect (not even a *wish*) can make this state permanent, although a *wish* might extend its duration.

Against creatures whose physical development is measured by age, such as dragons, this spell reduces their age by one or two steps. Unwilling creatures receive a saving throw vs. spell to negate the effect.

When the spell ends, the creature returns to its true age over the course of 1d3 rounds.

The material component is a green shoot of any kind.

Notes: Restricted to witches, common.

In the 2nd Ed. *PHB*, treat the *mature* age as being $\frac{1}{2}$ of the Base Maximum, and the *young adult* age as being the Starting Base plus Variable.



Zala's Amberhelm

(Abjuration, Invocation)
(Mentalism)

Level: 4

Range: 0

Components: V, S, M

Casting Time: 2 turns

Duration: 1 turn/level

Area of Effect: The caster

Saving Throw: None

When this spell is cast, an amber sphere of translucent energy appears around the caster's head (about 2 feet in diameter for an average human), serving as a barrier against mind-affecting spells and telepathic psionic powers.

Against mind-affecting spells, the caster has a 90% resistance, including *charm*, *ESP*, *emotion*, *hypnotism*, *fascination*, *confusion*, *feeblemind*, *suggestion* and similar spells and effects. However, it does not affect the *beguiling* function of the *rod of rulership*. Illusions are not affected. The barrier functions in both directions, preventing the caster from employing mind-affecting spells as well. The *amberhelm* can be dispelled normally.

Against telepathic psionics, *Zala's amberhelm* provides protection from psionic contact and attack modes. The caster cannot use any psionic powers, except defense modes, while the spell operates.

A psionicist can breach the *amberhelm* with a psionic attack mode. When the initial psionic energy is expended, the psionicist meets the helm's resistance and must decide to whether to breach the *amberhelm* or have the attack fail. (Breaching the spell requires extra psionic strength points, PSPs, equal to the *amberhelm* caster's level, plus 1d10 PSPs; this is rolled secretly by the DM, who reveals only the PSPs expended. Thus, breaching the defenses of a 7th-level wizard requires from 8 to 17 additional points.) A breaching attack with insufficient PSPs fails.

A failed attack wastes the PSPs and the *amberhelm* remains active. If the breaching attack is successful, the *amberhelm* ends at once, its caster is stunned and unable to act for the remainder of the round, and the psionicist suffers 1d10 points of damage. The next round, the psionicist can try to initiate contact normally.

The material component is an amber bead worth at least 200 gp, a silver piece, and a parrot

feather. Zala invented this spell after a battle with a psionicist who nearly destroyed her.

Notes: Very rare spell. Known to be in the *Book of Zala* (the *Lakharemtolma Zalarem*). (Updated from *DRAGON* Magazine.)

Zala's Deception

(Alteration, Illusion)
(Shadow)

Level: 5

Range: 0

Components: V, S

Casting Time: 5 (or 1 rd.)

Duration: 1 rd./level

Area of Effect: 50-ft. radius circle

Saving Throw: None

This spell combines aspects of *mirror image* and *blink*. It creates two or more exact duplicates within 50 feet of the caster. The caster's true location jumps randomly from image to image at the beginning of each round, before any other action occurs.

Zala's deception creates 1d4 illusory duplicates, plus 1 additional image for every five levels of experience. A 10th-level wizard creates 1d4+2 images, a 15th-level wizard creates 1d4+3, and so on to a maximum of 1d4+5 at 25th level.

Unlike the images of the *mirror image* spell, this spell's illusory duplicates do not vanish if struck. Instead, any creature successfully striking an image in hand-to-hand combat at any time during the round (including touch-delivered spells) is allowed a saving throw vs. spell. If successful, the duplicate vanishes; failure means the image remains.

Otherwise, the caster has considerable control over the movement of the duplicates, which will not become entangled with walls, furniture, or other obstacles. If the wizard takes one full round to cast the spell (instead of a casting time of 5), the images will appear in precisely the spots and orientation desired, instead of being generally placed by the DM. After that, the images mimic the caster's general movements in a believable fashion.

The images can be dispelled normally, though each is checked individually. Magics such as *true seeing* can easily determine which are the images and which is the true wizard.

Notes: Very rare spell. Known to be in the

Book of Zala (the Lakharemtolma Zalarem).
(Updated from *DRAGON Magazine*.)

Zala's Disruption

(Abjuration)

Level: 6
Range: 0
Components: V, S, M
Casting Time: 6
Duration: Instantaneous
Area of Effect: 40 ft. radius
Saving Throw: Neg.

When invoked, this powerful incantation erases spells from the memory of any spell-using character or creature within the stated area of effect. Anyone with memorized spells must make a saving throw vs. spell or instantly lose 1d4 random spells. Anyone failing the first saving throw must roll again; failure results in another 1d4 spells instantly lost and another saving throw, continuing until no spells remain or until a saving throw is successful.

The caster and any allies are also subjected to the effects of *Zala's disruption*, although the caster himself gains a +2 bonus to his saving throws (+3 if an abjurer specialist wizard). Any disrupted magic takes the form of a spectacular cloud of shimmering light that hovers in the area for several hours before fading from view.

The material component is a diamond worth no less than 5,000 gp, which is shattered in the casting of the spell.

Notes: Very rare spell. Known to be in the *Book of Zala (the Lakharemtolma Zalarem)*. (Updated from *DRAGON Magazine*.)

Zala's Forcebuckler

(Abjuration, Invocation)

(Force)

Level: 3
Range: 0
Components: V
Casting Time: 3
Duration: 1 turn + 1 rd./level
Area of Effect: The caster
Saving Throw: None

The *forcebuckler* is a glowing golden disk of magical energy that appears on the wizard's left or right forearm, as desired. It does not hinder spellcasting, and provides a number of benefits.

The caster receives a +2 bonus to Armor Class and saving throws against attacks from the front or protected flank (but not rear).

Damage from fire, cold, acid, electricity, or raw magical energy (such as *magic missile*) that strikes the wizard from the front or protected flank is reduced by 1 point per die.

Magical rays or bolts that affect only a single creature, such as *ray of enfeeblement*, *Melf's acid arrow*, a beholder's *petrification ray*, or a single *magic missile*, can be harmlessly deflected, at the option of the caster. The caster has a 25% chance plus 2% per level to deflect the attack. The *forcebuckler* is destroyed in the attempt to deflect the attack regardless of success.

Zala's forcebuckler cannot be removed or concealed, although the wizard can choose to let the spell lapse at any time. It sheds as much light as a normal candle.

Notes: Very rare spell. Known to be in the *Book of Zala (the Lakharemtolma Zalarem)*. (Updated from *DRAGON Magazine*.)

Zala's Icejacket

(Abjuration, Conjunction)

(Water)

Level: 1
Range: Touch
Components: V, S
Casting Time: 1
Duration: 5 rds. + 1 rd./level maximum
Area of Effect: Creature touched
Saving Throw: Neg.

This spell coats one creature in magical ice and snow, providing excellent protection from fire until it melts. The recipient is almost totally protected against normal fire—damage from nonmagical fires is reduced by 3 points per die (to a minimum of 0 points per die). The *icejacket* insulates against minor fire spells of 1st to 2nd level, reducing damage by 2 points per die (to a minimum of 1 point per die). Against more powerful magical fire attacks, such as red dragon breath or fire-based spells of 3rd level or more, damage is reduced by 1 point per die (to a minimum of 1 point per die). Any magical fire attack nullifies the *icejacket* on contact; the spell wards against only one such attack.

The *icejacket* increases the subject's susceptibility to cold-based attacks. The protected creature suffers 1 additional point of damage per die from cold-based attacks such as breath

weapons or spells, and the *icejacket* ends.

The spell can be used offensively, though a target creature receives a saving throw vs. spell to negate the effect. A fire-based creature takes 2d6 points of damage and the spell ends instantly. Otherwise, the spell increases the effects of cold to the same degree it protects against fire; thus, an enemy might be frozen in a blizzard. The *icejacket* can be used for camouflage in snowy conditions, giving a concealed character a +1 bonus to surprise an enemy, or to keep cool in desert climates.

Notes: Very rare spell. Known to be in the *Book of Zala* (the *Lakharemtolma Zalarem*). (Updated from *DRAGON* Magazine.)

Zala's Lifeforce Guardian

(Abjuration, Conjunction)

Level: 2

Range: Touch

Components: V, S

Casting Time: 1 rd.

Duration: Maximum 2 rds./level

Area of Effect: Creature touched

Saving Throw: None

This spell creates an intangible, invisible double of a creature that interposes itself when the creature's lifeforce is in peril. Mere death or magical influences do not qualify; only spells or effects that directly attack or suppress the protected creature's lifeforce are blocked by this spell. Such effects include *enervation*, strength and energy drain, *magic jar* and possession, *trap the soul*, *death spell*, *finger of death*, *slay living*, and *destruction*. This spell can be cast only on a willing creature.

When the effect or attack is about to take place, the invisible double interposes, and the protected creature makes an unmodified saving throw vs. death magic to avoid the effect, even if no saving throw is normally allowed. Success means the double absorbs the attack, including incidental damage, and is destroyed. Failure means the attack takes place normally.

If the double is destroyed, the protected creature loses hit points depending on its original Hit Dice or level and group, as noted on the table.

Group Damage Taken

Warrior	-3 hp/level
Priest, Monster	-2 hp/level or HD
Rogue, Wizard	-1 hp/level

If the double has not been destroyed within two rounds per caster level after its creation, then it fades away without further effect.

Notes: Very rare spell. Known to be in the *Book of Zala* (the *Lakharemtolma Zalarem*). (Updated from *DRAGON* Magazine.)

Zikalan Fireform

(Alteration)

(Fire)

Level: 3

Range: Touch

Components: V, S, M

Duration: 1 hr./level

Casting Time: 3

Area of Effect: 1 individual

Saving Throw: None



An individual under the effects of this spell can meld his body with nonmagical fire. The fire must be within 5 feet of the *fireformed* individual so he can leap into the blaze. The *fireformed* creature is then concealed in the flickering flames of a torch, campfire, fireplace, or other source of nonmagical fire. The fire must be at least the size of a torch.

While in *fireform*, the individual can see and hear normally; the flames do not obscure hearing or vision. The individual cannot cast spells, talk, attack, or suffer damage. To leave the fire, the individual can cancel the spell with a mental command. Otherwise, the individual is expelled from the flames at the end of the spell's duration or if the fire is completely extinguished by any means. (The spell does not expire if the blaze merely dies down to embers.) The spell is also cancelled if a spell such as *affect normal fires* or *pyrotechnics* is cast upon the flames.

The individual is immune to heat and damage from normal fires while moving into and out of the source of flame (as well as during the spell's effect). A *fireformed* individual cannot be discerned from normal flames unless a *detect magic* spell is cast. In this event, the flames radiate a faint aura of alteration magic. A *detect invisibility* spell will not reveal the *fireformed* individual.

This old enchantment was created by a

Zikalan court wizard who used it to spy on visiting dignitaries. The spell enabled the wizard or other creature of his choice to hide in the braziers and fireplaces of Zikala's palace, temples, and other state buildings.

The material component is a mixture of salt, sulfur, and crushed peppercorns that is tossed into the fire source.

Notes: Common on Cerilia, the BIRTHRIGHT setting, uncommon or rare for fire mages; otherwise very rare.

Zephyr

(Evocation)

(Air)

Level: 2

Range: 0

Components: V, S, M

Casting Time: 2

Duration: 1

Area of Effect: 10-ft. path, 5 ft./level long

Saving Throw: None
length

By means of this spell, a gentle draft of air moves outward from the spellcaster in the direction faced. It continues outward to the maximum distance (5 feet per caster level). The force of the *zephyr* is sufficient to cause small flames to waver and dance. It fans flames and fires of larger size, making them hotter (+1 to damage dice, if applicable). It holds back moving clouds of vapor (such as a *cloudkill*) for 1 round. It weakens stationary vapors such as *fog cloud* and *wall of fog*, reducing their duration by half. It moves stagnant air, vapors, and even poisonous gases backward by 10 feet, and likewise reduces their duration and potency by half, unless the vapor is renewed by some source.

The material component for this spell is a piece of fine parchment, accordion-folded and tacked near the bottom with a pin of ivory or silver.

Notes: Uncommon spell.



Zombie Animation

(Necromancy, Alteration)

Level: 3

Range: 50 ft. + 10 ft./level

Components: V, S, M

Casting Time: 2

Duration: 1 rd./level

Area of Effect: 1 zombie/level

Saving Throw: None

Zombie animation is simply an *animate dead* spell that produces one specially prepared zombie for every level of the caster. The corpses can then be animated at a range of 50 feet plus 10 feet per level of the caster. The zombie is animated for only 1 round per level of the caster (unless destroyed or dispelled). The corpse must be immersed in a bath of special salts for 1 full turn at any time before the casting of spell. Such a bath costs 200 gp and can soak up to ten corpses.

Notes: Restricted to Deathmasters (uncommon) and necromancers (rare). (Updated from *DRAGON Magazine*.)

Zombie Double

(Necromancy)

Level: 7
 Range: 0
 Components: V, S, M
 Casting Time: 1 turn
 Duration: 1 turn/level
 Area of Effect: Special
 Saving Throw: None

This spell creates a ju-ju zombie duplicate of the caster. The zombie double has the same memories, consciousness, and alignment as the caster; essentially, the caster now exists in two bodies simultaneously. In all other respects, the zombie double is the same as a normal ju-ju zombie. The double cannot cast spells, but it can use a weapon exactly as the caster. It is also able to climb walls as a thief, with a 92% chance for success. The double can be turned as a spectre. If it strays more than 30 yards from the caster, the double becomes inactive and collapses to the ground; it becomes active again the instant the caster moves within 30 yards.

The material components for this spell are a bit of wax from a black candle and a lock of hair from the caster.

Notes: Restricted to necromancers, uncommon.

Juju Zombie: AC 6; MV 9; HD 3+12; #AT 1; THAC0 16; Dmg 3d12; SA strikes as a 6 HD monster; SD immune to all mind-affecting spells, including illusions; immune to *sleep*, *charm*, *hold*, *death magic*, *magic missile*, *electricity*, *poisons*, and *cold-based spells*; edged and cleaving weapons inflict normal damage while blunt and piercing weapons inflict half-damage; magical and normal fire inflict half damage.

Zone of Despair

(Necromancy)

Level: 5
 Range: 0
 Components: V, S
 Casting Time: 8
 Duration: 1 to 6 hrs.
 Area of Effect: 100-ft. radius
 Saving Throw: Neg.



The spell creates an area that causes *despair* in living creatures. Those failing to make a successful saving throw vs. spell upon entering the affected area become depressed, suffering a -4 penalty to their initiative rolls. Any emotion-controlling spell, as well as a successful *dispel magic* spell, can negate the effect of the *zone of despair* upon an affected being.

Notes: Uncommon in the RAVENLOFT setting, rare for undead spellcasters elsewhere; otherwise, very rare. This spell can be researched only on the Demiplane of Dread.

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Cantrips

This section contains the details of the 1st Edition cantrip spells. In the 2nd Edition, this whole rule system was replaced by a single 1st-level spell that allows a wizard to cast as many different minor effects as desired within a long period of time (8 hours). The 1st Edition cantrips are presented here as examples of what a wizard might do with the 2nd Edition *cantrip* spell. In the 1st Ed. rules, a segment was $\frac{1}{6}$ of a round. These cantrips were originally published in *Unearthed Arcana*.

Cantrips are minor spells learned by apprentice wizards during their long, rigorous, and tedious training for the craft of magic-use. An aspiring wizard can use one cantrip per day as a 0-level *neophyte* (-2,000 XP to -1,001 XP), two cantrips per day as a 0-level *initiate* (-1,000 to -501), and three cantrips per day as a 0-level *apprentice* (-500 to -1). Cantrips are memorized just as are higher-level spells.

Most cantrips are simple little spells of no great effect. When the individual becomes a 1st-level wizard, these small magics are usually discarded in favor of the more powerful spells then available. However, a wizard may choose to retain up to four cantrips in place of one 1st-level spell. This assumes that the wizard has, in fact, retained his or her book of cantrips—a tome as large as a good-sized book of higher-level spells.

All cantrips are 0 level, have a 10-yard range, have a generally small area of effect. They require only soft, simple verbal and somatic components, and are cast in a very short time ($\frac{1}{6}$ to $\frac{1}{2}$ segment). They manifest as a brief burst of magic that quickly fades, leaving at most a minor physical change that persists until altered by time or labor. Only cantrips that involve living creatures allow any saving throw. Also, cantrips do not generally break states of extreme concentration (such as when casting a spell). The effects of cantrips, and the people and items affected by them, radiate a very faint magical aura that lasts for no more than a turn once the magic fades.

Cantrips are grouped according to general effect or purpose into seven categories: *useful*, *reversed*, *legerdemain*, *person-affecting*, *personal*, and *haunting-sound*—the last, available only to illusionists, is the group of *minor illusion* cantrips (marked “**”). Any wizard might know cantrips in any of the first six categories, unless barred by specialty oppositions. There is a special section on cantrips from the FORGOTTEN REALMS setting;

these are denoted on the list as very rare cantrips (italicized).

Casting Cantrips in 1st Edition Campaigns

Cantrips are cast the same way that spells are cast. Up to two cantrips can be cast during any round by a single wizard or apprentice. Furthermore, the moment of casting in the round of casting is dependent on the usual factors: surprise, initiative, and so on. After the first of the two cantrips is cast, the wizard player rolls a four-sided die to determine how many segments later he or she can cast the second cantrip (if so desired). It is not possible to cast both a spell and a cantrip during the same round, no matter how short the casting times are.

Researching or Finding Cantrips

Beginning with 2nd Edition, cantrip effects are usually created on the spot by the wizard; thus, no research is necessary. However, some cantrip effects might be made available through the discovery of ancient tomes. A wizard who finds a cantrip in such a tome must study the pages describing it for at least a week before being able to cast it successfully. If the 1st Ed. rules are used, or if the DM allows characters to develop special variations that only they can cast, then a cantrip is assumed to be one-half level for the purpose of research.

LIST OF CANTRIPS

FORGOTTEN REALMS cantrips are in *italics*.

Useful Cantrips	Spice Sprout	Reversed Cantrips
Chill	Stitch	Curdle
Clean	Sweeten	Dirty
Color	Tie	Dusty
Dampen	Warm	Hairy
Dry	Wrap	Knot
Dust	<i>Cut</i>	Ravel
Exterminate	<i>Gallop</i>	Sour
Flavor		Spill
Freshen		Tangle
Gather		Tarnish
Polish		Untie
Salt		Wilt
Shine		<i>Scorch</i>

Legerdemain	Personal	Minor
Change	Cantrips	Illusion
Distract	Bee	Cantrips
Hide	Bluelight	Colored
Mute	Bug	Lights*
Palm	Firefinger	Dim*
Present	Gnats	Haze*
	Mouse	Mask*
Person-	Smokepuff	Mirage*
Affecting	Spider	Noise*
Cantrips	Tweak	Rainbow*
Belch	Unlock	Two
Blink	<i>Catfeet</i>	D'lusion*
Cough	<i>Spark</i>	
Giggle		
Nod	Haunting	
Scratch	Cantrips	
Sneeze	Creak	
Twitch	Footfall	
Wink	Groan	
Yawn	Moan	
<i>Listen</i>	Rattle	
<i>Snatch</i>	Tap	
<i>Sting</i>	Thump	
	Whistle	
	<i>Horn</i>	

Useful Cantrips

Chill (Useful) (Evocation)

Area of Effect: 1-ft. cube
Casting Time: ½ segment

The caster, using this cantrip, can reduce the temperature of nonliving liquid or solid material by about 40° F., subject to a minimum temperature of freezing (32° F.). The *chill* lasts for but an instant, after which the object warms slowly back to normal temperature.

The verbal component is a soft whistling, the somatic component is a downward thrust thumb.

Clean (Useful) (Abjuration)

Area of Effect: 4 sq. yds.
Casting Time: ½ segment

This cantrip enables the caster to remove heavy soil, dirt, and like foreign objects from floors, walls, dishes, windows, etc. These surfaces are then spotless. Usually only one type of mater-

ial is treated in a single application, as care must be taken in removal of pigments and the like.

The verbal component is a low outrush of air, the somatic is a circular hand motion.

Color (Useful) (Evocation)

Area of Effect: 1 cu. yd.
Casting Time: ½ segment

By use of this cantrip, the caster brings color to an object. It can restore faded hues or tinge those already colored with a different hue. Thus, dull or faded fabric can be brightened, pigments restored, or even hair or skin changed to another color. The effect must be renewed every 30 days.

The verbal component is humming, the somatic is a back-and-forth or wringing hand motion.

Dampen (Useful) (Evocation)

Area of Effect: 1 cu. yd.
Casting Time: ½ segment

When a cantrip of this sort is cast, the area of effect is permeated by a fog-like dampness that leaves all material within damp to the touch. This is hard on parchment, but it does make parchment and like substances hard to set aflame. Those in the area of effect of the *dampen* cantrip are enveloped in a light fog, and objects in this fog, while still visible, lose their detail.

The verbal component is a low hooting or a hummed ditty, somatic is a hand gesture upwards with writhing fingers.

Dry (Useful) (Abjuration)

Area of Effect: 1 cu. yd.
Casting Time: ½ segment

This cantrip removes dampness and excess moisture from materials in the area of effect. It is useful for drying cloth or herbs and for cleaning chores.

The verbal component is a hummed ditty, and the somatic is a two-handed wringing motion.

Dust (Useful)
(Abjuration)

Area of Effect: 10-ft. radius
Casting Time: ½ segment

A cantrip of this sort removes all fine dust and tiny grit particles from exposed surfaces such as floors, shelves, walls, and so on. The material so removed is transported elsewhere, but new dust can accumulate, of course.

The verbal component is a continuous in-drawing of breath, the somatic is a back-and-forth hand motion.

Exterminate (Useful)
(Abjuration)

Area of Effect: 1 small creature
Casting Time: ¼ segment

When this cantrip is used, the caster may kill a small pest such as a fly, mouse, rat, beetle, or the like. It is useful for indoor and outdoor applications. If the subject is very small, an area of up to one-half cubic foot can be rid of pests. This cantrip is not effective against magical creations and normal-sized creatures magically shrunk to insect-size, nor on polymorphed creatures and similarly enchanted beings.

The somatic gesture is a pointed finger, while the caster verbalizes a low "zzzt" sound.

Flavor (Useful)
(Enchantment)

Area of Effect: 1 object
Casting Time: ½ segment

This cantrip enables the caster to give the object a superior or better or different flavor. Thus, mush can be made to taste as if it were lobster bisque, but the dweomer does not actually affect quality or wholesomeness. Spoiled food remains spoiled; a poisoned drink would still be deadly (though a tell-tale taste of the poison may be masked in this fashion).

The verbal component is a muttered lip-smacking sound; the somatic gesture is a shaking motion.

Freshen (Useful)
(Enchantment)

Area of Effect: 1 object
Casting Time: ½ segment

By means of this cantrip, the caster brings new life or freshness to the object desired. The magic applies to food and drink items such as milk, beer, meat, and raw vegetables. It also works with cut vegetables, flowers, herbs, and so on. Although it removes a slight taint of spoilage, restores drooping flowers, and so on, it is not as effective as a *purify food & drink* spell, and lasts for but an hour. The object must be of relatively small size: a small cask of liquid, a sheep, a bushel of vegetables, etc. If used on a creature that is harmed by magics such as *purify food and drink*, the cantrip inflicts 1d2 points of damage.

The verbal component is an "mmmmmm" sound, while the hand makes a mystic symbol with thumb and forefinger forming a circle and the other fingers upright and apart.

Gather (Useful)
(Alteration)

Area of Effect: 1 sq. yd.
Casting Time: ½ segment

This cantrip enables the caster to neatly gather numerous small objects into a stack or pile. For instance, if nails, nuts, coins, papers, or like objects were spilled, the magic would bring them together. It can be used selectively, for instance to separate one type of material from another, but only the selected type is gathered neatly.

The caster verbalizes the type of material to be gathered, while making a gathering motion.

Polish (Useful)
(Alteration)

Area of Effect: 1 object
Casting Time: ½ segment

When this cantrip is used, the caster magically smooths and brings luster to materials such as wood, metal, stone, leather, or ceramic. Naturally, the desired object must be relatively clean for this cantrip to be effective. The object must be of reasonable size—a floor of up to 1,000 square feet, for example. It works best on smaller objects such as boots, mirrors, crystal containers, and so on.

The caster hums a ditty while making a buffing motion.

Salt (Useful)
(Evocation)

Area of Effect: 1 object
Casting Time: ½ segment

This cantrip causes a sprinkling of fine salt to magically appear and descend upon the desired object; for example, a stew, a troublesome weed patch, or a barrel full of fish to be preserved. The object must be of a reasonable size—up to about 4 square yards area or 30 gallons liquid volume. Care must be taken to avoid over-salting if the object is smaller; if larger, the object does not receive much salt. A creature adversely affected by salt (such as a giant slug) suffers 1d4 points of damage from this cantrip.

The verbal component is a labial smacking, performed while the hand makes a sprinkling motion.

Shine (Useful)
(Alteration)

Area of Effect: 1 object
Casting Time: ½ segment

Similar to the *polish* cantrip, this magic allows the caster to remove tarnish, rust, corrosion, and similar substances from the desired object. This cantrip brings about a mirror-bright shine to objects capable of such, causing their surfaces to be smooth and unmarred. A piece of jewelry, for instance, could be made more attractive. A single object up to a cubic yard in volume can be treated by this cantrip.

As with *polish*, the caster hums a ditty while making a buffing motion.

Spice (Useful)
(Evocation)

Area of Effect: 1 object
Casting Time: ½ segment

Unlike the *flavor* cantrip, this magic actually brings a particular spice to the object of food or drink. Thus, ginger, pepper, or a like spice can be brought to add zest (or disguise another taste). An herb such as bay leaf, garlic, parsley, and so forth can likewise be evoked by this cantrip. The quantity is sufficient to spice food or drink for about a half-dozen people. The spice (or herb) appears over the object vessel as a fine powder or flake, falls

upon it, and adds its substance to the dish or drink.

A ditty is hummed for the verbal component, while the hand makes a crumbling and sprinkling motion.

Sprout (Useful)
(Evocation)

Area of Effect: 1 cu. yd.
Casting Time: ½ segment

By means of this cantrip, the caster causes acceleration in the growth of plants, particularly with respect to the germination of plant seeds. The cantrip causes seeds to shoot forth tiny sprouts, newly sprouted plants to grow an inch or so, buds to flower, and so on. Fruits and vegetables can be ripened (even to spoilage) by this cantrip.

A susurrant sound is verbalized while the caster's hand makes hoeing motions.

Stitch (Useful)
(Alteration)

Area of Effect: Special
Casting Time: ½ segment

This cantrip magically sews seams in cloth or leather. It can make new seams or repair old work. About 20 yards of cloth can be thus stitched, but only about 2 yards of leather. The seam thus created is neither stronger nor weaker than a seam done without magic.

Usually a brief rhyme is recited as the hand makes a sewing motion.

Sweeten (Useful)
(Evocation)

Area of Effect: 1 object
Casting Time: ½ segment

This cantrip is much like the *spice* cantrip, except that the result is the evocation of a sweetener—sugar, honey, or even a syrup. The quantity is sufficient to sweeten food or drink for about a half dozen people. The sweetener appears over the object vessel as a fine powder or trickling liquid, falls upon it, and adds its substance to the dish or drink.

The components are a buzzing sound and a stirring motion.

Tie (Useful)
(Alteration)

Area of Effect: 1 object
Casting Time: ½ segment

By means of this cantrip, the caster can magically cause the object of the magic—thread, string, cord, rope, or even cable—to tightly knot itself to either its other end or an end of a similar object within 1 foot of it. The resulting knot is a normal one, such as a square knot, half-hitch, running bowline, or so on, whatever common knot is desired.

The caster verbalizes the name of the knot while holding up three fingers.

Warm (Useful)
(Evocation)

Area of Effect: 1-ft. cube
Casting Time: ½ segment

This cantrip is the same as *chill*, except that the magic warms the liquid or solid. The temperature rises at most about 40° F. The cantrip cannot raise the temperatures of a living creature above its normal body temperature, nor the temperature of an object above 140° F. The cantrip lasts but an instant, after which the object slowly cools to normal temperatures.

Components are an “*aah*” sound vocalized, while the hands are rubbed briskly together.

Wrap (Useful)
(Alteration)

Area of Effect: 1 cu. yd.
Casting Time: ½ segment

When a *wrap* cantrip is employed, the caster creates a strong and sturdy wrapping around the object desired—a bit of herbs, a heap of flour, a bundle of cloth, and so on. The cantrip creates material of a suitable type and thickness for the items to be wrapped. Thus, a few ounces of fine powder are contained in a waxy tissue, gem stones in a felt envelope, grain meal in cloth, and so forth. The wrapping can be undone normally, or ordered open by the caster, at which point the wrapping material disappears. The cantrip is often used to enfold the material components of a spell.

The caster verbalizes a general class of wrapping desired while making folding motions with his hands.

Reversed Cantrips**Curdle (Reversed)**
(Enchantment)

Area of Effect: 1 object
Casting Time: ½ segment

This cantrip affects many food and drink items. The magic curdles milk and hastens spoilage or wilting, but does not putrefy food and drink like the reversed form of *purify food and drink*. Its effects are permanent. It is otherwise similar to *freshen*.

The caster verbalizes a retching sound while pointing the thumb downward.

Dirty (Reversed)
(Evocation)

Area of Effect: 1 object
Casting Time: ½ segment

The opposite of a *clean* cantrip, this enables the caster to soil, spot, and sully walls, floors, dishes, garments, and so on.

The verbal component is a spitting sound, made while the feet are shuffled and stamped.

Dusty (Reversed)
(Evocation)

Area of Effect: 10-ft. radius
Casting Time: 1/6 segment

By means of this cantrip, the caster causes a film of dust and grime to settle upon all exposed surfaces within the cantrip's area of effect.

The verbal component is a low humming sound, made while the hands move in shaking motions.

Hairy (Reversed)
(Alteration)
Reversible

Area of Effect: 1 object
Casting Time: ½ segment

While this cantrip is not actually a standard useful cantrip that apprentices reverse for mischievousness, it is one generally used for no good purpose. It causes hair, fur, or hairlike growth to thicken and lengthen. Thus, a head of hair, a peach, a beard, a cat, or like object could be affected. The growth increases the length of the af-

affected material by 2d6 inches. The material must be trimmed or cut to remove the cantrip's effect. The caster verbalizes snicking sounds while making massaging motions.

This cantrip can be reversed to *shorten growth* or effectively shave, but since the effect on short material (under 1 inch long) is complete absence of growth for 2d6 days, it is not often used. The caster verbalizes snicking sounds while making scissoring motions.

Knot (Reversed)
(Alteration)

Area of Effect: 1 object
Casting Time: ½ segment

This cantrip is a permutation of the *tie* cantrip. It causes the thread, string, cord, or rope to knot itself in such a manner as to be very difficult to untie or undo (2d4 rounds, minus Dexterity Reaction bonus of the individual untying the knot). It works even on material already affected by a *tie* cantrip, but not on a magical rope, a rope being held by a character or creature, or a taut line such as a bowstring.

The caster verbalizes a low zzzz sound while moving the arm forward with a strong wrist motion.

Ravel (Reversed)
(Alteration)

Area of Effect: Special
Casting Time: ½ segment

This cantrip is the reverse of a *stitch*. It works only if there is a loose or broken thread in the seam or fabric to be affected, except for material magically *stitched* by the appropriate cantrip. When the latter sort of seam or material is involved, the *ravel* cantrip always works except when the object is otherwise magical: a *bag of holding*, a *cloak of protection*, *boots of elvenkind*, and so on.

The name of the cantrip is verbalized while the fingers make a plucking motion.

Sour (Reversed)
(Evocation)

Area of Effect: 1 object
Casting Time: ½ segment

When this cantrip is used, the caster causes the affected food or drink to take on a sour taste, not unlike vinegar of the appropriate sort. While it is typically used to spoil wine, beer, or some pastry, the *sour* cantrip can be used to useful purpose. If the caster desires, the cantrip can cause about a pint (maximum) of vinegar to appear over the object, which can be an empty container.

The caster purses the lips and makes a *whoosh* sound while clenching the hand.

Note: If the vinegar-creating effect is allowed using the 2nd Edition *cantrip* spell, creating vinegar ends the spell.

Spill (Reversed)
(Alteration)

Area of Effect: 1 container
Casting Time: ½ segment

The opposite of a *gather* cantrip, this enables the caster to cause the contents of a container to spill out. The object container is actually tipped by the cantrip, but since the magic is not powerful, containers of more than about gallon size, or magical ones, are not affected by the cantrip. Any solids or liquids in the container spill out, if the container is not securely closed or capped.

To bring about the magic, the caster verbalizes an "uh-oh" sound while making an abrupt hand motion.

Tangle (Reversed)
(Alteration)

Area of Effect: 1 object
Casting Time: ½ segment

A permutation of the *tie* cantrip, this magic allows the caster to cause fine material such as thread, hair, small grass, and the like to become twisted and entwined in a tangle. It does not work on heavy material such as rope. Untangling material takes 3d4 rounds unless it is roughly done—the material is broken and snapped in the process, torn loose, and so on. The cantrip can tangle mixed materials such as grass and string, hair and

threads, and so forth.

A buzzing is verbalized while the finger makes a stirring motion.

Tarnish (Reversed)
(Alteration)

Area of Effect: 1 object
Casting Time: 1/2 segment

The reverse of a *shine* cantrip, this causes a covering of rust, corrosion, verdigris, or the like, to cover an object normally subject to such tarnishing. The object must be of about 1 cubic yard or less in volume.

The verbal component is a spitting sound, while the hand makes a sprinkling motion.

Untie (Reversed)
(Alteration)

Area of Effect: 1 object
Casting time: 1/2 segment

This permutation of a *tie* cantrip is simply the reverse of the magic. The caster selects an object—thread, string, cord, or so on—that is knotted or tied. The cantrip removes the knot or tying. The *untie* cantrip nullifies a *tangle* cantrip.

The *untie* cantrip cannot remove both a knot and a normal tying (normal knot or one caused by a *tie* cantrip), but it causes the former to disappear, so that only a normal tying remains. This cantrip has no effect on magical objects.

Somatic and verbal components vary according to the desired result. In general, a popping sound is made while the hands are moved apart—as if a knot was being untied or a cord snapped.

Wilt (Reversed)
(Enchantment)

Area of Effect: 1 object
Casting Time: 1/2 segment

The wilt cantrip is a reverse of the *freshen* cantrip that affects only vegetable material—whether growing or picked. Thus, a plant can be made to wilt (or possibly wither if it is not very healthy), or a bunch of cut flowers sag or droop.

The verbal component is a descending hum, while the forefinger is slowly curled from an upright position.

Legerdemain Cantrips

Change (Legerdemain)
(Alteration)

Area of Effect: 1 object or creature
Casting Time: 1/6 segment

By means of a *change* cantrip, the caster alters one small object or creature to another. The object or creature can weigh only a few ounces, and must be small enough to fit in the caster's hand.

The change must be within the same kingdom, and only animal and vegetable objects can be affected. Thus, a piece of parchment can be changed into a brightly colored square of linen, and then the cloth changed into a rose by another use of the cantrip. Likewise, a bird can be changed into a bat, the bat to a flying squirrel by another use of the same type of cantrip, and so forth. Each change requires a *change* cantrip. The cantrip cannot cause more than a 50% increase or decrease in size/volume, and the effect lasts for a base time of 1 turn.

If the change is radical, then the time is reduced accordingly; that is, changing a dead mouse to a live one is a radical change and lasts only 1 round. On the other hand, a very slight alteration such as a color change lasts for one or more days. A saving throw against this magic does not apply as long as only small, nonmagical, animal-intelligent creatures of normal sort are concerned.

Typically, a magic word is verbalized while the hand makes a pass over the object to be affected.

Distract (Legerdemain)
(Enchantment)

Area of Effect: Special
Casting Time: 1/2 segment

By means of this cantrip, the caster causes all those watching to look at an area of the caster's choice. The area must be to the right or left of the caster, and the distraction must be within 10 feet of the caster. Thus, the caster can cause viewers to watch his or her right hand and a location a few feet distant where the caster's finger is pointing, while the caster's left hand does something unnoticed. Saving throws apply only to individuals above 0 level, or with at least 1+1 Hit Dice and an

Intelligence ability score greater than Low. The *distract* cantrip has a duration of only 1 segment.

The caster speaks an attention-getting word or phrase and gestures to the left or right to effectuate the cantrip.

Hide (Legerdemain)
(Illusion)

Area of Effect: 1 object
Casting Time: 1/10 segment

This cantrip allows the caster to magically *hide* an object of virtually any size for a short time. The cantrip casts a *dweomer* over the desired object so that it becomes invisible to all in front of the caster. Note that the magic does not affect sound, so that if a crowing rooster were made to seemingly disappear, the noise of its cry would still be heard. Likewise, if an elephant were hidden by the cantrip, the sound of its tread, trumpeting, or even breathing might be heard. The *dweomer* does not work if viewers are beside or behind the caster.

The cantrip lasts for 1 turn on an object of 2 cubic yards or less in volume. The duration is reduced by 1 round for every additional 2 cubic yards of volume affected, up to 20 cubic yards of volume for one round. Over 20 cubic yards of volume, the duration is reduced by 1 segment per 2 additional cubic yards. Thus, the *hide* cantrip lasts 9 segments for 22 cubic yards, 8 for 24 cubic yards, 7 for 26, 6 for 28, 5 for 30, 4 for 32, 3 for 34, 2 for 36, and 1 segment for 38 cubic yards. Any object with a volume of more than 38 cubic yards disappears momentarily at best, then reappears.

The verbal component is an activating word such as "*abracadabra*," while the hand makes a pass across the forepart of the object. The caster can dispel the cantrip simply by speaking the activating word.

Mute (Legerdemain)
(Alteration)

Area of Effect: 1 object
Casting Time: 1/10 segment

The *mute* cantrip allows the caster to alter the shape of small objects of a mineral nature. The magic is effective upon glass, metal, stone, and so on. For example, a thin sheet can be altered into a rod or a torus into a sphere. Thus, a coin could be

changed to be a ring. Similarly, glass could be changed to crystal, lead to silver, copper to gold, and so on. However, the cantrip cannot affect magical items. The duration of the *mute* is but 1 round. If another individual actually touches the object affected and makes a successful saving throw vs. spell, the cantrip is dispelled.

Typically, a magic word is verbalized while the hand makes a pass over the object to be affected.

Palm (Legerdemain)
(Illusion)

Area of Effect: 1 small item
Casting Time: 1/10 segment

This cantrip enables the caster to secret a small object in his hand without seeming to do so. The *dweomer* creates an illusory duplicate of the object to be palmed, so that the other can be taken while under a form of *hide* cantrip (which actually works regardless of viewer position). The illusory duplicate of the palmed object lasts but 1 segment, so it must be covered or screened from view or any onlookers see it wink out of existence.

A special word is spoken while a digit points at the object to be palmed. The caster may then pick up the now-invisible actual object while seemingly only touching or handling the illusory duplicate.

Present (Legerdemain)
(Alteration)

Area of Effect: 1 small item
Casting Time: 1/10 segment

A *present* cantrip enables the caster to bring any small object or series of objects from within a 2-foot radius to his or her hand.

The object or objects appear magically in the caster's hand. If an object as large as a tankard is thus presented, the cantrip is exhausted, but as many as a dozen coins could be brought to the hand before the *dweomer* failed. The caster must know the exact nature and location of the object or objects to be presented. If they are on the person of another individual, a saving throw vs. spell applies to the individual, unless the object or objects are in plain sight.

The cantrip is cast as the wizard raises a hand upward or outward with a flourish and speaks the key word.

Person-Affecting Cantrips

Belch (Person-Affecting) (Evocation)

Area of Effect: 1 creature
Casting Time: 1/6 segment

When this cantrip is cast, the subject involuntarily belches. A saving throw vs. spell is allowed only to see how loud or muffled the burp. Failure indicates a very loud belch, success means the sound is relatively low and muffled.

The verbal component is an almost inaudible belch, done at the same time that the caster's hand presses his or her diaphragm.

Blink (Person-Affecting) (Evocation)

Area of Effect: 1 creature
Casting Time: 1/6 segment

By means of this cantrip, the caster causes the subject individual (person or creature) to blink his, her, or its eye or eyes. The blinking reaction is only momentary, of course, lasting no more than half a second. A successful saving throw vs. spell means only a single eye winks, or no effect for one-eyed creatures.

The verbal component is a softly spoken magical word (such as "*hat-cha-cha*"), voiced while the caster snaps his fingers.

Cough (Person-Affecting) (Evocation)

Area of Effect: 1 creature
Casting Time: 1/6 segment

This cantrip enables the caster to make a creature cough spasmodically. If a saving throw vs. spell is made, the cough is only a brief hacking that won't usually disturb other activities. Failing the saving throw means the creature is affected by a loud and active series of coughs lasting from 1 to 3 seconds.

The somatic component is a gagging gesture while a gasp is verbalized.

Giggle (Person-Affecting) (Charm)

Area of Effect: 1 creature
Casting Time: 1/6 segment

By means of this cantrip, the caster causes the subject individual to involuntarily giggle. The loudness and length of this reaction depend on the saving throw vs. spell. Failure results in a chuckle or giggle lasting about 2 or 3 seconds. If the save succeeds, only a brief chuckle is caused.

The verbal component is a single word or phrase (known in magical circles as a "punch line") to be spoken while one finger is moved back and forth rapidly.

Nod (Person-Affecting) (Evocation)

Area of Effect: 1 creature
Casting Time: 1/6 segment

This cantrip causes the subject to give an involuntary nod of the head due to muscle contraction. The effect is as if the subject were nodding in agreement or as a greeting. A successful saving throw vs. spell negates the effect.

The caster gives a slight nod of the head while pointing his or her small finger at the subject.

Scratch (Person-Affecting) (Evocation)

Area of Effect: 1 creature
Casting Time: 1/6 segment

A *scratch* cantrip causes the subject creature to experience an annoying itch on some portion of the body. Unless a saving throw vs. spell is successful, the subject involuntarily scratches at this itch. The scratching takes but a second and immediately causes the itch to cease.

The verbal component is the name of some body pest (flea, louse, or so on), uttered while the area of the itch is pointed to.

Sneeze (Person-Affecting) (Evocation)

Area of Effect: 1 creature
Casting Time: 1/6 segment

The *sneeze* cantrip causes an irritation in the

nasal passages of the subject. Unless the creature makes a successful saving throw vs. spell, a sneeze occurs. This single sneeze relieves the irritation.

The caster verbalizes the name of an irritant substance while touching his or her nose.

Twitch (Person-Affecting)
(Evocation)

Area of Effect: 1 creature
Casting Time: ½ segment

By means of this cantrip, the caster causes a muscle contraction in some portion of the subject creature's appendages—head, neck, hand, arm, foot, leg, and so on. The twitch is noticeable, but won't cause great discomfort or loss of control or concentration. The cantrip is negated by a successful saving throw vs. spell.

The verbal component is the name of the area to be affected while the caster gazes at the area and makes a twitching motion with the hand.

Wink (Person-Affecting)
(Enchantment)

Area of Effect: 1 creature
Casting Time: ¼ segment

This cantrip enables the caster to cause the subject individual to wink one eye. A saving throw vs. spell indicates the winking is rapid and not greatly noticeable. Failure to save indicates a greatly exaggerated, prolonged winking.

The caster speaks a magical phrase (such as "twenty-three skidoo") while making an imperceptible winking of his or her eye.

Yawn (Person-Affecting)
(Evocation)

Area of Effect: 1 creature
Casting Time: ½ segment

A *yawn* cantrip makes a creature feel a brief wave of drowsiness, which in turn evokes a yawn. If a saving throw vs. spell succeeds, the creature is totally unaffected by the cantrip. Failure, however, not only forces an immediate yawn, but a creature with 5+2 Hit Dice or less is more susceptible to a *sleep* spell.

During the balance of the round in which the *yawn* cantrip is cast, and for the entire following

round, a creature with less than 4+1 Hit Dice falls into comatose slumber from a *sleep* spell, in addition to the number of creatures the *sleep* spell normally affects. A creature with 4+1 to 5+2 Hit Dice is 50% likely to be affected by a *sleep* spell in the same way. A creature with more than 5+2 Hit Dice only yawns if a saving throw is failed.

The caster hums a lullaby for the verbal component while making a rocking motion with cupped hands.

Personal Cantrips

Bee (Personal)
(Summoning)

Area of Effect: 1 bee
Casting Time: ½ segment

When this cantrip is used, the caster summons a honey bee from someplace—where is of no importance, for the creature appears in seconds. The bee appears in whatever spot the caster is gazing at, up to 10 feet distant. The bee is annoyed and 90% likely to sting any living creature it finds itself upon. (This certainly causes the creature to react violently if it would to a normal bee sting.)

The verbal component is a low buzzing sound, made while the caster moves a forefinger through flightlike passes.

Bluelight (Personal)
(Conjuration)

Area of Effect: 3-inch diameter sphere
Casting Time: ½ segment

This cantrip enables the caster to conjure a small sphere of glowing blue radiance. The light has an eerie effect when seen from a distance, but the 3-inch sphere only illuminates an area of 5 feet around itself. Furthermore, the *bluelight* does not cast reflections beyond this radius. The light does not affect either infravision or ultravision.

When the caster says a rhyme using the words *blue* and *light* in any combination, the *bluelight* appears in his or her open palm and remains aglow until the caster ceases to concentrate on it.

Bug (Personal)
(Summoning)

Area of Effect: 1 bug
Casting Time: ½ segment

A variation of the *bee* cantrip, the *bug* cantrip enables the caster to summon some form of crawling insect. The beetle or bug appears within 10 feet of the caster. It is likewise irritated and will pinch, bite, or otherwise attack the creature it might find itself upon, with appropriate results.

The verbal component is the name of the insect desired, while the caster's forefinger makes a sliding and pointing motion at the desired location of the bug's appearance.

Firefinger (Personal)
(Alteration)

Area of Effect: 6-inch line
Casting Time: ½ segment

The *firefinger* cantrip enables the caster to cause a jet of flame up to a half foot long to shoot forth from his or her finger. The flame is hot and ignites combustible materials such as parchment, twigs, kindling, and the like without difficulty, providing the materials are relatively dry. The flame persists for up to 1 segment.

The verbal component is a word of power over elemental fire (such as "*ron-son*," "*zip-po*," or the much revered "*dun-hill*," extends the forefinger, and makes a sideways motion with the thumb.

Gnats (Personal)
(Summoning)

Area of Effect: 1 cu. ft.
Casting Time: ½ segment

This cantrip is similar to the *bee* and *bug* cantrips, except that it summons a cloud of gnats. The swarm immediately flies around the head of the chosen living creature, which must be no more than 10 feet from the caster. Unless the creature makes a successful saving throw vs. poison, the gnats distract the creature for 1d4 segments before flying elsewhere.

The verbal component is a high-pitched buzzing sound made with the tongue and upper palate while the caster points a digit at the target creature.

Mouse (Personal)
(Summoning)

Area of Effect: 1 mouse
Casting Time: ½

Similar to the cantrip that summons a bee or a bug, the *mouse* cantrip enables the caster to bring forth a mouse up to 10 feet away. The animal is a typical field mouse (or as similar a species as possible). When it arrives, the caster has no control over the mouse. The animal behaves as would any mouse in the given situation.

The caster speaks a summoning word (typically the name of a food desirable by mice) while holding his or her hands in such a way as to resemble mouse ears.

Smokepuff (Personal)
(Evocation)

Area of Effect: 1-ft. diameter cloud
Casting Time: ½ segment

When this cantrip is employed, a puff of actual smoke appears in the desired location, up to 10 feet distant from the caster, and ascends or is dissipated as a normal cloud of smoke, depending on the prevailing conditions. The caster can create smoke that is white, gray, black, brown, yellow, or green.

The caster names the color of smoke desired while moving a hand from an extended horizontal position to a vertical one, meanwhile breathing forth a puff of air.

Spider (Personal)
(Summoning)

Area of Effect: 1 spider
Casting Time: ½ segment

This cantrip, much like a *bee*, *bug*, *mouse*, or *gnats* cantrip, summons a small, ordinary spider to the location desired by the caster, up to 10 feet away. The summoned arachnid is usually a common garden spider or the like, no larger than an inch or two in diameter, and basically harmless. There is a 5% chance that the creature has a powerful poison (black widow, brown recluse, and so on). The spider is annoyed and immediately bites any creature upon which it finds itself. A normal spider has only a momentary effect, distracting the target creature for 1 segment.

However, if the spider is of the very poisonous sort, the victim must also make a saving throw vs. poison at +4. Success means 1 point of damage is inflicted. Failure means 2 points of damage are inflicted, and the victim feels sick and is unable to act normally for 1d4 days unless a *neutralize poison* spell is cast to remove the toxin. (A *slow poison* defers the sickness for 1 day.)

To cast the cantrip, the caster speaks the word "arachnid" while spreading his or her fingers and wiggling them.

Tweak (Personal)
(Conjuration)

Area of Effect: 1 creature
Casting Time: 1/2 segment

By means of this cantrip, the caster causes an unseen thumb and forefinger to harmlessly, but annoyingly, tweak some portion of a chosen subject within a 10 ft. radius of the caster. These portions are: cheek, nose, ear, beard, moustache, whiskers, or tail. The cantrip's effects do not disturb spell casting, although the tweaking might distract any creature by causing it to turn to discover the source of the annoyance. A failure to make a successful saving throw vs. spell (for creatures with an Intelligence under 7), or failure to roll a score greater than Intelligence on 3d6 (for to creatures with intelligence of 7 or greater), means a 1-segment distraction.

The caster speaks a magic phrase (such as "kitchy-kitchy-coo") while making a pinching and pulling motion with thumb and forefinger.

Unlock (Personal)
(Conjuration)

Area of Effect: 1 lock
Casting Time: 1/2 segment

This cantrip enables the caster to conjure an invisible, key-like force appropriate to the locking mechanism to be opened (or closed). The *unlock* cantrip affects only a simple lock of the most basic sort—typically one that has a closing pressure prong, bolt and pins, or a bolt and spring closure. A lock with tumblers or levers, or a secret combination lock, is not subject to this cantrip. Note that a simple lock with complex wards to prevent skeleton key triggering is subject to an *unlock* cantrip.

While the caster speaks a word or phrase asso-

ciated with locks ("tick-tock-doublelock" or "yay-el" for example) while making makes a twisting motion with fingers held as if to grasp a key.

Haunting Cantrips

Creak (Haunting)
(Evocation)

Area of Effect: Special
Casting Time: 1/2 segment

By means of this cantrip, the caster evokes a noise similar to that of a door with corroded hinges slowly opening, or else a sound as if someone or something were walking across squeaking floorboards. The former sound lasts for one-third segment; the latter noise lasts half a segment and seems to originate within 10 feet of the caster.

The caster makes a low creaking sound in his or her throat while using a hand to make an opening motion or fingers to make a walking motion.

Footfall (Haunting)
(Illusion)

Area of Effect: Special
Casting Time: 1/2 segment

When this cantrip is used, the caster creates the auidial illusion of footsteps. The sound is as if a human or humanoid was walking. The footfalls can be soft or fairly noisy. They can approach, move away from, follow, or otherwise seem to parallel a person or party. They must begin within 10 feet of the caster, but can thereafter move away up to a 20-foot distance, or can approach closer than 10 feet.

The caster softly vocalizes sounds similar to footsteps while pointing in the area in which they are to occur initially and subsequently.

Groan (Haunting)
(Illusion)

Area of Effect: Special
Casting Time: 1/2 segment

A *groan* cantrip creates the audible illusion of a wracking cry coming from some location no more than 10 feet from the caster. Each creature within hearing distance is allowed a saving throw

vs. spell. Success means the individual hears no such noise. A container or door does not hamper the range; thus, a groaning sound can be made to seem to come from behind a door, in a chest, and so on.

The caster makes a soft groaning sound in his throat while pointing to the area from which the sound is to come.

Moan (Haunting)
(Illusion)

Area of Effect: Special
Casting Time: 1/10 segment

This cantrip is the same as a *groan* cantrip, except that the sound involved is either a pitiful moaning or else an eerie one. It comes from some location no more than 10 feet from the caster. Each creature within hearing distance is allowed a saving throw vs. spell. Success means the individual hears no such noise. A container or door won't hamper the range; thus, a moaning sound can be made to seem to come from behind a door, from within a chest, and so on.

The desired sound is either a low-pitched one for the haunting effect or a high-pitched one for the pitiful effect.

Rattle (Haunting)
(Illusion)

Area of Effect: Special
Casting Time: 1/10 segment

By means of this cantrip, the caster causes the audible illusion of a rattling sound associated with chains. It comes from some location no more than 10 feet from the caster. The sound lasts for up to 2 seconds. Each creature within 10 feet of the sound is allowed a saving throw vs. spell to determine whether it hears the illusionary sound.

The spellcaster names the rattling device desired to create the illusion, while shaking one hand vigorously.

Tap (Haunting)
(Evocation)

Area of Effect: 1 sq. ft.
Casting Time: 1/10 segment

By means of this cantrip, the caster is able to evoke an invisible force that taps or raps against

some solid object—a door, lid, floor, table, wall, pane, or whatever. The sound occurs once, twice, or thrice, according to the number of fingers extended by the caster. It is an actual sound; creatures within 10 feet of the noise will certainly hear it if they are able.

The verbal component is a hollow sound created by the tongue against the palate, or a key phrase spoken softly, while the finger makes a tapping motion.

Thump (Haunting)
(Illusion)

Area of Effect: Special
Casting Time: 1/10 segment

An audible illusion, the *thump* cantrip causes all creatures within a 10-foot radius of the area of effect to hear a loud but muffled thumping sound, as if something large just fell from a height of a foot or so. A successful saving throw vs. spell nullifies the cantrip's effect. The caster can cause the sound to seemingly come from any location within a 10-foot radius of his or her person.

The caster swallows loudly while pointing toward the point from which the sound is to come, while thinking of the thumping sound.

Whistle (Haunting)
(Evocation)

Area of Effect: Special
Casting Time: 1/10 segment

When this cantrip is cast, the dweomer causes a faint or loud whistling sound. A faint whistling can be heard within 10 feet, a loud one within 30 feet. The sound can be sharp and normal-seeming, or echoing, hollow, and eerie.

The caster whistles softly in a manner similar to the desired sound while looking at the point from which the sound is to come and holding two fingers near his or her mouth.

Minor Illusion Cantrips

The special *minor illusion* cantrips are available only to illusionists.

Colored Lights* (Minor Illusion) (Alteration)

Area of Effect: Special
Casting Time: ½ segment

When this cantrip is used, the caster creates one or more globes of pastel light (like the *blue-light* cantrip). A single globe of illumination 1 foot in diameter can be brought forth, or a pair of 6-inch-diameter globes, three 4-inch-globes, or four 3-inch globes. These can be of any pastel color. Each illuminates a radius around itself equal to five diameters: A 1-foot globe sheds a 5-foot radius, while a 3-inch sphere of light illuminates only a 15-inch radius. The *colored lights* remain as long as the caster concentrates—the globes float near or rest upon the caster, as desired, within the 10-foot range.

The globes can be moved back and forth, up and down, to and fro, as desired. The illumination from any one of them won't cast reflections beyond 10, and the light shed cannot be detected beyond 30 feet. Infravision and ultravision are not affected if light is colored pale pink or blue (respectively), but other hues disturb these visual capabilities.

The verbal and somatic components are these: The caster must speak the color and number of globes desired, then speak a magic word ("*noma*," "*mazda*," and so on), while directing the globes with one or more fingers.

Dim* (Minor Illusion) (Alteration)

Area of Effect: Special
Casting Time: ½ segment

By means of a *dim* cantrip, the illusionist causes a light source to become weaker or the very air to become less permeated by light rays. If light sources are to be affected, then about 6 torches, a medium-sized fire (such as in a fireplace or campfire), 72 candles, or even a *light* or *continual light* spell can be affected.

The *dim* cantrip causes any of the above light sources to shed, at best, only half their normal radiance for one full round. Torches burn only as

brightly as candles; candles glow but dimly; a fire becomes torchlike in illumination, and all *light* spells dim to half their normal brightness. Affected light must be within 10 feet of the caster when the cantrip is cast.

The verbal component is a magical phrase (such as "*bee-row-nout*" or "*rhea-oh-stat*"), uttered while making a downward motion with one hand.

Haze* (Minor Illusion) (Alteration)

Area of Effect: 10-ft. cube
Casting Time: ½ segment

When a *haze* cantrip is cast, the atmosphere in the area of effect becomes cloudy, as if layered by smoke or filled with floating dust. Any creature discharging missiles or casting spells at a target screened by such a haze is affected. The target is 5% harder to hit, so missile attack rolls have a -1 penalty and defensive saving throws have a +1 bonus. Hiding in shadows is 5% more effective when screened by a *haze* cantrip. The hazy effect lasts but a single round. It must be cast over an area within 10 feet of the caster. Atmospheric conditions destroy the haze if applicable—a gentle breeze, rain, and so on.

The caster hums a melody while his hands make passes before his body.

Mask* (Minor Illusion) (Illusion)

Area of Effect: 1 person
Casting Time: ½ segment

A *mask* cantrip enables the caster to alter his or her visage, or the visage of whatever subject individual (human, demihuman, or humanoid) he or she chooses, by means of an illusion. Ears, hair, head shape, facial features, and all such aspects of appearance are affected. The *mask* is detectable only if a viewer peers closely or can *detect illusion* and does so. The effect lasts for 1d4+2 rounds (that is, 3-6).

The caster touches his or her face, thinks of the desired features, and then speaks a word descriptive of the visage desired.

Mirage* (Minor Illusion)
(Illusion)

Area of Effect: Two 10-ft. cubes
Casting Time: ½ segment

This cantrip lets the caster cause an area to appear to be something other than it is. The *mirage* cantrip creates an illusionary scene to cover the area. The area must be relatively flat and featureless, and the mirage must be an actual place, in existence at the time, which the caster has actually beheld. Any creature observing the mirage is allowed a saving throw vs. spell to realize the effect is illusory. The cantrip lasts for as long as the caster concentrates, although each round there is a 5% cumulative chance that it wavers and reveals its true nature. Touching a *mirage* instantly dispels the cantrip, as will the *dispel illusion* or *dispel magic* spells.

The caster speaks a word or two descriptive of the mirage and then makes a single pass to begin the magic. Thereafter, the mirage is maintained by concentration alone.

Noise* (Minor Illusion)
(Illusion)

Area of Effect: 10-ft. radius
Casting Time: ½ segment

The caster of a *noise* cantrip causes an illusory sound of whatever normal or nonmagical nature he or she desires, although it is indistinct and confusing. Thus, he or she can cause a *murmuring* sound as if many voices were speaking behind a thick door or at a great distance, a *rushing* sound similar to wings and wind combined, *shuffling and scraping* as if many people were moving things or walking slowly but at some distant place, and so on.

All creatures in the area of effect are subject to the cantrip, but each receives a saving throw vs. spell. Success negates the noise with respect to the individual.

The caster makes a digit at the desired area and then softly makes sounds imitative of the noises desired.

Rainbow* (Minor Illusion)
(Alteration)

Area of Effect: Special
Casting Time: ½ segment

By means of this cantrip, the caster brings into being a plane of pastel colors that exactly resembles a natural rainbow. This 30-foot long, 1-foot wide band of color can be arched into a bowed shape, remain a ribbon, twist and turn, and so on. In any event, one end of the rainbow must be within 10 feet of the caster when the cantrip is cast.

The colors glow softly and are visible even in total (normal) darkness. If no motion is desired, the caster can leave the vicinity of the *rainbow*. If motion is desired, the caster must control it by hand gesture and remain within 10 feet of it. The rainbow lasts for 1 round and then fades away. Creatures failing a saving throw vs. spell gaze at the rainbow for 1d4 segments, 1d4+1 if the caster keeps it in motion.

The verbal component is a name of power ("gar-land," "pegee-lee," and so on), which is spoken while the fingers of both hands form a pyramid.

Two-D'illusion* (Minor Illusion)
(Illusion)

Area of Effect: Four 10-ft. cubes
Casting Time: ½ segment

This cantrip is virtually the same as a *phantasmal* force spell in most respects. The caster creates a two-dimensional illusion of whatever he or she desires. If any viewer sees it from an angle of more than 45° from its horizontal or vertical viewing axis, the nature of the illusion is immediately apparent. It is dispelled by touch or magic (*dispel illusion* or *dispel magic*). It is invisible from the side or the rear and lasts as long as the caster concentrates upon it.

To effectuate the cantrip, the caster must speak a phrase descriptive of the illusion while making a circular motion with his closed hand.

Cantrips of The FORGOTTEN REALMS Setting

These cantrips originally appeared in *DRAGON* Magazine. Here, they are updated in a form compatible with the cantrips in the foregoing section.

From *The Alcaister*:

Cut (Useful) (Alteration)

Area of Effect: 1 object, ½-in. thick
Casting Time: ½ segment

This cantrip severs a rope, cord, delicate chain, a wax candle, a sausage, and the like, up to a half inch thick. A cut 1 foot long can be made in a paper-thin material. The caster must be able to see the object and be within 10 feet of it in order to make the cut. This cantrip does not affect a magical item of any type.

The verbal component is a soft "snikt" sound, uttered while two of the caster's adjoining fingers make a scissoring motion.

Gallop (Useful) (Alteration)

Area of Effect: 1 creature
Casting Time: ½ segment

The caster using this cantrip can give a creature within 10 feet (usually a mount) a sudden burst of speed that doubles the creature's land-based movement rate for one round. The movement is arrow-straight, though a saving throw vs. spell with a +3 bonus is allowed to avoid an obstacle such as a snare, pit, or precipice, if the creature or its rider knows the obstacle is there. Lame or exhausted creatures might require a system shock check for survival if the DM decides this is appropriate. Unwilling creatures with more than animal intelligence receive a saving throw vs. spell to negate the effect.

The verbal component is a soft kissing or clucking sound, while the caster points in the direction of movement (impossible directions, such as straight up, negate the cantrip).

Sting (Person-Affecting) (Alteration)

Area of Effect: 1 creature
Casting Time: ½ segment

The caster can cause a sudden sharp pain in a creature up to 30 feet away. While this inflicts no damage, it has *one* of the following effects if the creature fails a saving throw vs. spell: It disrupts spellcasting, blinds the creature for the rest of the round, stops the creature's coherent speech for the rest of the round, or spoils delicate manipulation of tiny objects for the rest of the round (50% chance the tiny objects are dropped). The caster specifies the intended effect before the cantrip is cast. This cantrip is often used to warn or cow ignorant creatures that threaten the spellcaster.

The caster makes a buzzing noise while looking at the target creature and pointing an extended finger at an area of his or her own anatomy that matches the intended target point on the creature's anatomy.

Note: *Briel's Book of Shadow* contains the following common cantrips: *exterminate*, *tie*, *smokepuff*, and *will*.

From *Glanvyl's Workbook*:

Horn (Haunting-Sound) (Evocation)

Area of Effect: Special
Casting Time: Special

The caster's causes a nonexistent trumpet or horn to sound. It can be heard clearly within 20 feet, 60 feet if loud. The caster controls the pitch, volume, and apparent distance. A practiced caster can imitate a horn blast perfectly.

The caster faintly hums a note to set the pitch, then opens his mouth into an O shape. The volume and steadiness of the note are controlled by the fingers, which flare open to increase volume, pinch shut to mute it, and shake to give a tremulous note.

Listen (Person-Affecting) (Alteration)

Area of Effect: 1 creature
Casting Time: ½ segment

The caster's can attract the attention of a creature within 30 feet. The creature is alerted to the caster's presence and can receive a short message (up to 6 words) spoken by the caster. The caster must be able to see the creature—for example, across a crowded room. The cantrip does not increase the volume of the caster's voice or improve the hearing or understanding of the creature. The cantrip cannot penetrate a normal barrier to sound, nor can it disrupt spellcasting.

The cantrip is activated by the caster pointing first at a creature, then at himself, while murmuring "ahem."

Scorch (Reversed)
(Alteration)

Area of Effect: 1 object
Casting Time: ½ segment

This cantrip creates neither flame nor heat. By magically exciting the molecules of any object up to 1 pound weight (such as a sheet of parchment), it causes the object to char without noise, smell, or smoke. The caster must touch the object, which may require a successful attack roll if another creature actively protects the object. When touched the object is allowed an item saving throw vs. fire. Failure means the item is consumed (or suffers severe scorching so as to be ruined, such as clothing, for example). Magical writings such as scrolls and spellbooks can be readily destroyed by this cantrip.

The verbal component is a hissing sound made while the caster touches the object.

From *Sabirine's Specular* (in addition to *clean*, *freshen*, and *unlock*):

Catfeet (Personal)
(Alteration)

Area of Effect: Caster
Casting Time: ½ segment

The caster's tread is rendered silent for 1d4+1 rounds. This does not cloak any other sounds made by the caster, such as breathing, the swish of clothing, sounds made by the hands grasping or moving. Objects dislodged or broken by the caster's feet make whatever noise they normally would. Traps and other devices triggered by the caster's feet operate normally.

In addition, the caster lands balanced and unwinded from any fall up to 30 feet, with a falling

damage modifier of -1 point of damage per die. Falls from greater heights occur normally.

The cantrip is activated by softly vibrating the tongue against the upper palate, while making a stroking motion with the fingers of one hand.

Snatch (Person-Affecting)
(Evocation)

Area of Effect: 1 creature
Casting Time: ½ segment

This cantrip causes a brief, violent jerking force to act on a limb or body part of a creature. This force has little strength, but might cause a running creature of small or man-size to stumble or turn about, or cause one to fumble and drop a small item such as keys, material components, a gem, coins, and the like. A saving throw vs. spell determines whether the small item is dropped or if the holder is merely delayed for 1d3 segments. In no case are dropped items conveyed to the caster. A large creature is unaffected unless the saving throw is failed (in which case it is delayed 1d3 segment only). Huge and gargantuan creatures are not affected at all. The *snatch* cantrip has a range of 30 feet.

The caster hisses softly at the target creature, while making a jerking motion with a hooked finger.

Spark (Personal)
(Evocation)

Area of Effect: Special
Casting Time: ½ segment

This caster creates a large, powerful blue spark of electrical energy anywhere within 10 feet of his location. If created in contact with a creature, the spark inflicts a single point of damage if the creature fails a saving throw vs. spell; otherwise, it merely delivers a harmless, uncomfortable jolt. The cantrip energy is conducted by metal; metal-clad individuals have a -1 penalty to the saving throw. If the *spark* would reduce a creature to 0 hit points or less, the creature suffers no damage, regardless of the saving throw. The *spark* is not affected by dampness or other atmospheric conditions.

The caster enacts the cantrip by making a soft verbal popping noise, while snapping his or her fingers.

DRAGON KING Spells:

Psionic Enchantments

In the DARK SUN setting, the Dragon Kings rule stark monolithic cities that dot a barren, landscape. Their magical arts, unique to themselves and their good-aligned counterparts, the avangions, have embraced and incorporated psionics in a way unduplicated elsewhere. A prerequisite for advancement to either of these states is achievement of 20th-level psionist wizard status. Defiler/psionists can become dragons at 21st level, preserver/psionists can become avangions at 21st level. This is the only way defiler and preserver wizards can advance past 20th level.

Psionic enchantments are magic, with psionics acting as a catalyst in the process. In the DARK SUN setting, they are considered 10th-level spells. This appendix is included for DMs who wish to introduce Dragon King and Avangion encounters into other settings. Some of the material has been updated since its original appearance.

Unlike other spells, the psionic enchantments of Athas require special preparations before the actual casting. Also, in the following spell descriptions, "cp" stands for ceramic pieces, the equivalent of a gold piece on metal-poor Athas.

NUMBER OF 10TH-LEVEL PSIONIC ENCHANTMENTS

Level	10th	Level	10th
20	(1)*	26	3
21	1	27	3
22	1	28	3
23	2	29	4
24	2	30	4
25	2		

*This can be only defiler metamorphosis or preserver metamorphosis.

Dragon Orb: This perfect sphere of polished obsidian acts as a focus for psionic enchantments, enabling the dragon to cast the 10th-level spells of Athas. A newly created orb is attuned to an individual dragon (a process requiring three days). A new orb must be created each time the dragon advances a level; the old orb is a material component for the metamorphosis the dragon undergoes as it advances in level. A dragon orb is 1d20 inches in diameter and has a value of at least 1,000 gp. The

orb is not required for other spells or for the use of the dragon's normal psionic powers.

PSIONIC ENCHANTMENT LIST

Abrasion
Advanced Domination
Defiler Metamorphosis
Defiling Stasis
Defiling Regeneration
Dome of Invulnerability
Enchanted Armaments
Enslave Elemental
Immediate Animation
Just Sovereign
Life Extension
Magical Minions
Magical Plague
Masquerade
Mass Fanaticism
Mountain Fortress
Pact
Preserver Metamorphosis
Prolific Forestation
Prolific Vegetation
Pure Breed
Raise Nation
Recruitment
Reverse Loyalties
Rift
Rolling Road
Undead's Lineage
Wall of Ash

Abrasion

(Evocation)

Level: 10
Range: 90 yds.0
Components: V, S, M
Preparation Time: 10 days
Casting Time: 10 turns
Duration: 120 days
Area of Effect: Special
Saving Throw: None

With this spell, a wizard causes the ground to vibrate violently, turning loose gravel and sand into deadly abrasives. The spell can be cast in the following terrains: rocky badlands, stony barrens, sandy wastes, salt flats, and boulder fields.

During the preparation time, the caster must enchant and mix the spell components, spending

at least eight hours per day in isolation.

Once the enchantment is cast, the wizard shapes the area of effect. This totals ten 100 yard by 100 yard squares, plus five additional squares per level of the caster above 20th (a 25th-level wizard could, for example, lay them end to end in a barrier 100 yards wide and 3,500 yards, or just over two miles, long. The area of effect can be shaped as desired. The spell does not affect any vegetation in the area.

Any creature putting its full weight on the affected area suffers damage. The first round of contact inflicts 1 point of damage; the second round, one point of damage per Hit Die; on the third and subsequent rounds 1d3 points of damage per Hit Die. Especially tough footwear may postpone damage for one or, at most, two rounds. Creatures suffering more than half their total hit points in damage may be unable to free themselves from the area, at the DM's option.

The material components are sands caught in a driving wind and fragments of bone from creatures blasted clean in sandstorms.

Notes: Restricted to defilers and preservers, common.

Advanced Domination

(Charm)

Level: 10

Range: 10 yd./level

Components: V, S, M

Preparation Time: 7 days

Casting Time: 1 turn

Duration: Special

Area of Effect: 1 individual

Saving Throw: None

This spell allows the wizard to control the actions of an individual of a player character race (for example, human, dwarf, elf, half-elf, half-giant, halfling, mul, or thri-kreen).

During the preparation time, the wizard must be in constant contact with an item once owned and emotionally prized by the target individual, as decided by the DM (for example, a letter from a loved one, the individual's first metal weapon, a family heirloom, etc.). The time spent procuring the item does not count toward the preparation time. The wizard can undertake any activity during the preparation time, provided he carries the item on his person.

The subject receives no saving throw, nor the benefit of any magical resistance or resistance to

charms. The caster controls the actions of the victim telepathically. This control cannot be resisted, nor hindered by protections such as the *protection from evil* spell.

The spell lasts until one of the following occurs: an immediate relative (sibling, parent, or child) retrieves the prized item and destroys it; a period of time passes equal to the length of time the subject cherished the item; the caster chooses to end the spell. Keeping a subject under *advanced domination* counts as one 10th level spell against the caster's maximum. When the spell ends, the item disappears.

The material component is the prized item, which may or may not have any intrinsic value.

Notes: Restricted to preservers and defilers, common.

Deadwood

Reversed form, see prolific forestation.

Defiler Metamorphosis

(Alteration, Evocation)

Level: 10

Range: 0

Components: V, S, M

Preparation Time: Special

Casting Time: Special

Duration: Special

Area of Effect: The caster

Saving Throw: None

This spell is universal to human and half-elf defilers, but must be researched sometime after reaching the 20th level of experience as a wizard. The spell allows human or half-elf defilers who have earned sufficient experience points to advance to the next stage of the dragon metamorphosis, provided the casting is successful. Each casting of the spell mutates the defiler's physical form drastically; each time, the defiler becomes less human and more dragon. The caster must meet stringent ability score requirements: Intelligence 18, Wisdom 17, and Constitution 15, or the spell fails.

The defiler can begin the preparation at any time as the next level is approached: building structures, gathering components, studying, and so on. However, the spell cannot be cast before all the necessary experience points have been earned. The defiler gains no benefits of the new level until the *defiler metamorphosis* spell is cast. Each time the spell is cast, the defiler must make

a successful system shock or die in the mutation process. Any divergence from the letter of the spell description or interruption of the casting process kills the caster immediately.

The exact components, preparation time, and casting times differ, depending on the level the defiler is about to achieve, grouped by level into *low*, *middle*, *high*, and *final* metamorphosis. In all cases, living creatures used in the casting must be within one mile of the caster. All castings of this spell, except that for the first at 21st level, require the caster's *dragon orb* as a focus as well.

Low Metamorphosis (21st–23rd levels): The preparation time for each of these levels is one year, during which time the caster must have access to ancient documents, tablets, and scrolls that have *never been studied by another defiler*. Such material must be discovered by the defiler or his minions and must be studied for at least 8 hours every day for the entire year. Acquisition of such documents will usually be a quest in and of itself; once used, these documents cannot be used for this spell again.

The material components must include vast riches (10,000 gp value of gems, jewels, coins, and or artistic treasures), a vast structure where the transformation must take place, and no fewer than 1,000 Hit Dice of living creatures for the life-leeching process. The riches vanish and the living creatures are slain one heartbeat after the defiler begins casting. The structure, which must cost more than 50,000 to build, is not destroyed and can be reused to cast this spell when attaining other *low* levels. The spell is cast from the deep interior of the structure, where the caster will actually transform—no other beings may be present at the instant of casting. The casting time is a full 24 hours.

Middle Metamorphosis (24th–26th levels): At the middle levels, the process is similar. The preparation time is two years per casting, during which time the caster must befriend and visit a powerful creature from an Elemental Plane. The caster must visit the planar creature three days of every 15 for the entire preparation period. The DM creates and plays the elemental creature—it is likely that it will force the defiler to perform difficult missions, more often than not for its own amusement, all through the preparation period.

The material components include fewer riches (at least 5,000 gp) but more living creatures (at least 2,000 Hit Dice). A new structure must be built, which is usable for the three *middle* transformations. This structure must be of stone, take

at least three years to construct, and must be ornately decorated, costing no less than 125,000 gp. The casting time is three days.

High Metamorphosis (27th–29th levels): This process actually must take place on an Elemental or the Astral Plane. No structure or riches are required, but the caster must travel to the plane of choice with no fewer than 200 Hit Dice of living creatures from the Prime Material Plane. The creatures must be of no fewer than 10 Hit Dice each, and must willingly travel to the plane and participate in the casting. The actual casting time is 24 hours, and the caster must have the full cooperation of at least three powerful beings from that plane from the entire time. Locating such beings willing to cooperate requires exchanges of favors, quests, and so forth. The preparation time is equal to the time it takes to convince the planar beings to cooperate.

Final Metamorphosis (30th level): The final stage of metamorphosis requires no preparation time and a single material component: the slain body of a good creature defeated in single combat. The victim must be intelligent, have at least 20 Hit Dice, and be capable of casting 9th-level wizard spells or 7th-level priest spells. The *defiler metamorphosis* spell must be cast over the fallen individual within one hour of the victim's defeat; the casting time is merely one turn. Success transforms the caster to full dragon form.

Notes: Restricted to human and half-elf defilers, common. This spell is sometimes called *dragon metamorphosis*. Other notes on Athasian Dragons are given on the next page.



ATHASIAN DRAGON NOTES

Regardless of level, the dragon makes saving throws as a 21st+ level wizard. The dragon's level as a psionist advances with its metamorphosed level.

21st Level: Body mass increases to 350 pounds, and the caster may grow to a height of 8 feet (or may not grow at all). Unpredictable physical changes may occur, though the face and nostrils always elongate. The spine becomes more pronounced and rudimentary scales appear on the shoulders and back.

22nd Level: Mass increases to 450 pounds and the caster's height may increase to 10 feet. The face elongates further, and first hints of scales appear on the lengthened snout. The spine becomes more pronounced, and the stub of a tail appears. Base THAC0 improves to 10.

23rd Level: Mass increases to 650 pounds and the caster's height may reach 11 feet. The caster's limbs lengthen drastically, including fingers and toes. The neck lengthens, lifting the reptilian head and face far above the shoulders. All hair vanishes. Base THAC0 improves to 9.

24th Level: The caster's humanoid origins are almost unrecognizable. Mass increases to 900 pounds, and the caster's length can be 12 feet. Tough scales everywhere but underbelly and underside of limbs give a base Armor Class of 4. The caster's legs develop huge thighs, hard-angled, bony calves, and taloned feet. A severe hunch might develop at the shoulder and waist. Movement upright or on all fours at a rate of 15 is possible. Base THAC0 becomes 8; claws allow two attacks per round for 2d10 damage each.

25th Level: Size reaches 12 feet, mass 1,600 pounds. Scales become AC 0 and require +1 or better magical weapons to hit. Jaws develop, allowing a bite attack for 4d12. Base THAC0 becomes 7. The pain of continuing changes drives the dragon to uncontrolled savagery in an effort to end the process. From now until the 29th level,

the caster's reason is often superceded by a lust for destruction. Vegetation and animals not directly serving the dragon's purpose are targeted and laid waste in illogical rampages. A defiler character run by a player may be taken over by the DM until 30th level is achieved.

26th Level: The 2,000 pound form is now completely hunched, but still stands erect at times to a full 16-foot height. Scales harden to AC -2. Hind legs strengthen to allow a jump of 5. Base THAC0 becomes 5; claw damage increases to 2d10+5 points of damage each.

27th Level: Mass nearly doubles to 4,000 pounds (2 tons) and length grows to 20 feet. Scales harden to AC -4. A breath weapon develops: a cone of superheated sand 5 feet wide at the base, 50 feet long, and 100 feet in diameter at the far end, inflicting 10d12 points of damage. Base THAC0 improves to 3.

28th Level: Mass increases to 10,000 pounds (5 tons) and length grows to 25 feet, mostly due to tail growth. Scales harden to AC -6, requiring +2 or better magical weapons to hit. Natural magic resistance of 20% develops. THAC0 improves to 1. Claws now inflict 2d10 +10 and a tail attack is gained for 5d10 points of damage.

29th Level: The dragon is now 30 feet long and weighs 10 tons. Wings sprout, allowing a move of 18 (MC: C). Scales improve to AC -8 and magic resistance to 40%. Breath weapon damage increases to 20d12. THAC0 becomes -1.

30th Level: The caster's form becomes completely draconic, 40 feet long and weighing 10 tons. Wings are fully developed, allowing flight at a rate of 45 (MC: A). Scales harden to AC -10 and magic resistance improves to 80%. The breath weapon inflicts 25d12 points of damage. THAC0 becomes -3. Claw attacks improve to 2d10+15 points of damage each. Cold cunning and reason once again take control. The metamorphosis is complete.

Defiling Stasis**(Alteration)**

Level: 10

Range: 0

Components: V, S, M

Preparation Time: 7 days

Casting Time: 1 turn

Duration: 1 day/level

Area of Effect: 300-ft. radius

Saving Throw: None

This spell pushes defiling damage away from the caster. The damage still occurs, but a point more remote from the defiler. The spell can be used by a preserver to protect an area against defiling damage or by a defiler to push defiling damage out of sight.

During the preparation time, the caster must contact the spirit or spirits of the land within the radius to be affected. This requires every waking moment for the entire preparation time. The

contact does not allow speech, only an empathic level of understanding that the caster wishes to protect the area from defiling damage. The hemisphere has a 300-foot radius.

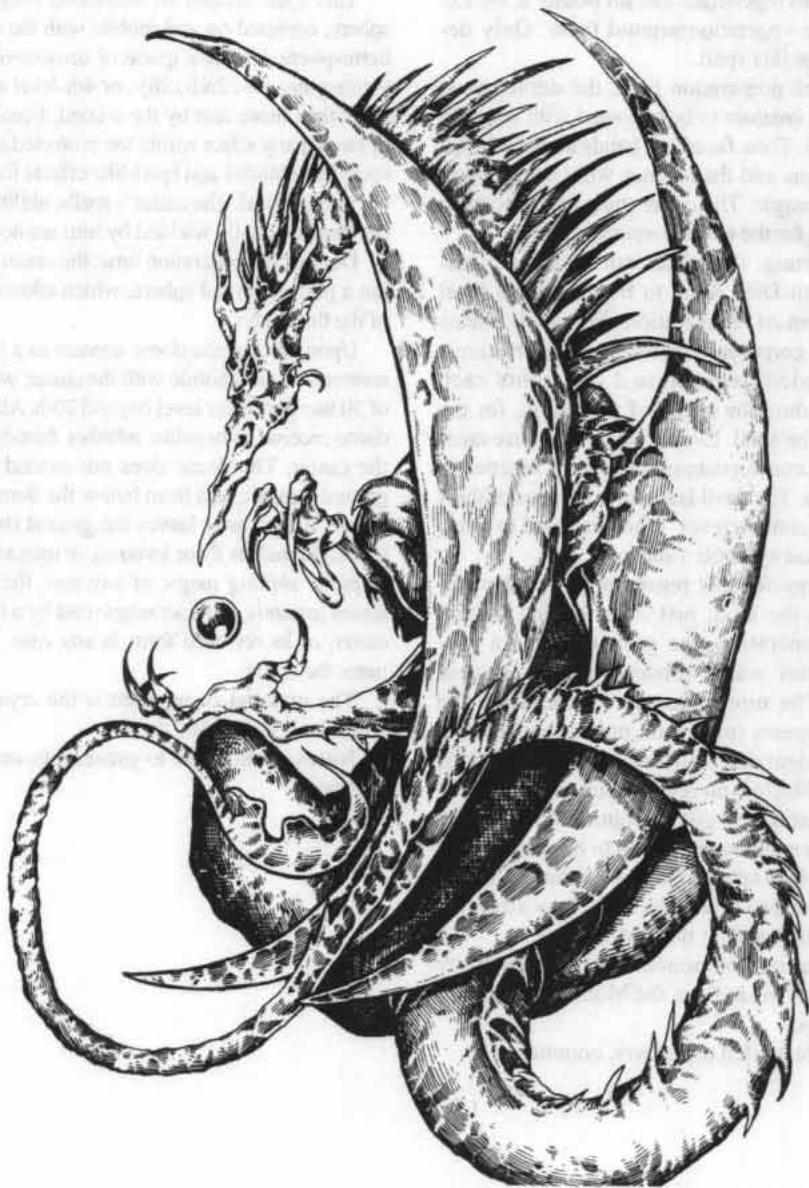
The spell creates a stationary hemisphere centered on the caster's location that confers temporary immunity to defiling damage. All such damage called for within the hemisphere is redirected to the closest points immediately outside the area. *Trees of life* within the hemisphere cannot be drawn upon for defiling magic—that

energy, too, is redirected outside. The caster need not remain within the area after the spell is cast.

The *defiling stasis* spell in no way inhibits the magical spell effects of defiler magic within its boundaries. If defiling magic is cast by a defiler who is inside the area, the resulting ash forms outside the protected area.

The material component is a small glass bubble with no air inside it.

Notes: Restricted to preservers and defilers, common.



Defiling Regeneration

(Necromancy)

Level: 10

Range: 100 yds.

Components: V, S, M

Preparation Time: 30 days

Casting Time: 1 turn

Duration: 1 day/level

Area of Effect: Creatures totaling 5 HD/level

Saving Throw: None

This spell allows a defiler to empower a force of creatures to regenerate lost hit points at the expense of the vegetation around them. Only defilers can cast this spell.

During the preparation time, the defiler must prepare each creature to be endowed with regenerative abilities. Their faces and hands are inked with special designs and their armor with special symbols of evil magic. The caster must have access to the creatures for the entire preparation time.

Upon casting, the caster can empower creatures with Hit Dice equal to five times his level with this form of regeneration. This spell affects only living, corporeal creatures. Such creatures, when wounded, regenerate 2 hit points each round, including the round of wounding, for the duration of the spell. Even when slain, these creatures regain consciousness when they regenerate to 1 hit point. The spell lasts for a number of days equal to the caster's level. When the spell expires, the tattoos and symbols vanish.

The energy for this regeneration is taken directly from the land, just like defiling magic. During regeneration, the ground where a protected creature was wounded becomes spotted with ash. The more damage regenerated, the more ash appears (treat 4 hit points regeneration is the equivalent of a 1st-level spell). If the land is completely blasted, no regeneration is possible.

Any creature of good alignment under the effect of this spell must attempt to have the magic dispelled before taking damage. Failure to do so, or a willingness to accept the spell, may affect the creature's alignment at the DM's option.

The material components for this spell are inks and dyes made from the blood of regenerating creatures.

Notes: Restricted to defilers, common.

Dome of Invulnerability

(Necromancy)

Reversible

Level: 10

Range: 0

Components: V, S, M

Preparation Time: 3 days

Casting Time: 1 turn

Duration: 1 day

Area of Effect: Special (radius around caster)

Saving Throw: None

This spell creates an enormous magical hemisphere, centered on and mobile with the caster. The hemisphere acts as a *globe of invulnerability*, preventing any 1st-, 2nd-, 3rd-, or 4th-level spell effect, other than those cast by the wizard, from being cast or having any effect within the protected area. Innate spell-like abilities and spell-like effects from devices are also blocked. The caster's spells, abilities, and the devices personally wielded by him are not affected.

During the preparation time, the caster must fashion a perfect crystal sphere, which takes every hour of the three days.

Upon casting, the dome appears as a hemisphere centered on and mobile with the caster, with a radius of 30 feet per caster level beyond 20th. All within the dome receive its benefits, whether friends or foes of the caster. The dome does not extend below the ground—magic cast from below the dome is not affected. If the caster leaves the ground (by flying or by magic such as *fly* or *levitate*), or uses teleportation or *plane shifting* magic of any sort, the dome collapses instantly. A *dispel magic* cast by a higher level caster, or its reversed form in any case, also eliminates the dome.

The material component is the crystal sphere, worth no less than 500 cp.

Notes: Restricted to preservers and defilers, common.

Enchanted Armaments**(Enchantment)**

Level: 10
 Range: 0
 Components: V, S, M
 Preparation Time: 7 days minimum
 Casting Time: 1 turn
 Duration: Permanent
 Area of Effect: 30 yds.
 Saving Throw: None

With this spell, the wizard can temporarily enchant a large number of weapons against a specific foe. The weapons can be of any variety and made from any materials, but they must all be within the area of effect at the time of casting.

During the preparation time, the wizard must spend at least one hour with each weapon to be enchanted, scratching a special symbol onto its blade or handle. The wizard must choose a single named foe, being specific as to race and origins (such as "the elves of Jaura Dai" or "the gith mercenaries of Rithgar's horde"). The caster cannot choose "all elves" or "all of Rithgar's horde" as named foes for this spell.

Those weapons in the area at the time of casting gain a magical +2 enchantment for the duration of the spell against the named foe *only*. This bonus applies to both attack and damage rolls, and allows the weapons to inflict damage on creatures normally requiring magical weapons of +2 or less to hit. The weapons receive no benefit against other creatures.

The weapons remain enchanted until one of the following occurs: The named foe is completely destroyed; half of those wielding the weapons are killed or otherwise taken out of action; or 30 days have passed since the casting. Once the spell's duration has run out, all the enchanted weapons turn to dust immediately.

The material components are a powdered braxat's horn, and the weapons themselves.

Notes: Restricted to preservers and defilers, common.

Enslave Elemental**(Conjuration/Summoning)**

Level: 10
 Range: 120 yds.
 Components: V, S, M
 Preparation Time: 30 days
 Casting Time: 5 turns
 Duration: Special
 Area of Effect: 1 elemental
 Saving Throw: Neg.

With this spell, a wizard can both summon and then enslave an elemental. The elemental can be of earth, air, fire, or water, as desired. The strength of the elemental depends on the caster's level: at 21st through 25th levels, the elemental has no more than 8 Hit Dice; at 26th level and above, the caster can enslave a greater elemental of 20 Hit Dice.

Before an elemental can be enslaved, the caster must personally witness destruction wrought by that creature. The wizard might conjure the elemental himself, or simply witness it in the service of another. In either case, the wizard must gather a bit of material evidence from the destruction himself—a sliver of charred wood burnt by a fire elemental, the teeth of a creature drowned by a water elemental, and so on. Once this material is procured, the wizard can begin the preparation time for the spell.

During the preparation time, the wizard fashions the material into an amulet—this takes at least 6 uninterrupted hours per day for the entire 30 days. Once the amulet is completed, the wizard must don it and cast the spell before the next double moon (1d100 days).

When the spell is cast, the elemental arrives under the complete control of the wizard. Concentration for control is unnecessary, the elemental performs every bidding. If the elemental ever strays beyond the range of the spell, it continues to carry out its last orders until stopped by an outside agency. If the amulet is removed from around the caster's neck, the elemental attacks the wizard immediately. If the wizard is killed or the amulet destroyed, then the elemental is freed and returns to its home plane.

The amulet has no intrinsic magical protection. It can be destroyed by a successful crushing blow vs. the material from which it is made.

The material components are the amulet, and the material component required by the *conjure elemental* spell: burning incense for an air elemental, soft clay for earth, sulphur or phosphorous for fire,

water and sand for a water elemental.

Notes: Restricted to preservers and defilers, common.

Immediate Animation

(Necromancy)

Level: 10

Range: 0

Components: V, S, M

Preparation Time: Special

Casting Time: 1 turns

Duration: Special

Area of Effect: 360-ft. radius

Saving Throw: None

This spell allows the caster to animate a large number of dead creatures. The creatures must have been slain within one hour before the spell is cast. All dead creatures must be in the area of effect at the time of casting. The caster can animate 400 Hit Dice of creatures for each level beyond the 20th level (400 at 21st level, 800 at 22nd, and so on).

Preparation time for the spell is optional. Every day spent in preparation prior to casting increases the number of creatures animated: Each day adds Hit Dice equal to the caster's level. Thus, a 21st-level caster adds 21 Hit Dice for the first day, 21 more for the second day, and so on. The entire preparation time must be spent in a dark place, poring over ancient necromantic tomes.

The animated creatures become zombies under the control of the caster, with as many Hit Dice as they had in life (a 6 Hit Die thri-kreen becomes a 6 HD zombie thri-kreen). Animated creatures lose all magical, special, and psionic abilities, but retain all physical characteristics. Once slain as zombies, the corpses are considered too badly damaged to be animated a second time. The animated creatures are turned according to their Hit Dice (not necessarily as zombies). The creatures animated by this psionic enchantment must be destroyed or disrupted, magics such as *dispel magic* are ineffective.

The material component for this spell is the gathered weaponry of fallen warriors, stained with their enemies' blood; at least one weapon per creature animated. As the common practice on Athas is to loot bodies of their weapons, this component may not be readily available.

Notes: Restricted to defilers, common. The *dragon orb* is also a required focus.

Impostor

Reversed form, see masquerade.

Just Sovereign

(Illusion)

Reversible

Level: 10

Range: Touch

Components: V, S, M

Preparation Time: Special

Casting Time: 1 day

Duration: 3 days/day of preparation

Area of Effect: 1-mi. radius from leader touched

Saving Throw: Special

The wizard can cast this spell on a leader in order to pacify a subject population or unit of soldiers, making them believe their leader is far kinder than his previous actions would suggest. This spell functions only upon a group of creatures that already acknowledges the touched creature as their leader. For example, a hated warrior-king would benefit from this spell, but an individual with no subjects would gain nothing from its casting.

During the preparation time, the caster must spend time in the presence of the leader (or in isolation if he plans to cast it on himself). The length of the preparation time can vary, but the spell's duration is three days for each day spent in preparation.

The number of subjects pacified is 200 Hit Dice per level of the caster above 20th. The entire group receives a single average saving throw against the spell. For example, if the entire group is made up of 1st-level warriors, their saving throw is 17. If there are fifty 1st-level warriors and fifteen 10th-level warriors, the average is $(50 \times 17) + (15 \times 11)/65 = 15.62$ or 16. The group saves as a whole, either all passing or all failing. Only those in the area of effect at the instant of casting are affected.

Once this spell is successfully cast, the group of subjects selectively forgets incidents of torture or abuse, forced labor, and other unpleasant events. They see their leader as a good creature, worthy of respect, hard work, and reverence. The leader receives a +5 bonus to the reactions of affected NPC subjects. These will gladly do the leader's bidding and can usually be counted on to double their efforts, be it construction, farming, or so on. An affected military unit will not rout or fall back when in the leader's presence.

The material component is an item of at least

1,000 cp value, won for the leader by his subjects' efforts.

The reverse of this spell, *evil despot*, makes the subjects believe that their leader is cruel and unjust, regardless of his actual performance. With this spell, the leader is allowed a saving throw vs. spell; failure means any subjects in the area of effect at the instant of casting immediately find him repulsive for the duration of the spell. The leader suffers a -5 penalty to reactions among the affected population. Workers stop working and may tear down things they have already built; military units may refuse to fight or rout from the field when led by their hated leader.

The material component of the reverse is an item of at least 1,000 cp value won for the leader by his subject's efforts.

Notes: Restricted to preservers and defilers, common.

Option: Player characters receive their normal saving throws against *just sovereign*, and their levels are not counted as part of the normal population.

Life Extension

(Alteration, Necromancy)

Level: 10

Range: 0

Components: V, S, M

Preparation Time: 77 days

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: The caster

Saving Throw: None

With this spell, the caster can extend his maximum age beyond the maximum age created from the age tables.

During the preparation time, the spell requires the caster to surround himself with the trappings of his youth. These might include clothing or equipment used as a youth, letters previously received or sent, soil from his homeland, tears shed by his mother, and so on. Collecting these may be very difficult, involving a long journey to the caster's homeland. This might even prove impossible if the caster is an orphan or has no traceable roots.

When cast, this spell increases the caster's maximum age by a king's age: 77 years. Normal aging effects are not suffered for this period, but

the period itself might be shortened by circumstances, by the caster's activities, or by magical and psionic effects.

As the personal items used in this spell are destroyed, each casting becomes more difficult than the previous one.

Notes: Restricted to preservers and defilers, common.

Maximum Age

The maximum age potential of a character should be known only to the DM. The player might know the maximum base, but only the DM should know the exact year of death.

Availability of Personal Items

The DM may wish to randomly (and secretly) determine how many times the availability of personal items allow the casting of this spell. Recommended limits are 1d4 to 1d6+1 times, but the player should not be aware of the character's limit until it is tested.

Magical Minions

(Conjuration)

Level: 10

Range: Touch

Components: V, S, M

Preparation Time: 150 days

Casting Time: 1 turn

Duration: Special

Area of Effect: Undead creatures touched

Saving Throw: Neg.

This spell lets the wizard enchant a force of undead creatures of the same type that, in essence, become physical extensions of himself. The wizard can observe through their senses and use his powers through them, no matter where they are.

During the preparation time, the caster must assemble the potential minions. Any type of undead creature can serve, provided it is of the caster's alignment and has a minimum Intelligence of 15. The wizard can enchant a number of minions up to one-third of his level, rounded down. Good casters use only willing subjects. Evil wizards can secure their minions through *domination* or other means. Minions and caster must be locked away for the entire preparation time, bonding personally, magically, and psionically.

When cast, the spell makes the minions into

tools of the caster for the rest of their existences. If destroyed and revived by any means, the creature is no longer a minion. Minions retain their physical forms and attributes, including hit points, THAC0, Armor Class, attacks, and so on. They also retain any spell-like abilities they once had. They retain their raw intelligence and their original ability to make decisions—the minion's free will is not lost—it can undertake long-term functions without direct supervision.

However, a minion loses all of its magical and psionic powers; the caster controls all such powers in the new union. In addition, the master controls all material possessions of the minion. The minion does not take possession of any item unless it is given by the caster, or unless the caster gives the minion specific instructions to obtain and use it.

The caster has complete, overriding control of his minions. Through concentration, he can know everything that the minion knows—its location, situation, and emotional state. The caster can see through the minion's eyes and use its other senses. His instructions to the minion will be carefully fulfilled. The caster learns nothing when not concentrating, but minions can contact him empathically if they wish.

The wizard can cast magical spells and use psionic powers through his minions, no matter what the physical distance between them. The wizard employs any required components—once the wizard casts a spell through a particular minion, the spell works immediately without action on the minion's part. Similarly, psionic checks are made and psionic points spent by the wizard, while the results are channeled directly through the minion. Range and area of effect are measured from the minion's viewpoint, not the caster's. The minion cannot act in its own during any round in which the wizard uses it this way. This connection does not work across planar boundaries.

The strong link between the wizard and minions can be dangerous. When a minion is destroyed, the caster must save vs. death magic or be stunned for 1d6 turns. The loss of a minion disrupts spell casting and any preparation for psionic enchantments in progress when it occurs. The wizard also loses experience points equal to ten times the minion's XP value, and cannot gain further experience points until either the minion is replaced or its death avenged.

Opponents can use a minion to locate and psionically attack the wizard. If the minion's mind is controlled through *domination* or similar magic, psionic powers can be focused through it

against the wizard, regardless of distance.

A wizard can have only one set of minions at a time. If all are slain, a new set can be started after a period of three years. No minion can serve more than one wizard.

The material components are a possession taken from each minion that was prized in life, or a gift assigned by the caster commensurate with the minion's station and level. These are destroyed in the casting.

Notes: Restricted to preservers and defilers, common.

Minion Material

DARK SUN MC Appendices I & II: Banshee dwarf, dune runner (elf), kaisharga, krag, meorty, t'liz.

MONSTROUS MANUAL Tome (optional): Banshee, death knight, lich, greater mummy, skeleton warrior, vampire.

Magical Plague

(Alteration)

Level: 10

Range: 0

Components: V, S, M

Preparation Time: 60 days

Casting Time: 1 turn

Duration: Special

Area of Effect: Circle, 10 yds./level radius

Saving Throw: Special

With this spell, the wizard creates a spreading magical virus that disrupts one chosen school of magic. The caster is not affected by his or her own plague.

The preparation time is spent studying the school of magic to be plagued. The wizard must spend at least eight hours per day studying. If the wizard is a specialist in the school, the preparation time is halved (30 days).

Upon casting, each other wizard in the area effect must make a successful saving throw vs. spell or become infected. A wizard who successfully saves becomes a carrier and might infect other wizards later. Only wizards can become infected or be carriers—other character classes are unaffected.

Infected wizards have great difficulty casting spells of the plagued school. The wizard's chance of successfully casting such a spell is a base per-

centage chance equal to his or her level; double this if the wizard is a specialist in the plagued school. Failure means the spell is expended and wasted without effect. Whether infected or a carrier, a given wizard suffers the effects of this spell for a number of days equal to the original caster's level.

Wizards with the plague take on an ashen, sunken appearance, and tend to tire more easily than usual. Carriers exhibit no symptoms. Diagnosis is possible only through divination magic, though an infected wizard certainly knows something is wrong. Carriers are unlikely to realize their condition.

Infected wizards and carriers may pass the plague on to other wizards. Any other wizard who approaches within 10 yards of an infected wizard or carrier must successfully save vs. spell or become infected (with a -4 penalty if the wizards actually touch). Those who save become carriers. A wizard who successfully saves against a plague once need never save against that particular plague again.

The material components for this spell are the accumulated spell components of five spells from the desired school of magic, combined with rodent hairs.

Notes: Restricted to preservers and defilers, common.

Magical Plague in Tyr

The DM need not track the movements of large numbers of wizards with the plague. Only the most important characters should be tracked and appropriate saving throws made to determine the spread of the plague.

As with any disease, population centers are more at risk. The *magical plague* will likely spread through a village or city rapidly, running its course in a number of days roughly double the caster's level from the time of its arrival. In a city, most wizards will have the plague at the same time, virtually erasing one school of magic from the area. With constant trade and travel, a *magical plague* eventually reaches every city and village in the Tyr region within 120 to 140 days (Tyr is about the size of the state of Colorado).

In the wilderness, contact is far less frequent. One tribe probably won't spread the plague to another, though all wizards in an infected tribe will catch it at the same time.

Adventurers and other far travelers might encounter remnants of a *magical plague* up to a year after it is cast, no matter where they travel in Tyr.

Masquerade

(Enchantment/Charm)

Reversible

Level: 10

Range: Touch

Components: V, S, M

Preparation Time: 3 days/5 Hit Dice affected

Casting Time: 1 turn

Duration: 1 day/level

Area of Effect: Special

Saving Throw: None

With this spell, the caster can make the most powerful individuals in a community believe that the spell recipient is their leader.

Preparation involves studying the community to be affected, by living among them. The number of individuals convinced is a function of their Hit Dice or levels, the caster's level, and the preparation time: For every three days of preparation time, the caster can convince five Hit Dice or levels per caster level.

The individuals affected are chosen from the community in descending order of Hit Dice or levels (the highest are convinced first, then second highest, etc., until the total Hit Dice or levels have been accounted for. Whether or not the rest of the community believes the spell recipient is their leader depends on the situation. If all the most powerful people in a small village say that the individual is the leader, the entire village might go along. However, if a very few powerful people in a large city proclaim the recipient as their new leader, the rest of the population might ignore them or initiate civil violence. Often, the rightful leader is affected by the spell, helping to legitimize the deception. The spell is inherently fraught with dangers.

The material component is a small golden mask fashioned in the likeness of the rightful leader (500 cp minimum value).

The reverse of the spell, *imposter*, has the opposite effect, convincing the most powerful people in a community that their leader is a fraud. Again, the situation dictates events, but those affected are absolutely convinced they are right.

The material component for the reverse is a golden statuette with two faces (1,000 cp minimum value).

Notes: Restricted to preservers and defilers, common.

Mass Cowardice

Reversed form, see mass fanaticism.

Mass Fanaticism

(Enchantment/Charm)

Reversible

Level: 10

Range: 300 yds.

Components: V, S, M

Preparation Time: 15 days + special

Duration: 1 day + special

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

The caster uses this spell to magically boost the combat morale of a large group of creatures. The caster must know before preparation exactly what group of creatures will be affected.

During preparation, the caster first spends a minimum of 15 days living among the creatures (for example, traveling with elven raiders, working with slave tribe farmers, hunting with thri-keen, and so on). Next he completes the preparation by procuring (earns, is given, steals) a single item symbolic of the entire group (for example, the fineries from a recent plunder, the first grains from the harvest the chieftain's chatkcha, and so on.).

Upon casting, all individuals in the chosen group become fearless in battle (base morale 18). This spell in no way charms the group into performing acts of combat they would not normally perform.

Any number of individuals can come under the spell's influence, provided they are one cohesive group (one tribe, one army, one village) and the symbolic object applies to each individual.

The effect lasts for one full day, plus one day for each two days the caster spent in preparation beyond the necessary 15 days.

The spell requires the symbolic object, and a tiny bar of iron.

The reverse, *mass cowardice*, requires the same preparation. The base morale of the group falls to 4 for all combat situations. This spell requires the symbolic object and the feathers of a small, flightless bird found only in the Forest Ridge on Athas (and quite rare there).

Notes: Restricted to preservers and defilers, common.

Mountain Fortress

(Conjuration)

Level: 10

Range: 0

Components: V, S, M

Preparation Time: 10 days

Casting Time: 1 turn

Duration: 100 days maximum

Area of Effect: Creates 1 fortress

Saving Throw: None

This spell allows the caster to conjure a heavily protected mountain fortress where was nothing but empty land before. The spell can be cast only on an area of desolate plains—sand wastes, salt flats, even boulder fields; the spell cannot be used to destroy buildings or creatures.

During the preparation time, the caster must bury the gem material component at least 90 feet below the surface exactly where the spell is to be cast. The burial means can be magical, psionic, or physical. For the entire ten-day period, the wizard must remain at that location without interruption. The spell can be cast as long as one year after the preparation is completed, but until cast, the spell counts against the caster's total number of 10th-level spells in preparation. After a year, the gem disappears and preparation must begin again.

Upon casting, a roughly circular area, 90 yards in diameter around the caster, rises slowly to an elevation of 30 yards, plus 10 yards per level above 20th. The resulting cylinder has sheer, hard stone cliffs. The fortress appears on top of the new mountain, complete with stone walls and barricades, and multiple buildings surrounding a central, four-story tower. If the caster is 23rd level or higher, the ground for 30 yards around the cylinder is magically dug with trenches and pits, and strewn with caltrops. If the caster is 26th level or higher, the entire fortress complex is covered with heavy netting and pikes to ward off attacks from the air.

The fortress remains until one of the following conditions is met: The caster leaves the fortress; a force of no less than 50 Hit Dice of creatures antagonistic to the caster manages to take the central tower by force; 100 days have passed since casting.

Conditions in the fortress are spartan. When the fortress is created, there is enough water and food to last 100 creatures of 1 Hit Die for 100 days. Additional food can be brought into the fortress, of course.

The exact layout of the fortress and its fortifications are up to the caster, instantaneously translated from his imagination to physical form on casting. The means of entry is up to the caster. Regardless of design, the fortress can protect up to 1,000 man-sized creatures. A newly conjured fortress has no inhabitants.

The material component is a gem worth at least 1,000 cp.

Notes: Restricted to preservers and defilers, common.

Pact

(Summoning)

Level: 10

Range: 300 yds.

Components: V, S, M

Preparation Time: 1 day/1,000 XP value of creature

Casting Time: 1 turn

Duration: 101 days maximum

Area of Effect: 1 outer planar creature

Saving Throw: None

This spell lets the caster call on an outer planar creature of the same alignment. The act of casting the spell gives the outer planar creature magical energy to use on its home plane, which fulfills the wizard's portion of the pact. The planar creature is then obligated to serve the wizard on the Prime Material Plane to fulfill its portion of the pact. Before preparation begins, the wizard must select the type of creature desired, and its alignment must be identical to the caster's.

During preparation, the caster contacts the desired creature using *contact other plane*. Ignore that spell's knowledge and veracity rolls; no information is gained. The contact must be made once per day for every 1,000 experience point value of the outer planar creature. Since the wizard cannot be sure how many experience points a specific creature is worth, he must cast the spell every day until the DM tells the player that the wizard is done. With each casting, the wizard makes an insanity check, with a -1% per day cumulative modifier as better contact is established (to a minimum chance for insanity of 1% per casting). Failing an insanity check means the caster must begin the preparation anew if and when he recovers.

When the spell is cast, the outer planar creature appears at the wizard's location, ready to follow commands, within limits. First, the crea-

ture only aids the wizard when furthering the cause of their alignment; for example, a chaotic evil creature obeys only chaotic evil commands while on the Prime. Second, the creature will not take actions that endanger it (in its opinion). Third, the creature's attitudes toward law and chaos may affect how it honors the pact (see table).

Check every day to see if the creature breaks the pact. If it does, it may attack the wizard, remain on the Prime Material Plane to pursue its own plans, or simply return home. If the creature never breaks the pact, it remains in the wizard's service for 101 days. If for any reason the caster changes alignment while the pact is still in force, the creature takes immediate steps to slay the caster.

Creature's Alignment Chance to Break Pact

Lawful	0%
Neutral	5%
Chaotic	25%

For example, a defiler (Intelligence 19) contacts a glabrezu (true tanar'ri) to make a pact. Since the glabrezu is worth 44,000 experience points, the wizard must cast *contact other plane* every day for 44 days. The chance of insanity depends on the glabrezu's Intelligence (less than 19) and the wizard's Intelligence ($35\% - 20\% = 15\%$). On the second day, this drops to 14%, then to 13% on the third, 12% on the fourth, and so on. Provided the wizard survives all 44 castings without going insane, the glabrezu arrives to do his bidding for 101 days or until it decides to break the pact.

The material component is an item (at least 100 years old) that was used by an important historical figure of the caster's alignment.

Notes: Restricted to preservers and defilers, common.

Preserver Metamorphosis

(Alteration, Evocation)

Level: 10

Range: 0

Components: V, S, M

Preparation Time: Special

Casting Time: Special

Duration: Special

Area of Effect: The caster

Saving Throw: None

This spell is universal to human preservers but

must be researched sometime after reaching the 20th level of experience as a human wizard. The spell allows a human preserver who has earned sufficient experience points to advance to the next stage of the metamorphosis to avangion, provided the casting is successful. Once cast, the spell mutates the preserver's physical form drastically; each time it is cast, the preserver becomes less human and more avangion, at the rate of about one-tenth of the transformation each time this spell is cast. The preserver must meet stringent ability score requirements: Intelligence 18, Wisdom 17, Constitution 15, and Charisma 16.

Preparation can begin at any time as the next level is approached: building structures, gathering components, studying, and so on. However, the spell cannot be cast before all the necessary experience points have been earned. The preserver gains no benefits of the new level until the *preserver metamorphosis* spell is cast. Each time the spell is cast, the preserver must make a successful system shock or die in the mutation process. Any interruption or mistake during the

casting causes the preserver to lose experience points to the minimum of the previous level—these must be earned again before the metamorphosis spell can be cast.

The exact components, preparation time, and casting times differ, depending on the level the preserver is about to achieve, grouped by level into *low*, *middle*, *high*, and *final* metamorphosis. In all cases, living creatures used in the casting must be within one mile of the caster. All castings of this spell require the avangion to withdraw for a period.

Low Metamorphosis (21st–23rd levels): A preserver feel a calling within when he has earned 75% of the experience needed for the next level. The preserver leaves the company of his fellows and seeks isolation. The preparation time is the entire period necessary for the preserver to earn the final 25% of those experience points, adventuring completely alone. If the preserver earns any experience points with the aid of another character, all experience points are lost down to the minimum required for the current level.

ATHASIAN AVANGION NOTES

Regardless of level, the avangion makes saving throws as a 21st-level wizard. The avangion's psionist level advances with its metamorphosed level as well. In addition, avangions have four spell-like abilities that are always active: *ESP*, *know alignment*, *tongues*, and *detect lie*.

21st Level: The first stage changes are very subtle. The preserver's facial features become slightly more noble and the eyes develop a silver or golden sheen. Base Armor Class improves from 10 to 9, base THAC0 becomes 10, and 10% magic resistance develops.

22nd Level: At this level, the appearance is still quite human. The skin takes on the metallic glow of the eyes and the hair turns bright white. Base AC improves to 8, magic resistance improves to 15%, and the avangion becomes immune to weapons of less than +1 enchantment.

23rd Level: The avangion's true form cannot be concealed, with the sprouting of enormous gossamer wings from the back and shoulders. The wings, filmy and nearly transparent, span 20 feet. The eyes become bright silver and the skin glitters in the sunlight. The new wings allow the avangion to fly at MV 24 (MC: A). Base AC improves to AC 7, THAC0 to 9, and magic resistance to 20%.

24th Level: The avangion's original human appearance becomes increasingly vague. All hair vanishes, and webs of filmy winglike material form between its arms and torso, and between its fingers and toes. Its wings form multiple folds that can be extended to a 25-foot span. Base AC improves to 6 and magic resistance becomes 25%. At this level, the avangion can be hit only by weapons of +2 or greater enchantment.

25th Level: The human form alters drastically, becoming lost in the wispy folds of the wings, which can now expand to span 30 feet. The avangion's jaw retracts and its eyes grow on its oval head. Its arms and legs grow far thinner and can no longer support its weight—the character can no longer walk, but instead floats or flies at all times. The avangion can no longer wield handheld weapons or make any physical attacks of its own. However, its base Armor Class improves to 4, THAC0 improves to 8, and magic resistance improves to 30%.

26th Level: The avangion becomes far more mobile and graceful. Its incredible shining wings now span up to 40 feet, with its central body nearly lost in their folds. The avangion can fly at MV 36. Base AC improves to 2, magic resistance improves to 40%. The avangion can be hit only by weapons of +3 or better enchantment.

Failure to gain experience in a solitary fashion, in the DM's judgment, means the spell may fail when cast. For low-level metamorphosis, the preserver must spend the isolation period gathering physical remains of the enemies of life, usually those of high level defilers—their bodily remains, destructive belongings or items, ash from defiler spellcasting, and so on. These gatherings are evidence of devotion to life and the land. The spell must then be cast at night, beneath the light of both Athasian moons. The casting time is six hours, and any interruption results in spell failure. The preserver may have other characters present during the casting.

Middle Metamorphosis (24th–26th levels): At the middle levels, the preserver again hears a call for isolation when 75% of the next level's experience points have been earned. During the preparation time, the preserver must attain absolute isolation; any contact with intelligent beings that aren't foes to be defeated negates the spell preparation, and the preserver reverts to the 75% base-line of the isolation period.

The material components at the middle levels are gifts gathered from no fewer than three powerful good creatures during isolation. These powerful creatures realize the consequences of contact for the preserver, so they leave the gifts to be found after the preserver achieves extremely dangerous or important goals. In addition, the spell requires a single tree or bush personally saved by the preserver from defiler magic destruction (this is not consumed by the spell). The casting time is 12 hours. At the time of casting there must be living vegetation for at least one mile in all directions, untainted by defiler ash or evil creatures.

High Metamorphosis (27th–29th levels): Unlike previous advancements, the preserver feels no call toward isolation. Instead, at the 75% experience point level, the preserver instead collects a core group of companions no fewer than eight in number and each of at least 10 levels or Hit Dice. All of the companions must be of good alignment. The preserver must spend the preparation time with these characters, earning the remaining 25% of the required experience in the company of at least one of these companions—failure to do so forces the preserver to revert to the current level's 75% base line of experience.

The material components are a single gift from each of the companions in the core group. During the casting, the preserver requires the aid of a single companion for the entire ceremony. If

the companion is not absolutely good, the spell fails and the companion is slain in the release of failed magical energy. Companions cannot repeat the process with a single preserver—new companions must be found for each level.

Final Metamorphosis (30th level): To cast this spell, the preserver must make an area of lush vegetation (crops, scrub-grass, forests, or any combination) at least five miles in diameter. The preparation time for the spell is the time it takes the preserver to create these lush lands. At the time of casting, these lands must be free of evil creatures.

The material components are a diamond of no less than 10,000 gp value with which to capture the life-giving qualities of sunlight, a stone tomb large enough to hold the preserver's body, and a perfectly sealed glass case built around the tomb. The casting time is one round. Upon casting, the preserver, diamond, and stone tomb disappear, bound for planes unknown. The DM then secretly rolls 2d12—this is the number of months before the return of the preserver, in final avangion form, to the glass case. If the glass case is damaged in the meantime, the avangion is lost to oblivion. Only the DM knows how long the final stage will take.

Notes: Restricted to human preservers, common. This spell is sometimes called *avangion metamorphosis*.

Prolific Forestation

(Alteration, Conjunction)

Reversible

Level: 10

Range: 0

Components: V, S, M

Preparation Time: 30 days

Casting Time: Special

Duration: Special

Area of Effect: Special

Saving Throw: None

With this spell, a preserver causes a grove of trees to magically appear. The area must contain no other trees, or the spell fails.

During the preparation time, the preserver must devote eight hours per day for 30 days to fashion a staff from a *tree of life*. The preserver must carve the staff perfectly smooth with a diamond dagger. No other task can be undertaken during the eight-hour periods.

The area of effect has a maximum radius that

varies according to the caster's level (the caster can make the radius smaller if desired; see table).

To cast the spell, the preserver thrusts the diamond dagger into the ground in the center of the area, then moves with the staff to the circle's edge. The preserver then walks around the area of effect, dragging the staff. The staff magically ensures that the preserver walks a perfectly circular path, eventually returning to the starting point. The preserver must walk (not run, fly, or levitate) but may use magical means to speed the walk. Interruptions lasting more than a single round negate the walking and it must be started again. If the dagger at the center of the circle is disturbed, the spell fails, so the preserver often places a guard over it. When the circle is completed, the spell is cast.

Caster Level	Max Radius (yds.)	Rough Circum. (yds.)	Time to Walk (rds.)	Trees in Grove*
21	10	63	1	15
22	20	125	1	62
23	30	188	2	140
24	45	282	3	315
25	60	377	4	560
26	90	565	5	1,260
27	120	754	7	2,250
28	180	1,131	10	5,040
29	240	1,507	13	9,000
30	480	3,016	26	36,000

* approximate; can vary as much as 20%

The forest consists of mature trees, one to four feet in diameter, spaced three to six yards apart. The thick forest canopy towers 90 to 120 feet. This spell creates no brush or undergrowth; the forest floor is the same terrain type as before the spell was cast. The spacing of the trees hinders the movement of huge or gargantuan creatures; smaller creatures can move through the forest unhindered.

Unlike the *prolific vegetation* spell, the trees created have magical protection against natural destruction for one year per caster level. Natural fires, lightning, lack of water, and harsh weather do not kill them. Defiler magic still destroys them normally, as can any attack that would affect normal trees.

The material components are the staff and the diamond dagger, both of which disappear when the spell is cast.

The reverse of this spell, *deadwood*, can be cast only by a defiler. During the preparation time, the defiler must spend at least four hour per

day among the trees he wishes to destroy. He must sprinkle a fine trail of ash, from his own spells, around the circumference of the area to be affected. Upon casting, all trees in the area of effect are stricken dead. Trees will not grow within the circle for a number of years equal to twice the caster's level. The material components for the reverse are a skull carved from a rotten tree stump and the defiler's own ash.

Notes: Restricted to preservers, common. The reverse is restricted to defilers, common.

Prolific Vegetation

(Alteration, Conjuraton)

Reversible

Level: 10

Range: 0

Components: V, S, M

Preparation Time: 30 days

Casting Time: Special

Duration: Special

Area of Effect: Special

Saving Throw: None

This spell causes shrubs and grasses to grow over a wide area of previously barren terrain. If the terrain is not virtually barren of plant life, then the spell fails.

During preparation, the preserver must devote eight hours per day for 30 days to fashion a staff from a *tree of life*. The preserver must carve the staff perfectly smooth with an obsidian dagger. No other task can be undertaken during the eight-hour periods.

The area of effect has a maximum radius that varies according to the caster's level (the caster can make the radius smaller if desired; see table).

To cast the spell, the preserver thrusts the obsidian dagger into the ground in the center of the area, then moves with the staff to the circle's edge. The preserver then walks the circumference of the area of effect, dragging the staff. The staff magically ensures that the preserver walks a perfectly circular path, eventually returning to the starting point. The preserver must walk (not run, fly, or levitate) but may use magical means to speed the walk. If the time taken to complete the circle requires the preserver to stop to sleep, there is no penalty, provided the caster awakens to continue the walk. Other interruptions lasting more than a single round negate the walking and it must be started again. If the dagger at the center of the circle is disturbed, the spell fails, so the preserver often places a guard over it. When the circle is completed, the spell is cast.

Caster Level	Max Radius	Rough Circum.	Time to Walk
21	90 yds.	566 yds.	5 rds.
22	180 yds.	1,311 yds.	1 turn
23	300 yds.	1 mi.	2 turns
24	540 yds.	2 mi.	3 turns
25	800 yds.	3 mi.	5 turns
26	1,250 yds.	4.5 mi.	7 turns
27	1.25 mi.	8 mi.	2 hrs.
28	6 mi.	38 mi.	9 hrs.
29	12 mi.	75 mi.	18 hrs.*
30	25 mi.	157 mi.	36 hrs.**

*Time is for a human in clear terrain and clear weather

**Requires multiple marching days

Upon casting, the area inside the circle instantly grows thick with grass and small shrubs, much like scrub plains. The vegetation does not emerge from solid stone, but arises from any soil, no matter how rocky, sandy, or dry. The vegetation is normal in every respect, and has no magical properties. It remains until and unless it dies from lack of moisture, brushfire, erosion, and so on. If this spell is cast in conjunction with the priestly psionic enchantment, *alter climate*, the vegetation can grow and last longer. Defiler magic still destroys the vegetation normally.

The material components are the staff and the obsidian dagger, both of which disappear when the spell is cast.

The reverse of this spell, *sparse vegetation*, can be cast only by a defiler. During preparation, the defiler must spend at least four hours per day wandering the scrubland he wishes to destroy. The defiler sprinkles a fine trail of ash, from his own spells, around the circumference of the area to be affected. Upon casting, all scrub, bushes, grass, weeds, and similar plants in the area of effect die immediately. Such plants will not grow within the circle for a number of years equal to the caster's level, though the growth of trees is not affected. The material components for the reverse are ash from the defiler's own spellcasting, and a small bag of woven straw, filled with salt from the sweat of slave farmers.

Notes: Restricted to preservers, common. The reverse is restricted to defilers, common.

Pure Breed (Alteration, Divination)

Level: 10

Range: Touch

Components: V, S, M

Preparation Time: 20 days

Casting Time: 10 turns

Duration: Special

Area of Effect: Creature touched

Saving Throw: Neg.

With this spell, a wizard can change any half-breed character (half-elf, half-giant, mul, and so on) into a pure bred creature of either part. The caster can change a half-elf into a human or an elf, a half-giant into a human or a giant, or a mul into a human or a dwarf. To all tests and means of detection, the character will appear always to have been of the pure breed race.

During preparation, the caster and subject must be in constant proximity, with no more than one visitor at a time and no more than one per 30-day period. If the subject is unwilling, the caster must somehow restrain him during the preparation, and even then the subject is allowed a saving throw vs. spell to negate the effects.

Once the spell is cast, the subject is most likely switched to a pure breed of the caster's choice. However, the creature is 10% likely to be transformed into the other breed (-1% per caster level over 20th). Either way, the creature must make a successful system shock roll to survive the process. A survivor subtracts the racial ability adjustments of the half-breed race and adds those for the new pure breed race. The creature also develops the ability to speak the language of the pure breed race, if necessary. The creature receives no social background for the new race. An elf, for example, has no tribe; a human has no city or village alliance (this may prove to be a hindrance).

If the creature's character classes conflict with any racial class or level limits of the new race, then current class abilities are adjusted or lost accordingly. All abilities for the new race come into force, those available only to the old are lost. New height and weight values are rolled. The character's age does not change, but that age is checked against the age tables for the new race. An effectively younger character might lose ability score adjustments due to age. A character beyond the maximum age range in his new race is extremely frail and likely to perish within the

year. Psionics are unchanged. This spell is very difficult to reverse; the DM decides if and how this is possible.

There are no giant player characters. A half-giant who becomes a giant also becomes an NPC immediately.

Notes: Restricted to preservers and defilers, common.

Raise Nation

(Necromancy)

Level: 10

Range: 90 yds.

Components: V, S, M

Preparation Time: 60 days

Casting Time: 10 turns

Duration: Instantaneous

Area of Effect: Special

Saving Throw: None

This spell allows the caster to animate the skeletons of a long-dead civilization. Before preparation can begin, the caster must locate an appropriate site of ruins. This site need not contain complete skeletons; these will assemble from powdered fragments, it that is all that is left of them. The site must not have any creatures living there, and must have been abandoned for at least 100 years.

During preparation, the wizard must spend all his waking hours searching the ruins, learning everything he can about them, readying the site for his necromancy.

Once cast, a number of skeletons will animate according to the general size of the ruin site. The DM knows the extent of the ruins and can use the table, modified for any special circumstances he envisions (see table).

Raise Nation Table

Size	Number of Skeletons
Outpost	10-40
Village	40-400
City	200-2,000
Great City	1,000-4,000

The skeletons are completely under the command of the caster. They are no different from other skeletons. They have no knowledge of their past lives or civilization—they merely serve the caster. The skeletons remain active until destroyed, but will not venture further than 75 miles from their ruins.

Once cast on a set of ruins, this spell cannot be cast there again by any wizard. A randomly discovered ruin is 10% likely to have had a *raise nation* spell already cast there, but the caster has no way to know this without some sort of divination magic.

The material component for the spell is a collection of items from the ruin site that have been well preserved; these items must total at least 1,000 cp in present day value.

Notes: Restricted to defilers, common.

Recruitment

(Summoning)

Level: 10

Range: 0

Components: V, S, M

Preparation Time: 10 days

Casting Time: 1 turn

Duration: 20 days

Area of Effect: Special

Saving Throw: Neg.

With this spell, the caster summons all living creatures around him who have ever drawn blood in anger to serve him without fail.

During preparation, the caster must take the ground bones of fallen warriors and sprinkle them where the spell is to be cast, out to a radius that depends on the caster's level (see table).

Upon the casting of the *recruitment* spell, all creatures within the circle that have ever drawn blood in anger, such as hunters or warriors, must make a successful saving throw vs. spell or come under its effects. These individuals immediately gather their weapons and come to the caster, awaiting his every military instruction for the duration of the spell.

Recruitment Radius

Level	Radius
21	60 yds.
22	90 yds.
23	120 yds.
24	180 yds.
25	240 yds.
26	360 yds.
27	480 yds.
28	900 yds.
29	1 mi.
30	2 mi.

The affected creatures will not usually form military formations, unless an entire formation is caught in the area of effect. Affected creatures cannot be commanded to perform any action other than combat; for example, they cannot be forced to build things or carry things other than their own personal equipment. They do not fight among themselves, regardless of previous dispositions, and they serve the caster without fail.

The material component is at least 100 pounds of ground bones of fallen warriors, apportioned during preparation. A man-sized humanoid creature has about 25 pounds of bone; larger creatures have about 25 pounds per Hit Die.

Notes: Restricted to preservers and defilers, common.

Reverse Loyalties

(Charm)

Level: 10

Range: 60 yds.

Components: V, S, M

Preparation Time: 7 days

Casting Time: 1 turn

Duration: 21 days

Area of Effect: 25 HD/level within 300 yds.

Saving Throw: None

This spell acts as a mass *charm person* spell, though its effects are more restricted. The subject group must consist of bipedal human, demihuman, or humanoid creatures of man-size or smaller, such as humans, dwarves, elves, half-elves, halflings, and muls; all of whom hold loyalties to one leader.

During preparation, the wizard locks himself away and studies the history and background of the target group's original leader. Though the spell is cast on the followers themselves, the caster researches their leader's background.

Upon casting, the spell effect expands in a circle from the point of casting, until creatures equal to the area of effect are enchanted, or until there are no possible subject creatures left. The maximum radius is 300 yards.

Unlike the *charm person* spell, the target group regards the caster as the object of their loyalties. They accept logical military orders from the caster. For instance, they will break formation or turn on their former leader. They do nothing obviously fatal to themselves. Their loyalties have been magically switched, but are not magically maintained—if the caster takes actions that

make him less worthy of these newfound loyalties, the subjects of the spell may desert. Even if the caster performs well as their new leader, the spell recipients can save according to their Intelligence, just as for a *charm person* spell (creatures with Intelligence 12 or less have no chance to save before the spell runs out). Individuals who make their saving throws desert, but cannot convince others still under the spell effect to do so. Each subject has full memory of actions taken while under this spell.

The material component is a fully dried anakore's heart.

Notes: Restricted to preservers and defilers, common.

Optional: At the DM's option, player characters may always be given a saving throw against the effects of this spell, regardless of level or Intelligence.

Rift

(Alteration, Conjunction/Summoning)

Level: 10

Range: 0

Components: V, S, M

Preparation Time: 120 days

Casting Time: 10 turns

Duration: 1 night

Area of Effect: Sphere, 360-yd. radius

Saving Throw: None

With this spell, the caster creates a rift between the Prime Material Plane and the Negative Material Plane, centered upon himself, and greatly enhancing the potency of undead creatures.

During preparation, the wizard must first study undisturbed for at least four hours per day for four months, reading scrolls and books about the planes.

Upon casting, all undead within the area of effect gain nine times their original hit points as bonus hit points for the duration of the spell (one night). In combat, the bonus hit points are lost first. For example, a zombie with 5 hit points, gains an additional 45 hit points for the entire night. Undead affected by this enchantment are turned as "special" undead.

The area of the *rift* moves with the caster, possibly placing some undead out of the sphere or

encompassing others as he moves. Bonus hit point are gained immediately by an undead creature upon entering the area, but only once from a single casting of the spell. The caster cannot control which undead receive the bonus; all undead entering the area are affected, and retain the hit points even if they leave the area.

The material component is an obsidian goblet containing ground bones from a dead necromancer.

Notes: Restricted to preservers and defilers, common.

Rolling Road

(Alteration)

Level: 10

Range: 0

Components: V, S, M

Preparation Time: 7 days

Casting Time: 1 turn

Duration: Special

Area of Effect: Special

Saving Throw: None

This spell creates a short stretch of smooth road that extends before the caster wherever the caster travels.

During preparation, the caster mixes the material components (dust from roads the caster has previously traveled) for four hours every day for seven days.

After casting the spell, the wizard must continue to sprinkle the mixed dust in front of him while he travels.

The road itself is a 30 yards wide and extends 10 yards in front of the caster. It extends behind the caster for 90 yards for each level above 20th. The road crosses any land, including sand, forest, and mountain. In the case of the first two, the road appears in front of the caster, pushing obstacles like trees and rocks aside. In mountains, obstacles are likewise removed, but the road remains a steep as the basic terrain, and might still be impassible. The road does not create its own firm ground, and cannot be used to cross areas of silt (and water barriers in other settings). The road leaves no trace once the caster has passed by. Structures are not affected in any way, the *rolling road* will pass between them or turn around them—the *rolling road* in such terrain conforms to the width of an existing road or path.

The road offers some protection to those on it—natural weather effects do not hinder travel

on the road, and those on it do not require food or water while on the road.

The spell's duration is measured in distance, five miles per level of the caster above 20th. The spell does not grant the caster any knowledge of direction.

The material component is at least one pound of dust from three roads the caster has previously traveled.

Notes: Restricted to preservers and defilers, common.

Sparse Vegetation

Reversed form, see prolific vegetation.

Undead's Lineage

(Divination)

Level: 10

Range: Touch

Components: V, S, M

Preparation Time: 120 days

Casting Time: 1 turn

Duration: Special

Area of Effect: Undead creature touched

Saving Throw: Neg.

With this spell, the caster can divine the history of a single undead creature, thereby gaining great power over that creature.

During preparation, the caster must spend at least eight hours per day studying necromancy and tomes about undeath. (The caster must procure such materials before beginning the preparation time.) Adventures that focus on the undead may be included as part of the preparation time, if the DM desires.

The wizard must make a successful attack roll when the spell is cast. Once the spell is cast, the undead creature is allowed a saving throw vs. spell at a -3 penalty. Failure means the caster immediately knows the personal history of the creature as well as does the creature itself. This might include (but is not limited to): family history and occupation during life; circumstances of death; circumstances of undeath; and history since attaining undeath.

This intimate knowledge gives the caster complete control over the undead creature. The undead performs any task ordered. The details learned may lead to some knowledge or old or ancient events, at the DM's option. Extremely powerful undead, such as lichs and some vampires, may receive another chance to save each week or even after each task, if

the DM so decides.

The spell lasts until one of the following events occurs: The undead creature is permanently destroyed; the caster is made to forget (even temporarily) the things he has learned; a wizard of higher level casts this spell on the same undead creature (thus stealing control); or the caster voluntarily ends the spell.

While the caster learns much about the undead, the undead learns much about the caster. If the caster dies with an undead creature under this spell, then the caster immediately becomes a weaker undead under the creature's control. Mindless undead such as skeletons or zombies exert no control; the caster becomes a mindless undead of their type. A wizard who becomes undead in this manner cannot be revived by known magic.

The material components of this spell are an eye, ear, nose, tongue, and finger, each taken from a separate undead creature of the same type as the target creature.

Notes: Restricted to preservers and defilers, common.

Wall of Ash

(Evocation)

Level: 10

Range: 0

Components: V, S, M

Preparation Time: 5 days

Casting Time: 2 turns

Duration: Special

Area of Effect: Special

Saving Throw: Special

The spell creates a barrier of ash that is deadly

to living creatures. Touching it causes damage, and crossing it might cause instant death.

During the preparation time, the defiler must dig or have dug a small trench, one foot wide and one foot deep, in the shape the wall will take when it is cast. A defiler who is not personally involved in the digging must still personally oversee the work for at least four hours per day during the preparation time.

The wall can be of any shape, and as long as 30 yards per caster level above 20th. The ash appears in the trench and is piled one foot above the ground. Vertically, the wall's deadly effect extends for 10 feet per level of the caster, plus 20–80 feet (2d4 x 10).

Contact with the ash causes 1d10 points of damage (as much as 10d10 points of damage per round for continuous contact). A living creature crossing completely over the ash within the area of effect must make a successful saving throw vs. death magic at a penalty of -10. Failure means the creature dies, its life completely absorbed by the deadly ash. Jumping or flying through the barrier makes no difference, and the effects extend into the Astral and Ethereal Planes. However, *teleport* and similar spells allow safe passage. Magic, psionic attacks, missile weapons, non-living things, and undead can cross the *ash wall* without penalty. Ash golems remaining in contact with the *wall of ash* for a complete round are restored to full hit points. The caster and any allies are as subject to damage and death from the *wall of ash* as their enemies.

The material component is a sack of ash collected from the remains of a defiler of the same level as the caster.

Notes: Restricted to defilers, common.

Chronomancy: DM Notes

Due to the complex and self-correcting nature of the timestream, the following details should be withheld from a player who has a chronomancer until they occur in play.

1st Level Spells

Detect Temporal Anomaly: Large disturbances can overlap a closer, yet smaller source, masking it completely. Slippages and creatures in stasis become that much harder to find.

Precognitive Sense: Events sensed with this spell start with the worst. Danger is sensed before reward, failure before success, hate before love, and so forth.

2nd Level Spells

Accelerate Plant Growth: Seasonal crops won't produce again without replanting.

Preserve From Decay: The container's size does not matter, only the amount of material placed in it.

Life Sounding: Traveling in the Demiplane of Time creates interruptions in the traveler's lifeline. A sounding taken on someone who has been (or will be) to the Demiplane of Time can be thrown drastically off; the sounding can measure only a single truncated segment of time.

Timeslip: Since the timeslippers have now pre-empted their own future (until they return), a small amount of turbulence is guaranteed. This turbulence might be detected by temporal creatures in the area (5% chance).

3rd Level Spells

Articus's Melee Manager: The affected creature is not moving faster, but more efficiently. It's motions appear fluid and economical.

Minor Paradox: Actually replaying the events of past rounds affected by the spell is not recommended. Make a decision summarizing the final effect and let it stand. The temporal turbulence created by this spell is 5% likely to attract a time dimensional or a time Guardian.

Time Snare: This does not restore a used spell or used charges. It allows the casting the same spell if the caster has additional memorizations prepared. A charged item is drained each time it is used.

4th Level Spells

Prophecy: This spell can see forward without limit. Most prophecies span years or perhaps decades.

Temporal Push: If the chronomancer is pushed forward, an opponent might believe he has magically

fled. A wizard who knows of this spell and makes a successful spellcraft proficiency check understands what has happened.

Wesley's Temporal Disjunction: When used against a time dimensional, the *disjunction* affects all versions of the creature, regardless of which is targeted.

5th Level Spells

Accelerate Animal Growth: Knowledge is not gained or lost with this spell. For example, if cast on a tiger cub, the result might be a 200-pound kitten. The lifeline of the animal grows brighter.

Articus's Devolutionary Warrior: If the subject fails a system shock roll, the devolution can be reversed only by a full *wish* or a combination of *dispel magic* and a *limited wish*. A system shock check against death is required when the subject is restored using either of these methods.

Create Slippage: The opening on any plane but the Demiplane of Time can be found only with a *detect magic*, *detect phase*, or *detect temporal anomaly*. On the Demiplane of Time, the mist-smoke revolves around the opening in a wispy tunnel resembling a vortex. This draws creatures who make their lairs in these anomalies. If using a previously created slippage, there is a 20% chance that a creature has taken up residence since the last time the slippage was used.

6th Level Spells

Conceal Temporal Anomaly: This is often used to conceal a slippage. This must be placed on each side of the gate to conceal it from both sides. The turbulence is harder to detect, but the vortex-like visual effect is still present.

Paradox: The give-and-take process must be strictly and fairly enforced by the DM. Every benefit is balanced by an equally valuable loss without exception. The turbulence created is 20% likely to attract a time dimensional or a Guardian.

7th Level Spell

Wesley's Delayed Damage: If any chronomancy spell barred to other spellcasters and with a duration greater than instantaneous is cast on the subject of *Wesley's delayed damage*, the defensive spell is negated instantly. All delayed damage is applied immediately.

8th Level Spell

Accelerate Lifeline: When reversing this spell, the recipient is 5% likely to have an adverse reaction, with the years added instead of subtracted. This effect is cumulative with each casting. The reaction means that all years removed with this spell are reapplied immediately, as if *accelerate lifeline* had been cast. The chance of failure is noncumulative with other age-reducing effects.

9th Level Spell

Sever Lifeline: A caster with a severed lifeline is now a native of the Demiplane of Time. Strands do not affect the caster, but any spell that affects a temporal creature does. The wizard can double his lifeline and even meet himself. Spells such as *life sounding*,

life tether, and *accelerate lifeline* no longer affect the wizard, but *Wesley's temporal disjunction* can be used against him when off the Demiplane of Time. The wizard does not age on the Demiplane of Time, but is subject to temporal laws and ages normally if that demiplane is left. The wizard remains subject to death by misadventure or violence at all times. Nothing short of divine intervention can reverse this spell once the caster uses it on himself.

Casting this spell creates serious turbulence, and is 20% likely to form a permanent vortex. The caster is only 10% likely to escape immediate notice by the Guardians, and the casting will almost certainly be discovered within a few weeks of subjective time. At that point, the Guardians will approach the wizard with a request to join their Order.

Lichdom

Occasionally, a wizard who would otherwise perish seeks to preserve some semblance of life. When such a wizard is animated as an undead creature, the result is a *lich*, one of the more powerful types of undead monsters.

Seeking this state is not a good act, and the procedures, materials, and energies employed are both hazardous and baneful. Thus, this state is almost exclusively the province of evil non-player spellcasters who are willing to go to any length to extend their allotted natural lifespans. The basic cost of researching the procedures should not be less than 100,000 gp.

While a campaign might offer many different ways for a character to achieve the state of lichdom, the one described here can serve as a basis for any description of the process the DM needs to convey to players.

Becoming a Lich

To become a lich, a wizard must attain at least the 18th level of experience. The candidate must have access to the spells *Nulathoe's ninemen*, *magic jar*, *enchant an item*, and *trap the soul*.

The procedure is ruined if the candidate dies at any time during the process. Even if successfully revived, the candidate must begin the process anew. The basic procedure involves the fabrication of a magical phylactery and a potion. (Most candidates prepare the potion first and arrange for an apprentice or ally to raise them if ingestion of the potion proves fatal. Fabrication of the

phylactery is so expensive that most candidates do not wish to waste all the effort of the preparation by dying after it is completed but before they are prepared for lichdom.)

The potion requires nine ingredients:

- Arsenic (2 drops of the purest distillate)
- Belladonna (2 drop of purest distillate)
- Blood (1 quart, from a pegasus foal killed by wyvern venom)
- Blood (1 quart, from a vampire)
- Heart (Intact, from a humanoid killed by a poisonous mixture of arsenic and belladonna)
- Reproductive Glands (from seven giant moths, dead for less than 10 days, ground together)
- Venom (1 pint, drawn from a phase spider less than 30 days prior)
- Venom (1 pint, drawn from a wyvern less than 60 days prior)

The ingredients are mixed in the order given by the light of a full moon. The potion must be drunk within seven days after they combine into a sparkling black liquid that gleams with a bluish radiance. All of the potion must be drunk. Within six rounds, it produces an effect from the potion table (see page 1089).

The candidate always knows if the potion has worked. A successfully prepared candidate may appear somewhat paler of skin than before imbibing the potion, but cannot be mentally or magically detected by others as ready for

lichdom. The candidate, however, is always aware of readiness for lichdom, even if *charmed*, insane, or if memory loss has occurred. (A charmed candidate cannot be made to reveal the location of the phylactery—although he or she could be compelled to identify what the phylactery is, if it is directly shown.)

Once prepared by the potion, the candidate can live for an indefinite number of years before becoming a lich. The process fails if death comes before the preparation of the phylactery and the candidate's undeath.

The phylactery can take any form—it may be a pendant, gauntlet, scepter, helm, crown, ring, or even a lump of stone. It must be of inorganic material, solid and of high quality workmanship if made by humans, and cannot be an item containing other spells or magical properties. The phylactery might be decorated in any fashion.

Enchant an item is cast on the phylactery (a rare case in which this spell can be cast on unworked material); this process requires continual handling of the phylactery for a long time. The phylactery must make a successful saving throw as noted in the spell description. The phylactery must be completely enchanted within nine days (instead of the 24 hours normally allowed by the spell). Note that the "additional spell" times given in the *enchant an item* spell description are required.

When the phylactery is ready, *trap the soul* must be cast on it. Percentile dice are rolled; the spell has a 50% chance of working, plus 6% per level of the caster over 11th level. The phylactery glows with a flickering blue-green *faerie fire* radiance for one round if it is receptive to the candidate's essence.

The candidate must then cast *Nulathoe's ninemen* on the phylactery, and within a turn of doing so, cast *magic jar* on it and enter it with his or her life force. No other creature is required for this use of the *magic jar* spell. Upon entering the phylactery, the candidate instantly loses one experience level, along the commensurate spells and hit points (1d4, plus Constitution bonus). The essence and lost hit points remain in the phylactery, which becomes AC0 and maintains those hit points from now on.

The candidate is now a *lichnee*, and must return to his or her own body to rest for 1d6+1 days. The ordeal of becoming a lichnee is so traumatic that the candidate's memory is wiped clean of the top three levels of available spells;

nor can any spells of those levels be regained until the rest period is completed. (Candidates usually resume a life of adventuring to regain the lost level.)

The next time the lichnee candidate dies, despite the manner or the planar location of the death, or barriers of any sort between the corpse and the phylactery, the candidate's life force goes into the phylactery. For it to emerge again, the caster's own corpse (or such equivalents as a slain clone), if within range, must fail a saving throw vs. spell with a -10 penalty. The lichnee can attempt to enter its own corpse once per week until it succeeds. When the lichnee enters its own corpse, it rises in 1d4 turns as a full lich, with all memorized spells and all undead abilities described in the *MONSTROUS MANUAL* tome.

If for any reason, the lichnee's corpse is not available, the lichnee can try to take over the corpse of any recently dead creature (less than 30 days) within 90 feet of the phylactery. The corpse must fail a saving throw vs. spell to be possessed. A creature that possessed 3 Hit Dice or fewer in life saves as a 0-level fighter. A creature that had 3+1 or more Hit Dice saves as if it were alive, with modifiers based on its alignment (see table). The lichnee might be able to use the possessed body to find or recover its own body, eventually completing the process of becoming a lich. (A phylactery too well hidden might never offer a lichnee a corpse to enter. Many lichnees arrange their own final deaths to avoid such troubles.)

Priests might also become liches, although these are much more rare. The requirements in terms of level, time, expense, and process are similar to those of the wizard version.

CREATURE ALIGNMENT TABLE

Alignment	Saving Throw Modifier
Any Good	0
CN, LN, N	-3
LE	-4
NE	-5
CE	-6

D% Roll	Effect
01-10	All body hair falls out, but potion is ineffective (the candidate knows this). Another potion must be prepared.
11-40	Candidate falls into a coma for 1d6+1 days, is physically helpless and immobile, mentally unreachable. Upon waking, potion works; the candidate knows this.
41-70	Potion works, but the candidate is <i>feebleminded</i> . Any failed attempt to cure the candidate's condition is 20% likely to slay the candidate.

D% Roll	Effect
71-90	Potion works, but candidate is <i>paralyzed</i> for 2d6+2 days (no saving throw, despite curative magic). There is a 30% chance for permanent loss of 1d6 Dexterity points.
91-96	Potion works, but candidate loses a sense or speech; it can be regained only by a <i>limited wish</i> or <i>wish</i> .
	01-33 Deaf
	34-66 Mute
	67-00 Blind
97-00	Candidate dies; potion fails.

The Mythal

A mythal is a huge webwork of magical force-beams given life by a cabal of mighty wizards and sustained by the natural processes of its surroundings. It is a living thing. The details of mythal creation are lost, but the mythal that envelops the ruined city of Myth Drannor in the FORGOTTEN REALMS setting was created by nine wizards, of at least 41st level and casting 10th-level spells. This huge zone of living magic twists normal spellcasting in a number of ways.

Enchantment and divination magics and devices do not operate in the mythal, nor do clairsentient or telepathic psionic disciplines. Translocation magics such as *teleport*, *dimension door*, and their psionic counterparts operate unreliably. On the other hand, dimension-spanning magics such *gate*, *plane shift*, *banishment*, and the *astral* spell are far easier to use, with increased capacity and little cost. Similar psionic

powers operate at half PSP cost.

All other magics have a 10% per spell level chance to create a "wild surge" instead of the desired spell effect (the Wild Surge table in the wild magic section can be used). If this check is passed, the caster must still make a saving throw vs. death magic or lose control of the dweomer in a surge that will either maximize (50%) or minimize (50%) the effect of the spell in terms of duration, damage, number affected, and so on (the DM may vary the effects of each surge slightly).

The mythal has randomly occurring "magic strong" and "magic dead" areas, as well as secret effects built into the original weave by the wizards that constructed it. The *weave mythal* spell creates a temporary zone of stability in which magic can function normally for a time.

Paths of Power

Path magic (also called *pattern magic* or *web magic*) allows a mage or specialist wizard to choose an area of concentration for further development. This increases the chance of developing a given set of spells, while limiting development in other ways.

Paths of magic are fragments of knowledge that may cut across many disciplines. They are supported by colleges of magic, where the chains of related knowledge are passed down from master to student. Access to paths can be limited by limiting where they can be learned, and which colleges have certain types of knowledge can be a

tool of campaign development.

A *path* is a group of related spells that must be learned in a particular order. Beginning with the lowest level spell on a path, the wizard learns each spell in turn. If a path contains more than one spell of a certain level, the wizard only needs to learn one of those spells in order to proceed along that path.

A wizard who becomes a *path mage* can only learn spells to which he can trace a path, and can only research new spells that connect to a path of spells that he already knows. Even a greatly desired spell found on an adventure cannot be mas-

tered unless a path to it can be developed. Paths that contain 1st-level spells are called *greater paths*, those that do not contain 1st-level spells are called *lesser paths*.

Generally, spell levels cannot be skipped; if a path contains 2nd, 3rd, and 4th-level spells, then the wizard must learn a 3rd-level spell before learning any 4th level spells on the path, and a 2nd-level spell before learning any 3rd-level spells.

A wizard on a path will always be drawn to along it; when sufficient experience levels are gained to open a new spell level, the wizard on a path can make the requisite "to know" roll for the next spell on the path immediately, provided he does not skip a spell level to do so. If failure of a "to know" roll would close a path, the wizard can try again once another experience level has been gained. The wizard receives a maximum of one roll per experience level, regardless of how many paths he is on (this can be supplemented with spell research).

A wizard who has learned two consecutive steps on a path can skip one step on the path. Only one step on a path can be skipped, and the wizard can try to fill it in at a later time.

A wizard can follow multiple paths, depending on his level and Intelligence. Specialists can follow fewer paths and cannot access opposition schools while following a path; this may halt their progress along certain paths. The basic number of paths based on level are given on Table 1, to these are added bonus paths for Intelligence from Table 2. Thus a 10th-level wizard with Intelligence 16 can learn spells from 12 different paths.

Once a path is completed, it no longer counts against the maximum number of paths a wizard can have.

If the same spell is on two paths, it is a *nexus*. If a wizard reaching a nexus knows that there are two paths, he can continue with the current path, switch to the new path, or pursue both (this is called a *forking path*). While this gives the wizard additional choices, each fork counts as a separate path, and no spell beyond the nexus spell can be skipped. A wizard on a forking path can work down the new path, filling in missed steps.

A *path master* is a wizard who has mastered every single spell in a path that is of a level he can cast. A wizard cannot be a path master of more than one path at a time. A wizard eligible to be a path master in several paths can choose the path mastered, and can change this whenever a new spell is added along either path. The benefit of being a path

master is a -1 penalty to opposing saving throws, a +1 bonus per die of damage, and range, duration, and area of effect as if the caster was one level higher for all spells of the mastered path.

Creating New Paths: The DM has final approval of whether a path is feasible. The creator must be able to cast all the spells on the path. The cost of "path research" is 1,000 gp times the number of spell levels in the path. The chance of success is the wizard's level plus Intelligence, minus twice the number of spells on the path. Thus, an 15th-level wizard with an Intelligence 18 trying to create the Path of Ice, consisting of *Snilloc's snowball* (1), *Snilloc's snowball swarm* (2), *ice storm* (4), *wall of ice* (4), and *cone of cold* (5), would have to invest 16,000 gp and 16 weeks, and would have a 23% chance of success (15 + 18 - 10 = 23).

Generally, a path should contain at least five spells divided across three levels. Most paths have 10 spells or less. A group of more than 20 spells probably should be configured as a school, rather than as a path.

TABLE 1: PATHS PER LEVEL

Wizard Level	Maximum Number of Paths Mage	Specialist
1	3	2
2	3	2
3	4	3
4	4	3
5	5	4
6	5	4
7	6	5
8	7	5
9	8	6
10	9	7
11	10	8
12	11	9
13	12	10
14	13	11
15	14	12
16	15	13
17	16	14
18	18	15
19	20	16
20	22	18
21	25	20
22	30	22
23	35	25
24	40	30
25	All	35
26	All	40
27	All	All

TABLE 2: BONUS PATHS FOR INTELLIGENCE

Wizard's Intelligence	Bonus Paths	Spells/Level	Chance to Learn
9	+0	6	35%
10	+0	7	40%
11	+1	7	45%
12	+1	7	50%
13	+1	9	55%
14	+2	9	60%
15	+2	11	65%
16	+3	11	70%
17	+3	14	75%
18	+4	18	85%
19	+5	All	95%
20	+5	All	96%
21	+6	All	97%
22	+7	All	98%
23	+8	All	99%
24	+9	All	100%
25	+10	All	100%

Greater Paths of Power

Alchemist's Road: metamorphose liquids (1), Alamir's fundamental breakdown (3), hatch the stone from the egg (7), homunculus shield (8), glorious transmutation (9)

Archer's Road: catapult (1), magic missile (1), Melf's acid arrow (2), Melf's minute meteors (3), acid bolt (4), missile mastery (4)

Artificer's Path: detect metals and minerals (1), mending (1), Nystul's magic aura (1), analyze device (3), duplicate (4), mechanical disruption (4), enchant an item (6), reconstruction (6), permanency (8), spell engine (8)

Bard's Path: alarm (1), ventriloquism (1), deafness (2), ghost pipes (2), magic mouth (2), shout (4), Leomund's lamentable belabourment (5), great shout (8), wail of the banshee (9)

Bigby's Path: spectral hand (1), flying fist (2), Caligarde's claw (4), Bigby's interposing hand (5), Bigby's forceful hand (6), Bigby's grasping hand (7), Bigby's clenched fist (8), Bigby's crushing hand (9)

Chromatic Path: color spray (1), chromatic orb (1), hypnotic pattern (2), rainbow pattern (4), prismatic spray (7), Gunther's kaleidoscopic strike (8), prismatic wall (8), prismatic sphere (9)

Councilor's Road: hypnotism (1), suggestion (3), dominate (5), mass suggestion (6)

Dragon's Road: sleep (1), forget (1), ray of enfeeblement (2), strength (2), hold person (3), snapping teeth (3), suggestion (3), hold monster (5), mind fog (5), dragon scales (6), eyebite (6), steal enchantment (7)

Eagle's Road: featherfall (1), Murdock's feathery flyer (1), ride the wind (2), fly (3), spectral wings (4), vortex (5), Bloodstone's spectral steed (6), airboat (8)

Enchanter's Path: charm person (1), friends (1), dire charm (3), fire charm (4), charm monster (4), domination (5), charm plants (7), mass charm (8), virus charm (9)

Greater Fire Road: affect normal fires (1), burning hands (1), Agannazer's scorcher (2), pyrotechnics (2), fireflow (3), fire aura (4), fire charm (4), fire gate (4), fire shield (4), wall of fire (4), Forest's fiery constrictor (6), Malec-Keth's flame fist (7), meteor swarm (9)

Hangman's Road: chill touch (1), feign death (3), paralyze (3), vampiric touch (3), enervation (4), death spell (6), reincarnation (6), finger of death (7), energy drain (9)

King's Road: Tenser's floating disk (1), blink (3), dimension door (4), Bowgentle's fleeting journey (5), teleport (5), gemjump (7), teleport without error (7), gateway (8), worldwalk (9)

Knight's Road: armor (1), mount (1), shield (1), invisible mail (3), phantom steed (3), stonewall (4), wall of iron (5), dragon scales (6)

Lesser Fire Road: fire burst (1), flaming sphere (2), fireball (3), shroud of flame (5), delayed blast fireball (7), meteor swarm (9)

Medusa's Road: gaze reflection (1), know alignment (2), eyebite (6), glasse (6), true seeing (6), glassteel (8)

Misty Road: wall of fog (1), fog cloud (2), stinking cloud (2), hold vapor (3), solid fog (4), cloudkill (5), mind fog (5), death fog (6), incendiary cloud (8)

Path of Counterspells: avert evil eye (1), dispel magic (3), dispel mirage (3), Otiluke's dispelling screen (4), remove curse (4), force shapechange (5), repulsion (6), ruby ray of reversal (7), Mordenkainen's disjunction (9), spellstrike (9)

Path of Deception: phantasmal force (1), improved phantasmal force (2), spectral force (3), advanced illusion (5), programmed illusion (6)

Path of Terror: spook (1), scare (2), fear (4), phantasmal killer (4), weird (9)

Road of Soul's Release: sleep (1), forget (2), wavers of weariness (2), emotion (4), chaos (5), magic jar (5)

Road of Swords: scatterspray (1), blade-thirst (2), flame arrow (3), enchanted weapon (4), Tenser's transformation (6), Mordenkainen's sword (7)

Sage's Road: comprehend languages (1), detect magic (1), divining rod (1), detect undead (1), read magic (1), know school,

detect good/evil (2), detect invisibility (2), know alignment (2), locate object (2), detect scrying (4), locate creature (4), magic mirror (4), contact other plane (5), legend lore (6)

Servant's Path: unseen servant (1), Quimby's enchanting gourmet (2), summon swarm (2), phantom steed (3), conjure animals (6), Mordenkainen's faithful hound (6), invisible stalker (6), spectral guard (7)

Shapeshifter's Path: change self (1), alter self (2), fist of the adder (2), polymorph self (4), polymorph other (4), force shapechange (5), claws of the umber hulk (6), Tenser's transformation (6), tentacles (6), polymorph any object (8), shapechange (9)

Shining Path: dancing lights (1), light (1), continual light (2), darkness, 15' radius (2), Nchaser's glowing globe (3), Presper's moonbow (6), sunburst (8), Elminster's effulgent epuration (9)

Speaker's Path: comprehend languages (1), fool's speech (3) tongues (3), sending (5), Drawmij's instant summons (7), demand (8), succor (9)

Stone Road: fist of stone (1), Maximillian's earthen grasp (2), Maximillian's stony grasp (3), dig (4), stonikin (4), turn pebble to boulder (4), wall of stone (5), stone shape (5), move earth (6), sink (8)

Storm Road: shocking grasp (1), ice knife (2), whispering wind (2), gust of wind (3), lightning bolt (3), wind wall (3), ice storm (4), wall of ice (4), wind breath (4), cone of cold (5), chain lightning (6), control weather (6), acid storm (7)

Trickster's Road: grease (1), jump (1), spider climb (1) taunt (1), fool's gold (2), Tasha's uncontrollable hideous laughter (2), chastise (3), fool's speech (3), fumble (4), reverse gravity (7), Otto's irresistible dance (8)

Twin's Road: change self (1), mirror image (2), alter self (2), duplicate (4), plague (4), guise of the yak-man (5), heat mirage (5), seeming (5), project image (6), simulacrum (7), clone (8)

Water Road: lasting breath (1), water breathing (3), airy water (5), lower water (6), part water (6)

Wizard's Road: cantrip (1), copy (1), read magic (1), deppockets (2), wizard lock (2), dispel magic (3), secret page (3), Rary's mnemonic enhancer (4), wizard's eye (4), contingency (6), geas (6), Mordenkainen's lucubration (6), Elminster's evasion (9), Mordenkainen's disjunction (9)

Lesser Paths of Power

Archmage's Road: close path (2), sense shifting (2), alacrity (3), dispel magic (3), augmentation I (3), far reaching (3), squaring the circle (3), dilation I (4), far reaching II (4), Mordenkainen's celerity (4), seal path (4), far reaching III (5), augmentation II (6), dilation II (6), burn path (7)

Beggar's Path: duplicate (4), minor creation (4), fabricate (5), major creation (6), limited wish (7), wish (9)

Black Road: blindness (2), blur (2), darkness 15' radius (2), blacklight (3), power word blind (8)

Breaker Road: shatter (2), battering ram (2), disintegrate (6), crystalbrittle (9)

Frozen Road: bind (2), hold person (3), hold undead (3), hover (4), hold monster (5), statue (7), temporal stasis (9)

Gray Road: cloak from undead (2), invisibility (2), invisibility 10' radius (3), improved invisibility (4), mislead (6), mass invisibility (7)

Otiluke's Road: Otiluke's resilient sphere (4), Otiluke's freezing sphere (6), Otiluke's telekinetic sphere (8)

Path of the Mind: ESP (2), levitation (2), iron mind (3), feeblemind (5) telekinesis (5), disintegrate (6), Rary's telepathic bond (5), mind blank (8), dismind (9)

Road of Staves: decastave (2), icelance (3), thunderlance (4), thunderstaff (4), magic staff (5), create soundstaff (7)

Silver Road: rope trick (2), blink (3), phase trap (4), Leomund's secret chest (5), passwall (5), duo-dimension (7), vanish (7), phase door (7), astral spell (9)

Twisting Road: glitterdust (2), misdirection (2), nondetection (3), distance distortion (5), false vision (5), shadow door (5), mirage arcana (6), mislead (6), sequester (7), vanish (7), maze (8)

Veiled Path: delude (3), Laeral's dancing dweomer (3), hallucinatory terrain (4), vacancy (4), passwall (5), seeming (5), permanent illusion (6), veil (6), sequester (7), screen (8)

General Mage Spell List

This list contains spells that may be available to generalist mages. The list is organized by level, alphabetically, but each list is also divided by rarity. **Common** spells are listed first, in SMALL CAPS. **Uncommon** spells are in normal type. **Rare** spells are *italicized*. **Very rare** spells are screened. Any spell marked “#” has information in the Note section of the spell that should be consulted. These lists are a conservative guideline. The final decision about spell rarity, and whether a spell is available to player character wizards rests with the DM. Specialty schools have their own lists, and the rarity ratings of spells on the general lists may differ from those presented later.

Universal Spells

1st Level

CANTRIP
COMPREHEND LANGUAGES
DETECT MAGIC
HOLD PORTAL
IDENTIFY
READ MAGIC
WIZARD MARK

2nd Level

KNOCK
PROTECTION FROM CANTRIPS
WIZARD LOCK

3rd Level

DISPEL MAGIC

4th Level

REMOVE CURSE

5th Level

TELEPORT

6th Level

ENCHANT AN ITEM

7th Level

TELEPORT WITHOUT ERROR

8th Level

PERMANENCY

9th Level

ASTRAL SPELL

CHANGE SELF
CHARM PERSON
CHILL TOUCH
COLOR SPRAY
COMPREHEND LANGUAGES
DANCING LIGHTS
DETECT MAGIC
DETECT UNDEAD
ENLARGE
ERASE
FEATHER FALL
FIND FAMILIAR
FRIENDS
GAZE REFLECTION
GREASE
HOLD PORTAL
HYPNOTISM
IDENTIFY
JUMP
LIGHT
MAGIC MISSILE
MENDING
MESSAGE
MOUNT
PHANTASMAL FORCE
PROTECTION FROM EVIL
PUSH
READ MAGIC
SHIELD
SHOCKING GRASP
SLEEP
SPIDER CLIMB
SPOOK
TAUNT
UNSEEN SERVANT
VENTRILOQUISM
WALL OF FOG
WIZARD MARK

Adhesion
Catapult
Conjure Spell Component
Copy
Corpselight
Detect Phase
Detect Secret Passages And
Portals

Detho's Delirium
Dictation
Expeditious Retreat
Filt'h's Bane
Fire Burst
Firewater
Fist Of Stone
Gauntlet
Know School
Know Weight
Lasting Breath
Metamorphose Liquids
Moonglow
Nystul's Magic Aura
Phantom Armor
Precipitation
Protection From Vermin
Ray Of Fatigue
Spoil Holy Water
Tenser's Floating Disc
Write

Amplify
Aunty's Bath
Bigby's Bookworm Bane
Bigby's Feeling Fingers
Blacksteel
Blackthorns
Bloom
Chromatic Orb
Color
Control Vapor
Disarm
Divining Rod
Drawmij's Beast Of Burden
Drawmij's Light Step
Empathic Seizure
Empathy
Feather Float
Fire Quill
Flamespin
Hair
March
Mordenkainen's Protection
From Avians
Murdock's Feathery Flyer
Normal Aura

1st Level

AFFECT NORMAL FIRES
ALARM
ARMOR
AUDIBLE GLAMER
BURNING HANDS
CANTRIP

Nystul's Dancing Werelight
Nystul's Flash
Otiluke's Bubbling Buoyancy
Otiluke's Smoky Sphere
Otto's Chime Of Release
Protective Amulet
Rary's Empathic Perception
Tenser's Eye Of The Tiger
Tenser's Steady Aim
Wardaway

Animal Sanctuary
 Balance
 Bugman's Mug
 Color Blindness
 Compass
 Dance Macabre
 Diary
 Distort
 Dolent's Helm
 Emirikol's Question
 Farseer
 Flare
 Flashlight
 Frost Fingers
 Frost Shroud
 Gemidan's Icicle
 Liquid Orb
 Little Bird
 Locate Remains
 Magic Fist
 Odeen's Magic Tailor
 Oilskin
 Reflected Image
 Release Weapon
 Reveal Magic #
 Scatterspray
 Sharpen
 Snilloc's Snowball
 Soothe the Beast
 Sorcerous Scribe
 Spectral Ears
 Spectral Eyes
 Suric's Swift Perusal
 Tasso's Shriek
 Tipple
 Troll Repellent
 Tunnel Vision
 Wandbane
 Weathertell
 Zala's Icejacket
 Zala's Lifeorce Guardian

BLINDNESS
 BLUR
 CONTINUAL LIGHT
 DARKNESS, 15' RADIUS
 DEAFNESS
 DEEPOCKETS
 DETECT EVIL
 DETECT INVISIBILITY
 DETECT POSION
 ESP
 FLAMING SPHERE
 FOG CLOUD
 FOOLS' GOLD
 FORGET
 GLITTERDUST
 HYPNOTIC PATTERN
 IMPROVED PHANTASMAL FORCE
 INVISIBILITY
 IRRITATION
 KNOCK
 KNOW ALIGNMENT
 LEVITATE
 LOCATE OBJECT
 MAGIC MOUTH
 MIRROR IMAGE
 MISDIRECTION
 PROTECTION FROM CANTRIPS
 PYROTECHNICS
 RAY OF ENFEEBLEMENT
 ROPE TRICK
 SCARE
 SHATTER
 SPECTRAL HAND
 STINKING CLOUD
 STRENGTH
 SUMMON SWARM
 WEB
 WHISPERING WIND
 WIZARD LOCK

Battering Ram
 Bladeleap
 Bladethirst
 Blastbones
 Breath Of Bewilderment
 Cat's Grace
 Cloak Undead
 Decastave
 Detect Psionics
 Displace Self
 Due North
 Filter
 Flying Fist
 Ghost Pipes
 Insatiable Thirst
 Leomund's Trap
 Melf's Acid Arrow

Moon Rune
 Move Object
 Mystic Writing
 Past Life
 Preservation
 Preserve
 Protection From Birds
 Protection From Paralysis
 Protection From Poison
 Ride The Wind
 Run
 Sense Shifting
 Spark Shower
 Tasha's Uncontrollable Hideous
 Laughter
 Vocalize
 Zephyr

Alustriel's Banner
Bendal's Swoop
Bigby's Dextrous Digits
Bigby's Silencing Hand
Circle Dance
Circle Of Flame
Combust
Dancing Shadows
Dazzle
Deny Cold/Deny Fire
Detect Life
Drawmij's Adventurer's Luck
Drawmij's Breath Of Life
Drawmij's Scent Mask
Drawmij's Swift Mount
Empathic Control
Enhanced Olfaction
Familiar Enhancer I
Flann's Finery
Flash
Forcewave
Gemidan's Paralytic Missile
Ice Knife
Infratorch
Maximilian's Earthen Grasp
Mist Magic
*Mordenkainen's Encompassing
 Vision*
Nimodes' Unseen Butler
Nystul's Blackmote
Nystul's Blazing Beam
Nystul's Crystal Dagger
Otiluke's Boiling Oil Bath
Otto's Soothing Vibrations
Otto's Tones Of Forgetfulness
*Protection From Mechanical
 Traps*
Protection From Plants
Quimby's Enchanting Gourmet

2nd Level

ALTER SELF
 BIND

Rary's Aptitude Appropriater
Stealth
Tenser's Brawl
Tenser's Hunting Hawk
Threestones
Unpickable Lock
Wall Of Gloom
Warp Sense
Waves Of Weariness
Wings
Words Of Fire

Accelerate Plant Growth
 Agannazar's Scorcher
 Agra's Ambush
 Balliard's Rejuvenating Touch
 Belsham's Mace
 Blandness
 Bloodglass
 Charge
 Choke
 Cloak From Undead
 Compose Mind
 Create Water
 Dark Mirror
 Darsson's Cooling Breeze
 Darsson's Fiery Cube
 Degras's Pilfering Fingers #
 Detect Lycanthrope
 Drenal's Annoying Poke
 Drenal's Distraction
 Drenal's Dry Ink
 Drenal's Stone Flame
 Echoes
 Elonia's Glamer
 Enter Dream
 Everwatching Skull
 Falling Wall
 Fireproof
 Firestaff
 Flame Ray
 Frostfire
 Gate Ward
 Hold Portal Open
 Immurk's Distraction
 Jester's Jest
 Lightning Strike
 Living Link
 Magic Ear
 Magic Missile Reflection
 Mass Jump
 Mimicry
 Mouse
 Murmuring Masses
 Nimodes' Major Delousing
 Odeen's Magic Cloud

Odeen's Sounding Stick
 Pit
 Portrait
 Power Word, Sleep
 Projected Magnification
 Rainfire
 Ray Of Ondovir
 Ruornil's Tracks
 Safe Fall
 Seal Mouth
 See Through Other Eyes
 Shadow Burst
 Shark Bolt
 Skyhook
 Slowspell
 Slumberward
 Smokescreen
 Snilloe's Snowball Swarm
 Speed
 Stairway
 Stone Sleep
 Thundaerl's Universal Taster
 Undead Mount
 Whip #
 Whirling Blade
 Whispering Tide

3rd Level

BLINK
 CLAIRAUDIENCE
 CLAIRVOYANCE
 DELUDE
 DISPEL MAGIC
 EXPLOSIVE RUNES
 FEIGN DEATH
 FIREBALL
 FLAME ARROW
 FLY
 GHOST ARMOR
 GUST OF WIND
 HASTE
 HOLD PERSON
 HOLD UNDEAD
 ILLUSIONARY SCRIPT
 INFRAVISION
 INVISIBILITY, 10' RADIUS
 IRON MIND
 ITEM
 LIGHTNING BOLT
 MATERIAL
 MONSTER SUMMONING I
 NONDETECTION
 PHANTOM STEED
 PROTECTION FROM EVIL, 10'
 RADIUS

PROTECTION FROM NORMAL
 MISSILES
 SECRET PAGE
 SEPIA SNAKE SIGIL
 SLOW
 SPECTRAL FORCE
 SUGGESTION
 TONGUES
 VAMPIRIC TOUCH
 WATER BREATHING
 WIND WALL
 WRAITHFORM

Alacrity
 Augmentation I
 Bands Of Sirellyn
 Cloudburst
 Curse Tablet #
 Detect Illusion
 Far Reaching I
 Hold Vapor
 Ice lance
 Invisible Mail
 Lance of Disruption
 Leomund's Tiny Hut
 Lesser Sign Of Sealing
 Melf's Minute Meteors
 Minor Malison
 Mummy Touch
 One-Way Lock
 Phantom Wind
 Preserve Wood
 Protection From Amorphs
 Skull Watch
 Snapping Teeth
 Solvent Of Corrosion
 Squaring The Circle
 Wall Of Water
 Watery Double
 Wizard Sight

Acid Lash #
Airbolt
Airsphere #
Alahandra's Questing Call #
Alamir's Fundamental
Breakdown
Animate Fire
Ball Lightning
Bewilder
Bigby's Pugnacious Pugilist
Call Spirit
Cloak Of Adeamozs
Cloak Of Warding
Create Darkness
Death Sight
Detect Charm

Dire Charm
Dispel Fog
Dispel Silence
Dissipate Vapor
Distraction
Drawmij's Iron Sack
Drawmij's Marvelous Shield
Eagle Vision
Familiar Enhancer II
Improved Magic Mouth
Improved Whispering Wind
Laeral's Dancing Dweomer
Lorloveim's Creeping Shadow
Lubricity
Mailed Might
Maximilian's Stony Grasp
Mental Block
Mental Transport
Moonglow Symbol
Mordenkainen's Defense
Against Lycanthropes
Mordenkainen's Defense
Against Nonmagical Reptiles
And Amphibians
Mordenkainen's Protection From
Insects And Arachnids
Nystul's Crystal Dirk
Nystul's Expeditious Fire
Extinguisher
Nystul's Golden Revelation
Nystul's Radiant Baton
Otiluke's Acid Cloud
Otiluke's Force Umbrella
Otto's Crystal Rhythms
Otto's Sure-Footed Shuffle
Paralyzing Touch
Proof From Teleportation
Protection From Cold
Protection From Fire
Protection From Illusions
Protection From Magical Blunt
Weapons
Protection From Magical
Edged Weapons
Protection From Magical
Missiles
Protection From Magical Traps
Protection From Normal Blunt
Weapons
Protection From Normal Edged
Weapons
Ray Of Paralysis
Skywrite
Tasirin's Haunted Sleep
Tenser's Deadly Strike
Tenser's Eye Of The Eagle
Unmask

Ward Against Undead

Arachnophobia
 Augment Undead
 Battlecurse
 Blacklight
 Brannart's Acidic Grip
 Cache
 Call Undead
 Callistram's Gondola
 Calm
 Cervate's Summoning
 Close Path
 Comfort
 Darkning Bolt
 Distant Diary
 Drenal's Amok Needles
 Drenal's Eyesore
 Drenal's Sound Barrier
 Empathic Link
 Enchanted Torch
 Farspeaker
 Fire Phantom
 Gamalon's Fiery Backlash
 Gate Seal
 Grease Slick
 Ground Fog
 Hover
 Hovering Skull
 Improved Magic Missile
 Isolde's Answer
 Lessen Gravity
 Maladweomer #
 Manyjaws
 Mellix's Fire Mouth
 Memory
 Nautical Ironwood
 Nchaser's Glowing Globe
 Nightscar
 Numbness
 Odeen's Secret Word
 Plant Entrapment
 Random's Commodious
 Pocket
 Remove Smell
 Revenance
 Scalding Spout
 Sculpt Features
 Searing Serpent
 Serrel's Guardian
 Serrel's Minor Enchantment
 Shadow Blink
 Shadow Bolt
 Shadow Cloak
 Slumber
 Spell Sense
 Staffspell

Steam Blast
 Steeldance
 Summon Modron
 Sunburst
 Syluné's Viper
 Teleport Object
 Watery Form
 Weapon Proficiency
 Whip Of Pain
 Wylunde's Ward

4th Level

CHARM MONSTER
 CONFUSION
 CONTAGION
 DETECT SCRYING
 DIG
 DIMENSION DOOR
 DIVINATION ENHANCEMENT
 EMOTION
 ENCHANTED WEAPON
 ENERVATION
 EXTENSION I
 FAR REACHING II
 FEAR
 FIRE CHARM
 FIRE SHIELD
 FIRE TRAP
 FUMBLE
 HALLUCINATORY TERRAIN
 ICE STORM
 ILLUSIONARY WALL
 IMPROVED INVISIBILITY
 MAGIC MIRROR
 MASSMORPH
 MINOR CREATION
 MINOR GLOBE OF
 INVULNERABILITY
 MONSTER SUMMONING II
 PHANTASMAL KILLER
 PLANT GROWTH
 POLYMORPH OTHER
 POLYMORPH SELF
 RAINBOW PATTERN
 REMOVE CURSE
 SHADOW MONSTERS
 SHOUT
 SOLID FOG
 STONESKIN
 VACANCY
 WALL OF FIRE
 WALL OF ICE
 WIZARD EYE
 Augmentation II
 Bubble Breath

Counterspell Immunity
 Delayed Magic Missile
 Destroy Undead
 Dilation I
 Duplicate
 Electrical Wards
 Evard's Black Tentacles
 Everpresent Record
 Greater Malison
 Halo Of Eyes
 Improved Strength
 Leomund's Secure Shelter
 Lesser Geas
 Locate Creature
 Mask Of Death
 Minor Spell Turning
 Otiluke's Resilient Sphere
 Programmed Glamer
 Psychic Protection
 Rary's Mnemonic Enhancer
 Rastor's Mystical Spy
 Summon Lycanthrope
 Thunder Staff
 Thunderlance
 Turn Pebble To Boulder
 Ultravision
 Vitriolic Sphere
 Wind Breath

Archveult's Skybolt
Belyn's Burning Blood
Bigby's Battering Gauntlet
Bigby's Construction Crew
Bigby's Force Sculpture
Caligarde's Claw
Cook
Create Darkenbeast #
Disguise #
Drawmij's Handy Timepiece
Drawmij's Instant Exit
Drawmij's Protection From Nonmagical Gas
Drawmij's Tool Box
Elemental Control
Elude Blow
Encrypt
Everlasting Fire
Familiar Enhancer III
Gloom
Ivy's Irresistible Scent
Know Path Of Magic
Laeral's Aqueous Column
Merald's Murderous Mist
Missile Mastery
Mordenkainen's Celerity
Mordenkainen's Electric Arc
Mordenkainen's Faithful

Phantom Shield-Maidens
Mordenkainen's Force Missiles
Morenkainen's Protection From Slime
Nystul's Blacklight Burst
Nystul's Grue Conjuraton
Nystul's Lightburst
Otiluke's Steaming Sphere
Otto's Drums Of Despair
Otto's Silver Tongue
Otto's Tin Soldiers
Otto's Tonal Attack
Otto's Warding Tones
Protection From Elementals 10' Radius
Protection From Gas, 5' Radius
Protection From Lycanthropes, 10' Radius
Protection From Plants, 10' Radius
Protection From Possession, 10' Radius
Protection From Traps, 5' Radius
Rary's Memory Alteration
Rary's Mind Scan
Rary's Spell Enhancer
Sargasso
Special Effects
Spider Leap
Tenser's Flaming Blade
Tenser's Giant Strength
Tenser's Master At Arms
Tenser's Running Warrior
Tenser's Staff Of Smiting
Vision Stone
Wall Of Sand
Weave Mythal
Whisper Blade

Acid Bolt
Animal Magnetism
Argaster's Cloak Of Shadows
Arvid's Unseen Limb
Aryeric's Cloak Of Protection
Awaken Intelligence
Backlash
Bands Of Ice
Blacksphere
Control Fluid
Daltim's Flaming Fist
Darsson's Eye In The Sky
Darsson's Potion
Disrupt Undead
Distort Life I
Feign Destruction

Find Person
Fire Gate
Fire Lance
Fire Wake
Firebrand
Flamsterd's Flamestrike
Gaseous Form
Geirdorn's Grappling Grasp
Ghelkyn's Wounding
Hailcone
Hiding Place
Ilyykur's Mantle
Lapse
Lesser Spelldream
Life Force Transfer
Lightning Shield
Murlynd's Ogre
Neutralize Components
Odeen's Impenetrable Lock
Othnal's Spectral Dagger
Phase Shift
Phase Trap
Plague
Prismal's Handy Mirror
Prismal's Pictograph
Protection From Electricity
Psionic Tracer
Putrefaction
Rain Of Terror
Rainbow Shield
Ray Of Oblivion
Repulse Metal
Scapegoat
Shadow Skeleton
Shadowshield
Shayn's Infallible Identification
Ship Invisibility
Sleepwalking
Slowspell, 108 Radius
Spectral Wings
Spelltouch
Spendelarde's Chaser
Sphere Of Eyes
Spider Shape
Sustain Fire
True Dream
True Nightmare
Tulrun's Tracer
Unburn
Vampire Mist
Wall Of Evil #
Ward Against Charms
Watchware
Zala's Amberhelm

5th Level

ADVANCED ILLUSION
 AIRY WATER
 ANIMAL GROWTH
 ANIMATE DEAD
 AVOIDANCE
 CHAOS
 CLOUDKILL
 CONE OF COLD
 CONJURE ELEMENTAL
 CONJURE ELEMENTAL-KIN
 CONTACT OTHER PLANE
 DEMISHADOW MONSTERS
 DISMISSAL
 DISTANCE DISTORTION
 DOMINATION
 DREAM
 EXTENSION II
 FABRICATE
 FALSE VISION
 FEEBLEMIND
 GRAFT FLESH
 HOLD MONSTER
 MAGIC JAR
 MAJOR CREATION
 MONSTER SUMMONING III
 PASSWALL
 SEEMING
 SENDING
 SHADOW DOOR
 SHADOW MAGIC
 STONE SHAPE
 SUMMON SHADOW
 TELEKINESIS
 TELEPORT
 TRANSMUTE ROCK TO MUD
 TRANSMUTE SNOW TO STONE
 WALL OF FORCE
 WALL OF IRON
 WALL OF STONE

Bigby's Interposing Hand
 Disguise Undead
 Dream Globe
 Far Reaching III
 Feign Undead
 Improved Blink
 Invulnerability To Normal Weapons
 Khazid's Procurement
 Know Value
 Leomund's Lamentable Belaborment
 Leomund's Secret Chest
 Lower Resistance
 Magic Staff
 Mind Fog

Mordenkainen's Faithful Hound
 Oathbinding
 Produce Flame
 Proofing vs. Combustion
 Prying Eyes
 Read Object
 Rusting Grasp
 Safeguarding
 Shroud Of Flame
 Spell Immunity
 Throbbing Bones
 Vile Venom

Andrui's Baneful Backfire
Bigby's Fantastic Fencers
Bigby's Strangling Grip
Bigby's Superior Force Sculpture
Bowgentle's Fleeting Journey
Calm Water
Calm Wind
Drawmij's Flying Feat
Familiar Enhancer IV
Fiendform #
Ironguard
Lapis Bonds
Mind-Control Invisibility
Mordenkainen's Faithful Phantom Defenders
Mordenkainen's Private Sanctum
Motion
Nystul's Enveloping Darkness
Nystul's Radiant Arch
Otiluke's Dispelling Screen
Otiluke's Electrical Screen
Otiluke's Polar Screen
Otiluke's Radiant Screen
Otto's Gong Of Isolation
Protection From Acid
Protection From Cold, 15' Radius
Protection From Fiends, 10' Radius
Protection From Fire, 15' Radius
Protection From Illusions, 10' Radius
Rary's Mind Shield
Rary's Replay
Rary's Superior Spell Enhancer
Rary's Telepathic Bond
Shadow Head
Sighing Chain
Silent Alarm
Soul Anchor

Spell Shield
Spidercloak Armor
Stealweb
Tenser's Destructive Resonance
Tenser's Primal Fury
Von Gasik's Refusal
Water Bomb

Accelerate Animal Growth
 Anesthesia
 Ballant's Stonestrength
 Bubka's Superior Identification
 Caddelyn's Catastrophe
 Chromatic Blade
 Conjure Nightmare
 Crimson Scourge
 Daltim's Fiery Protector
 Darsson's Music Box
 Distort Life II
 Dolor
 Enhance Plant
 Etherealness
 Exalted Eye
 Eyefire
 Fallion's Fabulous Fireball
 Farscry
 Fear Aura
 Fire Stones
 Force Shapechange
 Hasten Growth
 Improved Skull Watch
 Insect Sight
 Jaggar's Strengthened Bastion
 Jhanifer's Deliquescence
 Jonstal's Double Wizardry
 Lightning Curtain
 Lightning Lash
 Manor's Mindsight
 Mass Contagion
 Mordenkainen's Involuntary Wizardry
 Morgannaver's Sting
 Morphail's Unholy Blessing #
 Muirara's Map
 Nautical Ball Lightning
 Nemicon's Transference
 Nulathoe's Ninemen
 Open The Living
 Ozone Cloud
 Physical Invisibility
 Pierce Magic Resistance
 Pilfer Dweomer
 Presper's Moonbow
 Protection From Notice
 Question Ball
 Reflection

Reflectorum Arcana
 Revelation Of Auras
 Sacremon's Acid Wit
 Seal Path
 Secure
 Serrel's Major Enchantment
 Shadow Hand
 Shadow Play
 Shandaril's Tracer
 Shock Shield
 Shoondal's Seeking
 Sleepless Curse
 Slow Mutation
 Snilloc's Major Missile
 Stone Drill
 Summon Darsson
 Summon Deadly Smog
 Thultaun's Thrust
 Thunguul's Preservation
 Valiancy
 Wall Of Bones
 Xult's Magical Doom
 Zala's Deception

6th Level

ANTIMAGIC SHELL
 CHAIN LIGHTNING
 CONJURE ANIMALS
 CONTINGENCY
 CONTROL WEATHER
 DEATH FOG
 DEATH SPELL
 DEMISHADOW MAGIC
 DISINTEGRATE
 ENCHANT AN ITEM
 ENSNAREMENT
 EXTENSION III
 EYEBITE
 GEAS
 GLASSEE
 GLOBE OF INVULNERABILITY
 GUARDS AND WARDS
 INVISIBLE STALKER
 LEGEND LORE
 LOWER WATER
 MASS SUGGESTION
 MIRAGE ARCANA
 MISLEAD
 MONSTER SUMMONING IV
 MOVE EARTH
 PART WATER
 PERMANENT ILLUSION
 PROGRAMMED ILLUSION
 PROJECT IMAGE
 REINCARNATION
 REPULSION

STONE TO FLESH
 TRANSMUTE WATER TO DUST
 TRUE SEEING
 VEIL

Alter Dream
 Barrier Reaver
 Bigby's Forceful Hand
 Claws Of The Umber Hulk
 Dilation II
 Dimensional Blade
 Flameproof
 Greater Sign Of Sealing
 Impersonation
 Invulnerability To Magical Weapons
 Mordenkainen's Lucubration
 Otiluke's Freezing Sphere
 Phantasmagoria
 Spiritwrack
 Superior Magnetism
 Tenser's Transformation
 Trollish Fortitude

Age Animal
Animate Dead Monster
Animate Dread Warrior
Arrow Of Bone
Bigby's Beseiging Bolt
Bloodstone's Spectral Steed
Dragon Scales
Drawmij's Beneficent Polymorph
Drawmij's Merciful Metamorphosis
Evaporate Fluid
Familiar Enhancer V
Fire Eyes
Forest's Fiery Constrictor
Gauntlet Of Teeth
Greater Spelldream
Grimwald's Graymantle
Itembane
Lorloveim's Shadowy Transformation
Mordenkainen's Faithful Phantom Guardian
Otiluke's Diamond Screen
Otiluke's Excruciating Screen
Otiluke's Orb Of Containment
Prismatic Eye
Rary's Protection From Scrying
Rary's Urgent Utterance
Spell Mirror
Teleport Dead
Tenser's Fortunes Of War Tentacles

Turnshadow
Weapon Return

Alvira's Stasis Shell
 Ballant's Stonesplit
 Blade Of Doom
 Blending
 Breach Defenses
 Capacitor
 Cathala's Compulsion
 Clone Animal
 Curse Of Lycanthropy #
 Dauntra's Cloak
 Distort Life III
 Fellblade #
 Ghostgrail
 Graft
 Howling Chain
 Imbue Undead With Spell Ability
 Jonstal's Improved Double Wizardry
 Lich Touch
 Lightning Rod
 Lightningcloak
 Magical Susceptibility
 Metal To Rust
 Multi-Lock
 Murynd's Void
 Obold's Brightness
 Power Word, Silence
 Prepare Enchantment
 Protection From Electricity, 10' Radius
 Psychic Drain
 Psychic Reversal
 Recharge
 Reconstruction
 Revelation
 Seek Teleporter
 Seizure
 Serrel's Confining Sphere
 Shadow Gauntlet
 Shadow Speak
 Static Field
 Summon Least Yugoloth #
 Teleport Other
 Tower Of Mental Resistance
 Transmute Bone To Steel
 Vampire Dagger
 Wall With No Doors
 Watchware, 308 Radius
 Wizard Seal
 Wood Rot
 Zala's Disruption

7th Level

BANISHMENT
 CHARM PLANTS
 CONTROL UNDEAD
 DELAYED BLAST FIREBALL
 DUO-DIMENSION
 FINGER OF DEATH
 FORCECAGE
 LIMITED WISH
 MASS INVISIBILITY
 MONSTER SUMMONING V
 PHASE DOOR
 POWER WORD, STUN
 PRISMATIC SPRAY
 REVERSE GRAVITY
 SEQUESTER
 SHADOW WALK
 SIMULACRUM
 SPELL TURNING
 STATUE
 TELEPORT WITHOUT ERROR
 VANISH
 VISION

Bigby's Grasping Hand
 Command Element
 Descent Into Madness
 Drawmij's Instant Summons
 Enhanced Empathy
 Hatch The Stone From The Egg
 Intensify Summoning
 Mordenkainen's Sword
 Persistence
 Planar Door
 Shadowcat
 Steal Enchantment
 Suffocate
 Acid Storm
 Conjure Greater Elemental
 Gemjump
 Mordenkainen's Magnificent
 Mansion
 Neutralize Gas
 Protection From Hunger And
 Thirst
 Seven-Eyes

Bloodstone's Frightful Joining
Bug
Cacofiend
Consume Knowledge
Familiar Enhancer VI
Malec-Keth's Flame Fist
Mordenkainen's Penultimate
Cogitation
Otiluke's Death Screen
Otiluke's Fire And Ice

Otiluke's Siege Sphere
Rary's Plane Truth
True Name

Amorphous Blob
 Basilisk Glare
 Bloodstars
 Bone Javelin
 Control Lycanthrope
 Create Crypt Thing
 Curse Of Forgetfulness
 Cyclone Chariot
 Daltim's Proof Against Fire
 Discern
 Double Dweomer
 Dragon Breath
 Electric Bow
 Flame Chase
 Guardian Mantle
 Hold Golem
 Incendiary Entrapment
 Janga's Jewel
 Lullaby
 Major Domination
 Malraz's Dramatic Death
 Manor's Mind Vision
 Mass Teleport
 Negative Plane Protection
 Ongeldyn's Fist
 Petrifying Gaze
 Primal's Reversal
 Repel Undead
 Ruby Ray Of Reversal
 Spectral Guard
 Spelltrap
 Stealspell
 Summon Wind
 Syloné's Secret
 Syloné's Streaking Meteor
 Timed Stasis
 Torment
 Translocation Shift
 Vipergout
 Wandwield
 Wardmist
 Wing Gifting
 Younger

8th Level

ANTIPATHY/SYMPATHY
 BINDING
 CLONE
 DEMAND
 GLASSTEEL
 INCENDIARY CLOUD
 MASS CHARM

MASS TELEPORT WITHOUT
 ERROR
 MAZE
 MIND BLANK
 MONSTER SUMMONING VI
 PERMANENCY
 POLYMORPH ANY OBJECT
 POWER WORD, BLIND
 PRISMATIC WALL
 SCREEN
 SINK
 SYMBOL
 TRAP THE SOUL

Airboat
 Analyze Dweomer
 Bigby's Clenched Fist
 Death Link
 Defoliate #
 Enhance
 Fear Ward
 Gateway
 Heart Of Stone
 Homunculus Shield
 Iron Body
 Mass Polymorph
 Otiluke's Telekinetic Sphere
 Otto's Irresistible Dance
 Serten's Spell Immunity

Abi-Dalzim's Horrid Wilting
Airball
Alter Beast
Bigby's Most Excellent Force
Sculpture (G)
Create Spectral Wizard
Deep Delve
Endless Slumber
Evolve
Familiar Enhancer VII
Great Shout
Gunther's Kaleidoscopic Strike
Sunburst
Unlife #

Afterclap
 Air Spiral
 Avissar's Flaming Weapon
 Blackstaff
 Block Advancement
 Bone Blade
 Brain Spider
 Burn Path
 Change Form
 Create Watchghost
 Deathshroud #
 Dispel Enchantment

Afterclap
 Air Spiral
 Avissar's Flaming Weapon
 Blackstaff
 Block Advancement
 Bone Blade
 Brain Spider
 Burn Path
 Change Form
 Create Watchghost
 Deathshroud #
 Dispel Enchantment
 Fire Storm
 Lightning Storm
 Presper's Double Wizardry
 Primal's Wormhole
 Reverse Teleport (M)
 Rising Colossus
 Shadow Form
 Shooting Stars
 Spell Engine
 Spellcaster #
 Spelldoor (M)
 Statue Form
 Storm
 Summon Fiend #
 Syluné's Absolute Immunity
 Teleport Block
 Temporal Freedom
 Temporary Resurrection #
 Transport
 Waterspout
 Web Of Lightning
 X-Ray Vision

9th Level

ASTRAL SPELL
 CRYSTALBRITTLE
 ENERGY DRAIN
 FORESIGHT
 GATE
 IMPRISONMENT
 MONSTER SUMMONING VII
 POWER WORD, KILL
 PRISMATIC SPHERE
 SHAPE CHANGE
 SUCCOR
 TEMPORAL STASIS
 TIME STOP
 WEIRD
 WISH

Bigby's Crushing Hand
 Chain Contingency
 Dismind
 Elemental Aura
 Estate Transference
 Glorious Transmutation
 Intensify Nature
 Mordenkainen's Disjunction
 Power Word, Banishment
 Programmed Amnesia
 Sandswallow
 Wail Of The Banshee

Death Ward

Disruption

Familiar Enhancer VIII

Worldwalk

Absorption
 Alamather's Return
 Algarth's Embattlement
 Alyssindra's Summons
 Avissar's Bane
 Blade In The Soul
 Brainblaze
 Conquer Self
 Create Shade #
 Dragonshape
 Elminster's Effulgent
 Epuration
 Elminster's Evasion
 Immunity To Undeath
 Juggernaut
 Life Force Exchange
 Lifeblend
 Maelstrom
 Mass Blindness
 Mass Domination
 Master Undead
 Mylsibis' Arcane Contention
 Phezult's Sleep Of Ages
 Pierce Any Shield
 Power Word, Liquefy
 Primal's Revenge
 Ring Of Swords
 Sathrah's Ingenious
 Recollection
 Skycastle
 Spell Invulnerability
 Spellstrike
 Sphere Of Ultimate
 Destruction
 Sphere Of Wonder
 Thiondar's Permanent
 Antimagic Field
 Tidal Wave
 Tobian's Ultimate Circle
 Tymessull's Cerulean Traverse
 Tymessull's Planar Pacifier
 Tyranteyes
 Virus Charm
 Windwar
 Wingbind

School Of Philosophy Spell Lists

These lists are organized by specialty school. Each list is organized by level, alphabetically, but each list is also divided by rarity. **Common** spells are listed first, in SMALL CAPS. **Uncommon** spells are in normal type. **Rare** spells are *italicized*. **Very rare** spells are **screened**. Any spell marked "#" has information in the Notes section of the spell that should be consulted. Spells restricted to specialists, as opposed to generalists, are followed by an asterisk (*). The final decision about spell rarity and whether a spell is available to player character wizards rests with the DM.

Abjuration

Barred: Illusionists, transmuters, shadow mages

1st Level

ALARM
PROTECTION FROM EVIL
Protection From Vermin
Mordenkainen's Protection From Avians
Protective Amulet
Wardaway #

Animal Sanctuary
Dolent's Helm
Oilskin
Zala's Icejacket
Zala's Lifeforce Guardian

2nd Level

Filter
Protection From Birds
Protection From Mechanical Traps
Protection From Paralysis
Protection From Plants
Protection From Poison
Deny Cold/Deny Fire
Flann's Finery
Forcewave

Agra's Ambush
Compose Mind
Dark Mirror
Everwatching Skull
Fireproof
Gate Ward
Magic Missile Reflection #
Slumberward

3rd Level

IRON MIND
NONDETECTION
PROTECTION FROM EVIL, 10' RADIUS
PROTECTION FROM NORMAL MISSILES

Dissipate Vapor
Hold Vapor
Lesser Sign Of Sealing
Preserve Wood
Protection From Amorphs
Protection From Cold
Protection From Fire
Protection From Illusions
Protection From Magical Blunt Weapons
Protection From Magical Edged Weapons
Protection From Magical Missiles
Protection From Magical Traps
Protection From Normal Blunt Weapons
Protection From Normal Edged Weapons

Cloak Of Adeamozs #
Cloak Of Warding
Dispel Fog
Dispel Silence #
Mordenkainen's Defense Against Lycanthropes
Mordenkainen's Defense Against Nonmagical Reptiles And Amphibians
Mordenkainen's Protection From Insects And Arachnids
Proof From Teleportation
Ward Against Undead

Close Path
Comfort
Gate Seal
Wylunde's Ward #

4th Level

FIRE TRAP
MINOR GLOBE OF INVULNERABILITY
REMOVE CURSE

Counterspell Immunity
Elemental Control
Elude Blow
Minor Spell Turning
Protection From Electricity
Protection From Elementals 10' Radius
Protection From Gas, 5' Radius
Protection From Lycanthropes, 10' Radius
Protection From Plants, 10' Radius
Protection From Possession, 10' Radius
Protection From Traps, 5' Radius
Protection From Undead, 5' Radius
Psychic Protection

Drawmij's Protection From Nonmagical Gas
Fire Aura
Mordenkainen's Protection From Slime

Aryeric's Cloak Of Protection
Backlash
Blacksphere
Fire Wake
Hiding Place
Ilyykur's Mantle
Rainbow Shield #
Repulse Metal
Unburn
Ward Against Charms
Zala's Amberhelm

5th Level

AVOIDANCE
DISMISSAL
Invulnerability To Normal Weapons

Lower Resistance
 Protection From Acid
 Protection From Cold, 15'
 Radius
 Protection From
 Fiends, 10' Radius
 Protection From
 Fire, 15' Radius
 Protection From
 Illusions, 10' Radius
 Safeguarding
 Spell Immunity
 Spell Shield

Andrui's Baneful Backfire
Calm Water
Calm Wind
Ironguard
Mordenkainen's Private Sanctum
Otiluke's Dispelling Screen
Reflection
Von Gasik's Refusal

Fear Aura
 Jaggar's Strengthened Bastion
 Protection From
 Petrification, 10' Radius
 Reflectorum Arcana
 Seal Path
 Thultaun's Thrust
 Thunguul's Preservation

6th Level

ANTIMAGIC SHELL
 GLOBE OF INVULNERABILITY
 REPULSION
 Barrier Reaver
 Flameproof
 Greater Sign Of Sealing
 Invulnerability To Magical
 Weapons
 Protection From Electricity, 10'

Radius
 Spiritwrack

Dragon Scales
Rary's Protection From Scrying
Tenser's Fortunes Of War
Turnshadow

Curse Of Lycanthropy
 Fellblade
 Ghostgrail #
 Lightning Rod
 Spell Reflection
 Tower Of Mental Resistance
 Wall With No Doors
 Wizard Seal
 Zala's Disruption

7th Level

BANISHMENT
 SEQUESTER
 SPELL TURNING
 Gemjump
 Neutralize Gas
 Protection From Hunger
 And Thirst
 Seven-Eyes

Daltim's Proof Against Fire
 Hold Golem #
 Guardian Mantle
 Negative Plane Protection
 Repel Undead
 Spelltrap
 Wandweird #

8th Level

DISPEL ENCHANTMENT
 MIND BLANK
 Fear Ward
 Serten's Spell Immunity

Block Advancement
 Spell Engine
 Teleport Block
 Burn Path

9th Level

IMPRISONMENT
 PRISMATIC SPHERE

Death Ward
Elemental Aura

Absorption
 Conquer Self
 Elminster's Effulgent Eputation
 Immunity To Undeath
 Spell Invulnerability
 Thiondar's Permanent
 Antimagic Field
 Tobian's Ultimate Circle

Alteration

Barred: Abjurers, force mages**1st Level**

AFFECT NORMAL FIRES
 BURNING HANDS
 COLOR SPRAY
 DANCING LIGHTS
 ENLARGE
 ERASE
 FEATHER FALL
 GAZE REFLECTION
 JUMP
 LIGHT
 MENDING
 MESSAGE
 SHOCKING GRASP
 SPIDER CLIMB

Adhesion
 Gauntlet #
 Catapult
 Corpselight
 Expeditious Retreat
 Filth's Bane
 Fire Burst
 Firewater
 Fist Of Stone
 Lasting Breath
 March
 Metamorphose Liquids
 Moonglow
 Phantom Armor
 Precipitation

Amplify
Blacksteel
Chromatic Orb
Color
Drawmij's Beast Of Burden
Drawmij's Light Step
Feather Float
Fire Quill
Hair
Murdock's Feathery Flyer
Nystul's Dancing Werelight
Otiluke's Bubbling Buoyancy
Otto's Chime Of Release
Tenser's Eye Of The Tiger
Tenser's Steady Aim

Bugman's Mug
 Diary
 Distort
 Farseer

Flashlight
 Frost Shroud
 Little Bird
 Odeen's Magic Tailor
 Release Weapon
 Reveal Magic
 Scatterspray
 Sharpen
 Spectral Ears
 Spectral Eyes
 Spectral Voice
 Suric's Swift Perusal
 Wandbane

2nd Level

ALTER SELF
 CONTINUAL LIGHT
 DARKNESS, 15' RADIUS
 DEEPOCKETS
 FOG CLOUD
 FOOLS' GOLD
 IRRITATION
 LEVITATE
 MAGIC MOUTH
 PYROTECHNICS
 ROPE TRICK
 SENSE SHIFTING
 SHATTER
 STRENGTH
 WHISPERING WIND

Bladeleap
 Bladethirst
 Cat's Grace
 Displace Self
 Ghost Pipes
 Moon Rune
 Mystic Writing
 Preservation
 Preserve
 Ride The Wind
 Vocalize

Bendal's Swoop
Bonewood
Drawmij's Adventurer's Luck
Drawmij's Breath Of Life
Drawmij's Swift Mount
Enhanced Olfaction
Familiar Enhancer I
Flash
Infratorch

Maximilian's Earthen Grasp
Mordenkainen's Encompassing Vision
Rary's Aptitude Appropriater
Stealth
Tenser's Brawl
Tenser's Hunting Hawk
Threestones
Unpickable Lock
Wings #

Accelerate Plant Growth
 Balliard's Rejuvenating Touch
 Blandness
 Charge
 Cloak From Undead
 Dark Mirror
 Darsson's Cooling Breeze
 Degras's Pilfering Fingers
 Frostfire
 Ghost Blade #
 Hold Portal Open
 Jester's Jest
 Magic Ear
 Magic Missile Reflection #
 Mass Jump
 Mouse
 Odeen's Sounding Stick
 Pit
 Portrait
 Projected Magnification
 Ruornil's Tracks
 Safe Fall
 Slowspell
 Speed
 Whispering Tide

3rd Level

BLINK
 DELUDE
 EXPLOSIVE RUNES
 FLY
 GUST OF WIND
 HASTE
 INFRAVISION
 ITEM
 SECRET PAGE
 SLOW
 TONGUES
 WATER BREATHING
 WIND WALL
 WRAITHFORM

Alacrity
 Cloudburst
 Far Reaching I
 Icelance
 Invisible Mail
 Leomund's Tiny Hut
 Melf's Minute Meteors
 One-Way Lock
 Phantom Wind
 Plant Entrapment
 Snapping Teeth
 Squaring The Circle

Airbolt
Airsphere
Create Darkness
Darksense
Dispel Silence #
Drawmij's Iron Sack
Eagle Vision
Enchanted Torch
Familiar Enhancer II
Improved Whispering Wind
Lubricity
Maximilian's Stony Grasp
Mental Transport
Moonglow Symbol
Nystul's Golden Revelation
Otto's Sure-Footed Shuffle
Skywrite
Tenser's Deadly Strike
Tenser's Eye Of The Eagle
Unmask

Blacklight
 Distant Diary
 Farspeaker
 Lessen Gravity
 Mellix's Fire Mouth
 Nautical Ironwood
 Nchaser's Glowing Globe
 Odeen's Secret Word
 Random's Commodious
 Pocket
 Remove Smell
 Sculpt Features
 Shadow Blink
 Syluné's Viper #
 Teleport Object
 Watery Form

4th Level

DIMENSION DOOR
 EXTENSION I
 FIRE SHIELD
 MASSMORPH

PLANT GROWTH
 POLYMORPH OTHER
 POLYMORPH SELF
 RAINBOW PATTERN
 SOLID FOG
 STONESKIN
 WIZARD EYE
 Dilation I
 Electrical Wards
 Far Reaching II
 Improved Strength
 Leomund's Secure Shelter
 Otiluke's Resilient Sphere
 Rary's Mnemonic Enhancer
 Special Effects
 Turn Pebble To Boulder
 Ultravision — 1st Ed.
Archveult's Skybolt
Cook, The Spell
Create Darkenbeast
Drawmij's Instant Exit
Familiar Enhancer III
Gloom
Ivy's Irresistible Scent
Laeral's Aqueous Column
Missile Mastery
Mordenkainen's Celerity
Otto's Tin Soldiers
Rary's Spell Enhancer
Sargasso #
Shayn's Infallible Identification
Spider Leap
Tenser's Flaming Blade
Tenser's Giant Strength
Tenser's Master At Arms
Tenser's Running Warrior
Tenser's Staff Of Smiting
Weave Mythal #

Awaken Intelligence

Control Fluid
 Darsson's Eye In The Sky
 Feign Destruction
 Gaseous Form
 Lightning Shield
 Neutralize Components
 Odeen's Impenetrable Lock
 Phase Shift
 Phase Trap
 Ramael's Cyclical Light
 Shadowshield
 Slowspell, 10' Radius
 Spider Shape
 Sustain Fire
 Tulrun's Tracer
 Unburn

5th Level

AIRY WATER
 ANIMAL GROWTH
 AVOIDANCE
 DISTANCE DISTORTION
 EXTENSION II
 FABRICATE
 FABRICATE
 PASSWALL
 STONE SHAPE
 TELEKINESIS
 TRANSMUTE ROCK TO MUD
 Bone Growth
 Far Reaching III
 Improved Blink
 Leomund's Secret Chest
 Lower Resistance
 Rusting Grasp
Bowgentle's Fleeting Journey
Drawmij's Flying Feat
Familiar Enhancer IV
Fiendform
Ironguard
Mordenkainen's Private Sanctum
Motion
Nystul's Enveloping Darkness
Nystul's Radiant Arch
Otto's Gong Of Isolation
Rapid Reflexive Response
Rary's Mind Shield
Rary's Superior Spell Enhancer
Rary's Telepathic Bond
Silent Alarm
Stealweb #
Tenser's Primal Fury

Accelerate Animal Growth

Ballant's Stonestrength
 Chromatic Blade
 Etherealness
 Exalted Eye
 Farscry
 Hasten Growth
 Insect Sight
 Jhanifer's Deliquescence
 Jonstal's Double Wizardry
 Nemicon's Transference
 Physical Invisibility
 Pierce Magic Resistance
 Pilfer Dweomer
 Question Ball
 Rip
 Sacremon's Acid Wit
 Secure
 Slow Mutation
 Suspension #

Valiancy
Xult's Magical Doom
Zala's Deception

6th Level

CONTROL WEATHER
DEATH FOG
DISINTEGRATE
EVAPORATE FLUID
EXTENSION III
GLASSE
GUARDS AND WARDS
LOWER WATER
MIRAGE ARCANA
MOVE EARTH
PART WATER
PROJECT IMAGE
STONE TO FLESH
TRANSMUTE WATER TO DUST
CLAWS OF THE UMBER HULK
Dilation II
Mordenkainen's Lucubration
Otiluke's Freezing Sphere
Superior Magnetism
Tenser's Transformation

Age Animal

Drawmij's Beneficent
Polymorph
Drawmij's Merciful
Metamorphosis
Familiar Enhancer V
Fire Eyes #
Prismatic Eye
Rary's Urgent Utterance
Ring Of Disintegration #
Spell Mirror #
Teleport Dead
Tentacles

Alvira's Stasis Shell
Ballant's Stonesplit
Blending
Breach Defenses
Capacitor
Energy Transformation
Ghostgrail #
Graft
Jonstal's Improved Double
Wizardry
Lightningcloak
Magical Susceptibility
Multi-Lock
Murlynd's Void
Reconstruction
Serrel's Confining Sphere

Spell Reflection
Teleport Other
Transmute Bone To Steel
Wizard Seal
Wood Rot

7th Level

DUO-DIMENSION
PHASE DOOR
REVERSE GRAVITY
STATUE
VANISH
Hatch The Stone From The Egg
Mordenkainen's Magnificent
Mansion
Suffocate

Consume Knowledge
Familiar Enhancer VI
Mordenkainen's Penultimate
Cogitation
Otiluke's Death Screen
True Name
Whirlpool
Amorphous Blob

Basilisk Glare
Bloodstars
Bone Javelin
Double Dweomer
Incendiary Entrapment
Mass Teleport
Petrifying Gaze
Prismal's Reversal
Ruby Ray Of Reversal
Syluné's Streaking Meteor #
Timed Stasis
Torment
Translocation Shift
Wardmist
Wing Gifting
Zombie Double

8th Level

GLASSTEEL
INCENDIARY CLOUD
MASS TELEPORT WITHOUT ERROR
POLYMORPH ANY OBJECT
SINK
Airboat
Enhance
Gateway
Iron Body
Mass Polymorph
Otiluke's Telekinetic Sphere
Abi-Dalzim's Horrid Wilting

Alter Beast
Deep Delve
Familiar Enhancer VII

Afterclap
Air Spiral
Avisar's Flaming Weapon
Blackstaff
Bone Blade
Change Form
Presper's Double Wizardry #
Prismal's Wormhole
Spell Engine
Statue Form
Storm
Teleport Block
Temporal Freedom
Transport
Web Of Lightning
X-Ray Vision

9th Level

Crystalbrittle
SHAPE CHANGE
SUCCOR
TEMPORAL STASIS
TIME STOP
Estate Transference
Glorious Transmutation
Mordenkainen's Disjunction

Disruption
Familiar Enhancer VIII
Worldwalk

Alamanther's Return
Algarth's Embattlement
Brainblaze
Conquer Self
Create Shade
Dragonshape
Mycontil's Last Resort #
Phezult's Sleep Of Ages
Pierce Any Shield
Prismal's Revenge
Ring Of Swords
Skycastle
Spellstrike
Sphere Of Wonder #
Thiondar's Permanent
Antimagic Field
Tidal Wave
Tymessull's Cerulean Traverse
Tymessull's Planar Pacifier
Tyrantheyes #

Conjuration/Summoning

Barred: Diviners, invokers

1st Level

ARMOR
FIND FAMILIAR
GREASE
MOUNT
PUSH
UNSEEN SERVANT
Bloom
Conjure Spell Component
Aunty's Bath

Liquid Orb
Magic Fist
Tipple
Zala's Icejacket

2nd Level

GLITTERDUST
SUMMON SWARM
Choke
Melf's Acid Arrow
Power Word, Sleep #
Wall Of Gloom
Nimodes' Unseen Butler
Nystul's Crystal Dagger
Nystul's Crystal Dirk
Otiluke's Boiling Oil Bath
Quimby's Enchanting Gourmet
Smokescreen

Charge
Create Water
Rainfire
Zala's Lifeforce Guardian

3rd Level

FLAME ARROW
GHOST ARMOR
MATERIAL
MONSTER SUMMONING I
PHANTOM STEED
SEPIA SNAKE SIGIL
Bands Of Sirellyn
Cache
Snapping Teeth
Solvent Of Corrosion
Watery Double
Animate Fire
Searing Serpent

Callistram's Gondola
Cervate's Summoning
Fire Phantom

Grease Slick
Hover
Serrel's Guardian
Summon Modron

4th Level

MONSTER SUMMONING II
Caligarde's Claw
Duplicate
Evard's Black Tentacles
Everpresent Record
Halo Of Eyes
Summon Lycanthrope
Vitriolic Sphere
Drawmij's Handy Timepiece
Drawmij's Instant Exit
Drawmij's Tool Box
Mordenkainen's Faithful
Phantom Shield-Maidens
Nystul's Gruel Conjuration
Arnvid's Unseen Limb
Conjure Dream Object
Murlynd's Ogre
Prismal's Handy Mirror
Shadow Summoning
Summon Spirit
Vampire Mist

5th Level

CONJURE ELEMENTAL
CONJURE ELEMENTAL-KIN
MONSTER SUMMONING III
SUMMON SHADOW
Khazid's Procurement
Leomund's Secret Chest
Mordenkainen's Faithful Hound
Vile Venom
Mordenkainen's Faithful
Phantom Defenders
Spidercloak Armor
Water Bomb
Conjure Nightmare
Daltim's Fiery Protector
Nautical Ball Lightning
Question Ball
Summon Deadly Smog

6th Level

CONJURE ANIMALS
ENSNAREMENT
INVISIBLE STALKER
MONSTER SUMMONING IV

Forest's Fiery Constrictor
Mordenkainen's Faithful
Phantom Guardian
Tentacles

Murlynd's Void
Power Word, Silence
Summon Least Yugoloth

7th Level

LIMITED WISH
MONSTER SUMMONING V
POWER WORD, STUN
PRISMATIC SPRAY
Conjure Greater Elemental
Drawmij's Instant Summons
Intensify Summoning
Mordenkainen's Magnificent
Mansion
Planar Door
Seven-Eyes
Bug
Cacofiend
Cyclone Chariot
Janga's Jewel
Summon Wind
Vipergout

8th Level

MAZE
MONSTER SUMMONING VI
POWER WORD, BLIND
PRISMATIC WALL
SYMBOL
TRAP THE SOUL
Summon Fiend
Symbol, Spell Loss
Waterspout

9th Level

GATE
MONSTER SUMMONING VII
POWER WORD, KILL
PRISMATIC SPHERE
WISH
Power Word, Banishment
Alyssindra's Summons
Power Word, Liquefy
Sphere Of Ultimate Destruction

Divination

Barred:Conjurers, force mages, song mages

1st Level

DETECT SECRET PASSAGES AND PORTALS

DETECT UNDEAD

EMPATHY

READ MAGIC

Detect Disease

Detect Phase

Divining Rod

Know School

Know Weight

Rary's Empathic Perception

Locate Remains

Reveal Magic

Weathertell

2nd Level

DETECT EVIL

DETECT INVISIBILITY

DETECT LIFE

DETECT POISON

ESP

KNOW ALIGNMENT

KNOW INTENT

LOCATE OBJECT

PAST LIFE

Bloodglass

Calder's Starry Sky

Death Recall

Detect Psionics

Due North

Living Link

Projected Magnification

Speak With Dead

Value

Circle Dance #

Rary's Aptitude Appropriater

Odeen's Sounding Stick

See Through Other Eyes

Thundaerl's Universal Taster

Warp Sense

3rd Level

CLAIRAUDIENCE

CLAIRVOYANCE

Call Spirit

Detect Charm

Detect Illusion

Find Traps

Find Treasure

Heartcall

Wizard Sight

Alandra's Questing Call #

Alamir's Fundamental

Breakdown

Isolde's Answer

4th Level

DETECT SCRYING

DIVINATION ENHANCEMENT

MAGIC MIRROR

Find Person

Locate Creature

Rastor's Mystical Spy

Vision Stone

Know Path Of Magic

Psionic Tracer

Rary's Mind Scan

Summon Spirit

True Dream

Sphere Of Eyes

Tulrun's Tracer

5th Level

CONTACT OTHER PLANE

FALSE VISION

Dream Globe

Farscry

Khazid's Procurement

Know Value

Manor's Mindsight

Prying Eyes

Read Object

Wizard's Oracle

Rary's Replay

Rary's Telepathic Bond

Bubka's Superior

Identification

Muirara's Map #

Opening Up The Living

Revelation Of Auras

Shadow Play

Shandaril's Tracer

Shoondal's Seeking

6th Level

LEGEND LORE

TRUE SEEING

Revelation

Rary's Protection From Scrying

Shadow Speak

7th Level

VISION

Find The Path

Manor's Mind Vision

*Anticipation**

Consume Knowledge

Rary's Plane Truth

*Vision Crystal**

Discern

Janga's Jewel

8th Level

ANALYZE DWEOMER

SCREEN

Brain Spider

9th Level

FORESIGHT

SEEK

Common spells are listed first, in SMALL CAPS. **Uncommon** spells are in normal type. **Rare** spells are *italicized*. **Very rare** spells are **screened**. The “#” mark means check that spell's Notes section. An asterisk (*) means the spell is restricted to a specialist wizard.

Enchantment/Charm

Barred: Invokers, necromancers dimensionists, artificers, geometers

1st Level

CHARM PERSON
FRIENDS
HYPNOTISM
SLEEP
TAUNT
Detho's Delirium
Empathic Seizure
Seduction I
Blackthorns
Charm Man I
Divining Rod
Empathy
Protective Amulet
Balance
Emirikol's Question
(see errata)

2nd Level

BIND
DEEPOCKETS
FORGET
RAY OF ENFEEBLEMENT
SCARE
Boneiron
Empathic Control
Enter Dream
Insatiable Thirst
Run
Seal Mouth
Seduction II
Tasha's Uncontrollable Hideous
Laughter
Bigby's Silencing Hand
Charm Man II
Familiar Enhancer I
Otto's Soothing Vibrations
Otto's Tones Of Forgetfulness
Waves Of Weariness
Balliard's Rejuvenating Touch
Drenal's Annoying Poke
Drenal's Distraction
Drenal's Dry Ink
Drenal's Stone Flame
Immurk's Distraction
Pacify
Ray Of Ondovir
Stone Sleep

3rd Level

FACE

HOLD PERSON
SUGGESTION
Empathic Link
Minor Malison
Seduction III
Watery Double
Bewilder
Dire Charm
Distraction
Familiar Enhancer II
Mental Block
Otto's Crystal Rhythms
Otto's Sure-Footed Shuffle
Tasirin's Haunted Sleep
Battlecurse
Bone Club
Calm
Drenal's Amok Needles
Drenal's Eyesore
Drenal's Sound Barrier
Drenal's Sound Barrier
Gamalon's Fiery Backlash
Haelyn's Bow
Serrel's Minor Enchantment
Slumber

4th Level

CHARM MONSTER
CONFUSION
EMOTION
ENCHANTED WEAPON
FIRE CHARM
FUMBLE
MAGIC MIRROR
Greater Malison
Leomund's Secure Shelter
Lesser Geas
Rastor's Mystical Spy
Seduction IV
Darsson's Potion
Familiar Enhancer III
Otto's Drums Of Despair
Otto's Silver Tongue
Otto's Tonal Attack
Otto's Warding Tones
Rary's Memory Alteration
Ray Of Oblivion
True Dream
True Nightmare
Animal Magnetism
Backlash
Control Death Tyrant

Lapse

Scapegoat
Sleepwalking
Ward Against Charms

5th Level

CHAOS
DOMINATION
FABRICATE
FEEBLEMIND
HOLD MONSTER
Leomund's Lamentable
Belaborment
Magic Staff
Mind Fog
Oathbinding
Seduction V
Drawmij's Flying Feat
Familiar Enhancer IV
Mind-Control Invisibility
Otto's Gong Of Isolation
Soul Anchor
Tenser's Primal Fury

Bestow Enchantment*

Caddelyn's Catastrophe
Daltim's Fiery Protector
Enhance Plant
Jaggar's Strengthened Bastion
Mordenkainen's Involuntary Wizardry
Protection From Notice
Serrel's Major Enchantment
Sleepless Curse
Darsson's Music Box

6th Level

EYEBITE
GEAS
GUARDS AND WARDS
MASS SUGGESTION
Alter Dream
Recharge
Seduction VI
Familiar Enhancer V
Psychic Reversal
Weapon Return
Cathala's Compulsion
Prepare Enchantment
Siezure
Worship

7th Level

CHARM PLANTS
 SHADOW WALK
 Descent Into Madness
 Enhanced Empathy
 Hatch The Stone From
 The Egg
 Seduction VII
 Steal Enchantment
 Love
Familiar Enhancer VI
True Name
 Control Lycanthrope
 Curse Of Forgetfulness
 Hold Golem #
 Lullaby

Major Domination
 Stealspell
 Wardmist

8th Level

ANTIPATHY/SYMPATHY
 BINDING
 DEMAND
 MASS CHARM
 SINK
 Airboat
 Endless Slumber
 Otto's Irresistible Dance
 Seduction VIII
 Spellcaster
Charm Man III

Familiar Enhancer VII
 Block Advancement
 Brain Spider

9th Level

Dismind
 Mordenkainen's Disjunction
 Programmed Amnesia
Familiar Enhancer VIII
 Blade In The Soul
 Mass Domination
 Tymessull's Cerulean Traverse
 Tymessull's Planar Pacifier
 Virus Charm
 Mylsibis' Arcane Contention

Illusion/Phantasm

Barred: Abjurers, necromancers, alchemists, geometers

1st Level

AUDIBLE GLAMER
 CHANGE SELF
 CHROMATIC ORB
 PHANTASMAL FORCE
 SPOOK
 VENTRILOQUISM
 Nystul's Magic Aura
 Phantom Armor
 Reflected Image
Normal Aura
 Color Blindness
 Tasso's Shriek
 Tunnel Vision

Echoes

Elonia's Glamer
 Everwatching Skull
 Murmuring Masses
 Thundaerl's Universal Taster
 Whispering Tide

3rd Level

DETECT ILLUSION
 FACE
 ILLUSIONARY SCRIPT
 INVISIBILITY, 10' RADIUS
 PHANTOM STEED
 PROTECTION FROM ILLUSIONS
 SPECTRAL FORCE
 WRAITHFORM
 PARALYZATION
 PHANTOM WIND
 SHADOW BLINK
 Shadow Cloak
Improved Whispering Wind
Laeral's Dancing Dweomer
Lorloveim's Creeping Shadow
Mailed Might #
 Arachnophobia
 Nightscar #
 Numness
 Odeen's Secret Word
 Shadow Bolt

MINOR CREATION
 PHANTASMAL KILLER
 RAINBOW PATTERN
 SHADOW MONSTERS
 VACANCY
 Dispel Exhaustion
 Programmed Glamer
Disguise
Encrypt
 Argaster's Cloak Of Shadows
 Feign Destruction
 Lesser Spelldream
 Plague
 Shadow Skeleton
 Ship Invisibility #
 Sphere Of Eyes
 Argaster's Cloak Of Shadows
 Feign Destruction
 Lesser Spelldream
 Plague
 Shadow Skeleton
 Ship Invisibility #
 Sphere Of Eyes

2nd Level

BLINDNESS
 BLUR
 DEAFNESS
 FOOLS' GOLD
 HYPNOTIC PATTERN
 IMPROVED PHANTASMAL FORCE
 INVISIBILITY
 MIRROR IMAGE
 MISDIRECTION
 WHISPERING WIND
 Dancing Shadows
 Fascinate
 Leomund's Trap
 Mimicry
Alustriel's Banner
Drawmij's Scent Mask
Words Of Fire #

4th Level

DISPEL ILLUSION
 FEAR
 HALLUCINATORY TERRAIN
 ILLUSIONARY WALL
 IMPROVED INVISIBILITY

5th Level

ADVANCED ILLUSION
 DEMISHADOW MONSTERS
 DREAM
 MAJOR CREATION
 PROTECTION FROM ILLUSIONS,
 10' RADIUS
 SEEMING
 SHADOW DOOR
 SHADOW MAGIC
 Disguise Undead
 Tempus Fugit

Shadow Play
 Shadow Hand
 Zala's Deception

6th Level

DEMISHADOW MAGIC
 EYEBITE
 MIRAGE ARCANA
 MISLEAD
 PERMANENT ILLUSION
 PROGRAMMED ILLUSION
 PROJECT IMAGE
 SHADES
 VEIL

Impersonation
 Phantasmagoria
 Greater Spelldream
 Lorloveim's Shadowy
 Transformation
 Shadow Speak
 Blending
 Seizure
 Shadow Gauntlet

7th Level

MASS INVISIBILITY
 SEQUESTER
 SHADOW WALK

SIMULACRUM
 Alter Reality*
 Shadowcat
 Malraz's Dramatic Death

8th Level

SCREEN
 Prismal's Wormhole

9th Level

WEIRD
 Mass Blindness

Invocation/Evocation

Barred: Conjurers, enchanters, illusionists, mentalists, shadow mages, song mages

1st Level

ALARM
 MAGIC MISSILE
 SHIELD
 WALL OF FOG
 Copy
 Gauntlet #
 Dictation
 Fire Burst
 Tenser's Floating Disc
 Write
 Bigby's Bookworm Bane
 Bigby's Feeling Fingers
 Disarm
 Fire Quill
 Flamespin
 Hair
 Nystul's Flash
 Otiluke's Smoky Sphere
 Wardaway #
 Compass
 Diary
 Flare
 Frost Fingers
 Snilloc's Snowball
 Troll Repellent
 Dolent's Helm

Spark Shower
 Zephyr
 Bigby's Dextrous Digits
 Bigby's Silencing Hand
 Circle Of Flame
 Combust
 Dazzle
 Forcewave
 Mist Magic
 Nystul's Blackmote
 Nystul's Blazing Beam
 Nystul's Crystal Dagger
 Otiluke's Boiling Oil Bath
 Wings #
 Agannazar's Scorcher
 Belsham's Mace
 Darsson's Cooling Breeze
 Darsson's Fiery Cube
 Falling Wall
 Firestaff
 Lightning Strike
 Odeen's Magic Cloud
 Shark Bolt
 Snilloc's Snowball Swarm
 Stairway
 Whip
 Whirling Blade #

Ball Lightning
 Bigby's Pugnacious Pugilist
 Drawmij's Marvelous Shield
 Improved Magic Mouth
 Nystul's Crystal Dirk
 Nystul's Expeditious Fire
 Extinguisher
 Nystul's Radiant Baton
 Otiluke's Acid Cloud
 Otiluke's Force Umbrella
 Steeldance
 Brannart's Acidic Grip
 Darkning Bolt
 Distant Diary
 Gamalon's Fiery Backlash
 Manyjaws #
 Mellix's Fire Mouth
 Scintillating Sphere #
 Staffspell
 Steam Blast
 Sunburst
 Whip Of Pain

2nd Level

FLAMING SPHERE
 STINKING CLOUD
 WEB
 Battering Ram
 Breath Of Bewilderment
 Decastave
 Flying Fist
 Skyhook

3rd Level

FIREBALL
 LIGHTNING BOLT
 Melf's Minute Meteors
 Augmentation I
 Augmentation II
 Invisible Mail
 Wall Of Water
 Acid Lash

4th Level

DIG
 FIRE SHIELD
 FIRE TRAP
 ICE STORM
 SHOUT
 WALL OF FIRE
 WALL OF ICE
 Bubble Breath
 Delayed Magic Missile
 Otiluke's Resilient Sphere
 Thunder Staff
 Thunderlance
 Wind Breath

Bigby's Battering Gauntlet
Bigby's Construction Crew
Bigby's Force Sculpture
Everlasting Fire
Great Thump
Laeral's Aqueous Column
Merald's Murderous Mist
Mordenkainen's Celerity
Mordenkainen's Electric Arc
Mordenkainen's Force Missiles
Nystul's Blacklight Burst
Nystul's Lightburst
Otiluke's Steaming Sphere
Wall Of Sand
Whisper Blade #

Acid Bolt
 Bands Of Ice
 Blacksphere
 Daltim's Flaming Fist
 Fire Wake
 Firebrand
 Flamsterd's Flamestrike
 Geirdorn's Grappling Grasp
 Hailcone
 Lesser Spelldream
 Lightning Shield
 Othnal's Spectral Dagger #
 Prismal's Pictograph
 Rain Of Terror
 Rainbow Shield #
 Spectral Wings
 Watchware
 Zala's Amberhelm

5th Level

CLOUDKILL
 CONE OF COLD
 DREAM
 SENDING
 WALL OF FORCE
 WALL OF IRON
 WALL OF STONE
 Bigby's Interposing Hand
 Leomund's Lamentable
 Belaborment
 Shroud Of Flame
Bigby's Fantastic Fencers
Bigby's Strangling Grip
Bigby's Superior Force Sculpture
Nystul's Enveloping Darkness
Otiluke's Dispelling Screen
Otiluke's Electrical Screen
Otiluke's Polar Screen
Otiluke's Radiant Screen

Shadow Head #
Sighing Chain #
Stealweb #
Tenser's Destructive Resonance

Dolor
 Enhance Plant
 Eyefire
 Fallion's Fabulous Fireball
 Lightning Curtain
 Lightning Lash
 Ozone Cloud
 Presper's Moonbow
 Reflectorum Arcana
 Shock Shield
 Snilloc's Major Missile
 Stone Drill
 Thultaun's Thrust
 Zala's Deception

6th Level

CHAIN LIGHTNING
 CONTINGENCY
 DEATH FOG
 GUARDS AND WARDS
 Bigby's Forceful Hand
 Dimensional Blade
 Otiluke's Freezing Sphere
 Spiritwrack
Bigby's Beseiging Bolt
Gauntlet Of Teeth #
Greater Spelldream
Otiluke's Diamond Screen
Otiluke's Excruciating Screen
Otiluke's Orb Of Containment
Prismatic Eye
 Blade Of Doom
 Fellblade
 Howling Chain #
 Lightningcloak
 Obold's Brightness #
 Serrel's Confining Sphere
 Shadow Gauntlet
 Static Field
 Watchware, 30' Radius

7th Level

DELAYED BLAST FIREBALL
 FORCECAGE
 LIMITED WISH
 Acid Storm
 Bigby's Grasping Hand
 Hatch The Stone From The Egg
 Mordenkainen's Sword
 Persistence
Malec-Keth's Flame Fist

Otiluke's Death Screen
Otiluke's Fire And Ice
Otiluke's Siege Sphere

Bone Javelin
 Dragon Breath
 Electric Bow
 Flame Chase
 Guardian Mantle
 Ongeldyn's Fist #
 Petrifying Gaze
 Spectral Guard
 Torment
 Translocation Shift
 Wardmist

8th Level

BINDING
 DEMAND
 INCENDIARY CLOUD
 Bigby's Clenched Fist
 Otiluke's Telekinetic Sphere
Airball
Bigby's Most Excellent Force Sculpture
Great Shout
Gunther's Kaleidoscopic Strike
Sunburst
 Air Spiral
 Blackstaff
 Bone Blade
 Lightning Storm
 Rising Colossus #
 Shooting Stars
 Web of Lightning

9th Level

ENERGY DRAIN
 METEOR SWARM
 Bigby's Crushing Hand
 Chain Contingency
Disintegrate Flesh
Elemental Aura
 Absorption
 Alamanther's Return
 Avissar's Bane
 Brainblaze
 Elminster's Evasion
 Juggernaut #
 Maw Of Chaos
 Mycontil's Last Resort #
 Sphere Of Wonder #
 Tempestcone #
 Tyranteyes #
 Windwar
 Wingbind #

Necromancy

Barred: Enchanters, illusionists, transmuters dimensionists, mentalists, alchemists, artificers, song mages

CHILL TOUCH
CORPSE LINK*
CORPSE VISAGE*
CORPSELIGHT
DANCE MACABRE
DETECT UNDEAD
EXTERMINATE*
LOCATE REMAINS #
Animate Dead Animals*
Cause Light Wounds*
Command Undead*
Detect Disease*
Detho's Delirium
Empathic Seizure
Plant Death *
Preserve Dead*
Ray Of Fatigue
Spectral Ears
Spectral Eyes
Spectral Voice*
Spoil Holy Water
Summon Undead* #
*Undead Servant**

2nd Level

CLOAK UNDEAD
FIND FAMILIAR (NEC.)*
SPEAK WITH DEAD
SPECTRAL HAND
Attract Ghoul*
Blastbones
Choke
Corruption*
Death Recall*
Embalm*
Empathic Control
Ghoul Touch*
Living Link
Shadow Burst
Skeletal Hands*
Undead Mount
Bloodbridge
*Death Armor**
*Ebony Hand**
*Resist Turning**
Bloodglass
Nimodes' Major Delousing

3rd Level

ASSIST
BONE DANCE*

CALL SPIRIT
CALL UNDEAD
DELAY DEATH
FEIGN DEATH
HOLD UNDEAD
VAMPIRIC TOUCH
Cause Blindness Or Deafness*
Cause Disease*
Curse Tablet
Empathic Link
False Face*
Hovering Skull
Mummy Touch
Pain Touch*
Ray Of Paralysis
Skull Watch
Skulltrap*
Spirit Armor*
Undead Control*
Bone Knit
Death Sight
*Double Undead**
Paralyzing Touch
*Undead Summoning I**
Bone Club
Ghastly Hands*
Revenance

4th Level

CONTAGION
ENERVATION
Brainkill*
Cause Serious Wounds*
Charm Undead*
Corpse Whisper*
Death's Door*
Destroy Undead*
Eyes Of The Undead*
Life Force Transfer*
Mask Of Death
Poison*
Protection From
 Possession, 10' Radius
Protection From
 Undead, 5' Radius
Putrefaction
Summon Spirit
Wall Of Evil #
Belyn's Burning Blood
*Empathic Wound Transfer**

*Flesh To Air**
*Undead Summoning II**
Control Death Tyrant #
Disrupt Undead
Distort Life I
Ghelkyn's Wounding
Shadow Summoning
Sinuous Horrors
Spectral Wings
Spendelarde's Chaser

5th Level

ANIMATE DEAD
BIND UNDEAD*
GRAFT FLESH
MAGIC JAR
WALL OF BONES
Bone Growth*
Cause Critical Wounds*
Disguise Undead
Improved Skull Watch
Throbbing Bones
*Deathmaster's Vial**
*Undead Summoning III**
Anesthesia
Crimson Scourge
Distort Life II
Force Shapechange
Ghast Creation*
Mass Contagion
Mordenkainen's Involuntary
 Wizardry
Morgannaver's Sting
Nulathoe's Ninemen
Open The Living
Thunguul's Preservation
Undead Familiar

6th Level

ANIMATE DEAD MONSTER
ARROW OF BONE
BLACKMANTLE*
CORPSE HOST
DEATH SPELL
REINCARNATION
Dead Man's Eyes
Ghoul Gauntlet

Imbue Undead With Spell
 Ability
Lich Touch

Transmute Bone To Steel
 Trollish Fortitude
Bloodstone's Spectral Steed
Grimwald's Graymantle
Teleport Dead
*Undead Regeneration**
*Undead Summoning IV**
 Clone Animal
 Curse Of Lycanthropy
 Dauntra's Cloak
 Distort Life III
 Fellblade
 Ghostgrail
 Graft
 Psychic Drain
 Vampire Dagger

7th Level

CONTROL UNDEAD
 FINGER OF DEATH
 Enhanced Empathy
 Harm*
 Suffocate
Bloodstone's Frightful Joining
Intensify Summoning
*Undead Summoning V**
*Wound Conferral**

Zombie Double*

Amorphous Blob
 Create Crypt Thing
 Negative Plane Protection
 Nerve Dance #
 Repel Undead
 Spectral Guard
 Younger

8th Level

CLONE
 Death Link
 Defoliate
 Fear Ward
 Ghoul Lattice*
 Graft Limb*
 Heart Of Stone
 Homunculus Shield
 Life Force Transfer
 Shadow Form
Abi-Dalzim's Horrid Wilting
Create Spectral Wizard
 Evolve
 Exchange Wounds*
 Graft Item*
 Temporary Resurrection #
 Undead Aides*

Undead Summoning VI*

Unlife #
 Bone Blade
 Burn Path
 Create Death Tyrant #
 Create Watchghost
 Deathshroud

9th Level

ENERGY DRAIN
 Create Minion*
 Life Force Exchange
 Mass Blindness
 Wail Of The Banshee
Death Ward
Disruption
Undead Creation
*Undead Summoning VII**
 Immunity To Undeath
 Lifeblend
 Master Undead
 Prismal's Revenge
 Tyranteyes #

Schools Of Effect Lists

These lists are organized by specialty school. The elemental lists are based on western campaign spell (Oriental and Arabian lists are in a later section). Each list is organized by level alphabetically, but each list is also divided by rarity. **Common** spells are listed first, in SMALL CAPS. **Uncommon** spells are in normal type. **Rare** spells are *italicized*. **Very rare** spells are screened. Any spell marked "#" has information in the Notes section of the spell that should be consulted. Spells restricted to specialists, as opposed to generalists, are followed by an asterisk (*). The final decision about spell rarity, and whether a spell is available to player character wizards rests with the DM.

Air

Barred: Earth Elementalists**1st Level**

FEATHER FALL
 WALL OF FOG
 Lasting Breath
Control Vapor
Mordenkainen's Protection.
From Avians
Murdock's Feathery Flyer
Otiluke's Bubbling Buoyancy

2nd Level

FOG CLOUD
 STINKING CLOUD
 WHISPERING WIND
 Filter
 Mist Magic
 Protection From Birds

Ride The Wind
 Zephyr
 Bendal's Swoop
 Darsson's Cooling Breeze
 Odeen's Magic Cloud

3rd Level

CLOUDBURST
 GUST OF WIND
 WATER BREATHING
 WIND WALL
 Airbolt
 Ball Lightning
 Dispel Fog
 Eagle Vision
 Ground Fog
 Hold Vapor

Improved Whispering Wind

Alamir's Fundamental
Breakdown
Skywrite
 Hover

4th Level

SOLID FOG
 Elemental Control
 Elemental Turning
 Protection From
 Elementals 10' Radius
 Protection From
 Gas, 5' Radius
 Wind Breath
 Darsson's Eye In The Sky
 Hailcone

5th Level

AIRY WATER
 CLOUDKILL
 CONJURE ELEMENTAL
 CONJURE ELEMENTAL-KIN
Calm Wind
Ozone Cloud

6th Level

DEATH FOG
 EVAPORATE FLUID
 SOLID FOG

7th Level

CONJURE GREATER ELEMENTAL
 Command Element
 Neutralize Gas
 Suffocate
 Summon Wind
Cyclone Chariot

8th Level

AIRBOAT
 INCENDIARY CLOUD
 Airball
Air Spiral

9th Level

Elemental Aura
Windwar

Barred: Air Elementalist**1st Level**

Fist Of Stone

2nd Level

FOOLS' GOLD
 Pit
Maximilian's Earthen Grasp
Stone Sleep

3rd Level

Alamir's Fundamental
Breakdown
Maximilian's Stony Grasp
Mordenkainen's Protection From
Insects And Arachnids

Stoneiron**4th Level**

DIG
 STONESKIN
 Elemental Control
 Elemental Turning

Barred: Water Elementalist**1st Level**

AFFECT NORMAL FIRES
 DANCING LIGHTS
 Fire Burst
Fire Quill
Flamespin

2nd Level

FLAMING SPHERE
 PYROTECHNICS

Earth

Protection From
 Elementals 10' Radius
 Turn Pebble To Boulder
Wall Of Sand
Repulse Metal

5th Level

CONJURE ELEMENTAL
 CONJURE ELEMENTAL-KIN
 DISTANCE DISTORTION
 PASSWALL
 STONE SHAPE
 TRANSMUTE ROCK TO MUD
 WALL OF IRON
 WALL OF STONE
Ballant's Stonestrength
Stone Drill

6th Level

GLASSEE
 MOVE EARTH
 STONE TO FLESH

Fire

Circle Of Flame
Combust
Firestaff
Smokescreen
Agannazar's Scorcher
Darsson's Fiery Cube
Rainfire

3rd Level

FIREBALL

TRANSMUTE WATER TO DUST
 Claws Of The UMBER HULK
Ballant's Stonesplit

7th Level

CONJURE GREATER ELEMENTAL
 STATUE
 Command Element
 Hatch The Stone From The Egg

8th Level

GLASSTEEL
 SINK
 Iron Body

9th Level

Elemental Aura

FLAME ARROW

Animate Fire
 Enchanted Torch
 Melf's Minute Meteors
 Mellix's Fire Mouth
 Protection From Fire
Alamir's Fundamental
Breakdown
Animate Fire
Fire Phantom

Searing Serpent
Zikalan Fireform

4th Level

FIRE TRAP
WALL OF FIRE
Elemental Control
Elemental Turning
Fire Gate
Fire Lance
Protection From
Elementals 10' Radius
Everlasting Fire
Fire Aura
Fire Wake
Daltim's Flaming Fist
Firebrand
Flamsterd's Flamestrike
Sustain Fire
Unburn

5th Level

CONJURE ELEMENTAL
CONJURE ELEMENTAL-KIN
Fire Stones
Produce Flame
Protection From
Fire, 15' Radius
Shroud Of Flame
Daltim's Fiery Protector
Fallion's Fabulous Fireball

6th Level

Flameproof
Fire Eyes #
Forest's Fiery Constrictor

7th Level

CONJURE GREATER ELEMENTAL
DELAYED BLAST FIREBALL
Command Element

Flame Chase
Incendiary Entrapment
Malec-Keth's Flame Fist
Daltim's Proof Against Fire

8th Level

INCENDIARY CLOUD
Fire Storm
Shooting Stars
Avisсар's Flaming Weapon

9th Level

METEOR SWARM
Elemental Aura

Barred: Fire Elementalist

Water

Level 1

Feather Float
Lasting Breath
Liquid Orb
Metamorphose Liquids
Precipitation
Snilloc's Snowball
Zala's Icejacket

Ground Fog
Watery Double
Wall Of Water
Alamir's Fundamental
Breakdown
Watery Form
Steam Blast

Rusting Grasp
Vile Venom
Otiluke's Polar Screen
Water Bomb
Calm Water

Level 2

Create Water
Ice Knife
Insatiable Thirst
Mist Magic
Shark Bolt
Whispering Tide
Snilloc's Snowball Swarm

Level 4
ICE STORM
WALL OF ICE
Control Fluid
Elemental Control
Elemental Turning
Protection From
Elementals 10' Radius
Vitriolic Sphere
Mordenkainen's Protection From
Slime

Level 6
LOWER WATER
PART WATER
TRANSMUTE WATER TO DUST
Otiluke's Freezing Sphere

Level 3

CLOUDBURST
ICELANCE
WATER BREATHING
Airbolt
Dispel Fog

Level 5
AIRY WATER
CONE OF COLD
CONJURE ELEMENTAL
CONJURE ELEMENTAL-KIN
TRANSMUTE ROCK TO MUD

Level 7
CONJURE GREATER ELEMENTAL
Acid Storm
Command Element
Whirlpool

Level 8
Deep Delve
Waterspout
Abi-Dalzim's Horrid Wilting

Level 9
ELEMENTAL AURA
Power Word, Liquefy

Dimension

Barred: by philosophy

1st Level

ENLARGE
GAZE REFLECTION
Detect Phase

2nd Level

DEEPOCKETS
ROPE TRICK
Displace Self
Warp Sense

3rd Level

Cache
Random's Commodious Pocket
Proof From Teleportation
Teleport Object

4th Level

DIMENSION DOOR
Phase Shift
Drawmij's Instant Exit
Phase Trap

Barred: by philosophy

1st Level

MAGIC MISSILE
PUSH
SHIELD
Gauntlet #
Tenser's Floating Disc
Oilskin

2nd Level

LEVITATE
Battering Ram
Decastave
Flying Fist
Skyhook
Forcewave
Quimby's Enchanting Gourmet
Belsham's Mace
Whirling Blade #

3rd Level

INVISIBLE MAIL
Airbolt
Cloak Of Warding

5th Level

CONTACT OTHER PLANE
DISTANCE DISTORTION
Improved Blink
Leomund's Secret Chest
Otiluke's Radiant Screen
Etherealness
Question Ball

6th Level

Dimensional Blade
Otiluke's Diamond Screen
Otiluke's Excruciating Screen
Alvira's Stasis Shell
Murlynd's Void
Teleport Other
Wall With No Doors

7th Level

DUO-DIMENSION
PHASE DOOR
SHADOW WALK
VANISH
Drawmij's Instant SummonsMordenkainen's Magnificent
Mansion
Planar Door
Otiluke's Death Screen
Mass Teleport
Translocation Shift

8th Level

MASS TELEPORT WITHOUT ERROR
MAZE
Gateway
Primal's Wormhole
Teleport Block
Transport

9th Level

GATE
TIME STOP
Estate Transference
Power Word, Banishment
Sphere Of Ultimate Destruction
Worldwalk
Tymessull's Cerulean Traverse

Force

Improved Magic Mouth
Otiluke's Force Umbrella
Improved Magic Missile
Manyjaws #

4th Level

Elude Blow
Otiluke's Resilient Sphere
Caligarde's Claw
Mordenkainen's Force Missiles
Whisper Blade #
Geirdorn's Grappling Grasp
Othnal's Spectral Dagger #

5th Level

TELEKINESIS
WALL OF FORCE
Sighing Chain #
Tenser's Destructive Resonance
Suspension #
Thultaun's Thrust
Zala's Deception

6th Level

REPULSION
BARRIER REAVER
Gauntlet Of Teeth #
Otiluke's Orb Of Containment

7th Level

FORCECAGE
Mordenkainen's Sword
Bloodstars

8th Level

Otiluke's Telekinetic Sphere
Spell Engine

9th Level

BIGBY'S CRUSHING HAND

Mentalism

Note on Mentalists: Even though Alteration school spells are barred to this specialty, telekinetic effects are specifically allowed. **Barred:** by philosophy.

1st Level

EMPATHY
HYPNOTISM
PUSH
SPOOK
Disarm
Little Bird
Rary's Empathic Perception
Dolent's Helm
Magic Fist

2nd Level

EMPATHIC CONTROL
ESP
FORGET
Death Recall
Detect Psionics
Flying Fist
Move Object
Agra's Ambush
Compose Mind
Murmuring Masses
Odeen's Sounding Stick
Ray Of Ondovir

3rd Level

EMPATHIC LINK
IRON MIND
SUGGESTION
Detect Charm
Detect Illusion
Mental Transport
Mental Block
Memory

4th Level

CONFUSION
DETECT SCRYING
PHANTASMAL KILLER
Dispel Exhaustion
Lesser Geas
Protection From
Possession, 10' Radius
Psionic Damper
Psionic Tracer
Psychic Protection
Rary's Mnemonic Enhancer
Rary's Memory Alteration
Rary's Mind Scan
Ray Of Oblivion
Watchware
Zala's Amberhelm

5th Level

DOMINATION
FEEBLEMIND
MAGIC JAR
SENDING
TELEKINESIS
Read Object

Manor's Mindsight
Mind-Control Invisibility
Rary's Mind Shield
Rary's Replay
Rary's Telepathic Bond
Exalted Eye
Farscry
Mordenkainen's Involuntary
Wizardry
Rip

6th Level

GEAS
MASS SUGGESTION
Mordenkainen's Lucubration
Psychic Drain
Psychic Reversal
Rary's Protection From Scrying
Tower Of Mental Resistance
Watchware, 30' Radius

7th Level

ENHANCED EMPATHY
POWER WORD, STUN
Descent Into Madness
Major Domination
Manor's Mind Vision
Mordenkainen's Penultimate Cogitation
Curse Of Forgetfulness

8th Level

DEMAND
MIND BLANK

9th Level

Dismind
Mass Domination
Programmed Amnesia

Shadow

Barred: by philosophy

1st Level

CHILL TOUCH

SLEEP

SPOOK

Moonglow

Blacksteel

Tunnel Vision

2nd Level

BLUR

DARKNESS, 15' RADIUS

RAY OF ENFEEBLEMENT

SCARE

SPECTRAL HAND

Dancing Shadows

Shadow Burst

Wall Of Gloom

Dark Mirror

3rd Level

NONDETECTION

PHANTOM STEED

WRAITHFORM

Darkning Bolt

Paralyzation

Shadow Blink

Shadow Cloak

Spirit Armor

*Create Darkness**Darksense**Lorloveim's Creeping Shadow**Mailed Might*

Shadow Bolt

4th Level

ENERVATION

EVARD'S BLACK TENTACLES

FEAR

MINOR CREATION

SHADOW MONSTERS

Shadowshield

*Create Darkenbeast**Gloom**Whisper Blade #**Argaster's Cloak Of Shadows*

Shadow Skeleton

Spectral Wings

5th Level

DEMISHADOW MONSTERS

MAJOR CREATION

PASSWALL

SHADOW DOOR

SHADOW MAGIC

SUMMON SHADOW

Conjure Nightmare

Mordenkainen's Faithful Hound

Phantom Blade

Shadow Head #

Shadow Hand

Shadow Play

Zala's Deception

6th Level

DEMISHADOW MAGIC

SHADES

Blackmantle

Bloodstone's Spectral Steed

*Lorloveim's Shadowy**Transformation**Turnshadow*

Shadow Gauntlet

Shadow Speak

7th Level

DUO-DIMENSION

PHASE DOOR

SHADOW WALK

Shadowcat

8th Level

MAZE

Shadow Form

9th Level

ENERGY DRAIN

Mass Blindness

Create Shade

Common spells are listed first, in SMALL CAPS. **Uncommon** spells are in normal type. **Rare** spells are *italicized*. **Very rare** spells are **screened**. The “#” mark means check that spell's Notes section. An asterisk (*) means the spell is restricted to a specialist wizard.

Schools Of Thaumaturgy Lists

These lists are organized by specialty school. The elemental lists are based on Western conventions (Oriental and Arabian lists are in a later section). Each list is organized by level alphabetically, but each list is also divided by rarity. **Common** spells are listed first, in SMALL CAPS. **Uncommon** spells are in normal type. **Rare** spells are *italicized*. **Very rare** spells are *screened*. Any spell marked “#” has information in the Notes section of the spell that should be consulted. Spells restricted to specialists, as opposed to generalists, are followed by an asterisk (*). The final decision about spell rarity and whether a spell is available to player character wizards rests with the DM.

Alchemy

Barred: by philosophy

1st Level

AFFECT NORMAL FIRES
GREASE
PROTECTION FROM EVIL
Adhesion
Control Vapor
Fire Burst
Firewater
Metamorphose Liquids
Otiluke's Bubbling Buoyancy
Otiluke's Smoky Sphere
Troll Repellent
Suric's Swift Perusal
Tipple
Oilskin

2nd Level

DETECT POISON
FOOLS' GOLD
GLITTERDUST
PYROTECHNICS
SENSE SHIFTING
STINKING CLOUD
Filter
Melf's Acid Arrow
Preservation
Enhanced Olfaction
Net
Otiluke's Boiling Oil Bath
Drenal's Dry Ink
Drenal's Stone Flame

3rd Level

FLAME ARROW
PROTECTION FROM
EVIL, 10' RADIUS

Dissipate Vapor
Enchanted Torch
Hold Vapor
Melf's Minute Meteors
Solvent Of Corrosion
Alamir's Fundamental
Breakdown
Lubricity
Otiluke's Acid Cloud
Grease Slick
Lessen Gravity
Remove Smell

4th Level

ENCHANTED WEAPON
FIRE CHARM
FIRE TRAP
Control Fluid
Protection From Acid
Vitriolic Sphere
Belyn's Burning Blood
Darsson's Potion
Merald's Murderous Mist
Otiluke's Steaming Sphere
Acid Bolt
Gaseous Form
Murlynd's Ogre
Spendelarde's Chaser
Vampire Mist

5th Level

CLOUDKILL
FABRICATE
Protection From Acid
Rusting Grasp
Vile Venom

Nemicon's Transference
Physical Invisibility
Thunguul's Preservation

6th Level

DEATH FOG
EVAPORATE FLUID
GLASSE
STONE TO FLESH
Otiluke's Orb Of Containment
Dauntra's Cloak
Metal To Rust

7th Level

STATUE
Acid Storm
Hatch The Stone From The Egg
Neutralize Gas
Dragon Breath
Otiluke's Siege Sphere
Amorphous Blob
Incendiary Entrapment

8th Level

GLASSTEEL
INCENDIARY CLOUD
Endless Slumber
X-Ray Vision

9th Level

CRYSTALBRITTLE
Glorious Transmutation
Life Water
Prismal's Revenge

Artifice

Barred: by philosophy

1st Level

FARSEER
 MENDING
 Divining Rod
 Protective Amulet
 Sharpen
Otto's Chime Of Release
 Compass
 Odeen's Magic Tailor

2nd Level

Leomund's Trap
 Moon Rune
Infratorch
Unpickable Lock
 Charge
 Odeen's Sounding Stick
 Portrait
 Speed

3rd Level

EXPLOSIVE RUNES
 FARSPEAKER
 FLAME ARROW
 ITEM
 Melf's Minute Meteors
 Preserve Wood
 Snapping Teeth
Unmask
 Drenal's Amok Needles
 Haelyn's Bow
 Mystic Rope
 Steeldance

4th Level

ENCHANTED WEAPON
 MAGIC MIRROR
 Duplicate
 Electrical Wards
 Rastor's Mystical Spy
 Special Effects
 Thunder Staff
 Vision Stone
Drawmij's Tool Box
Otto's Drums Of Despair
Otto's Tin Soldiers
Tenser's Staff Of Smiting
 Lapse
 Odeen's Impenetrable Lock
 Primal's Handy Mirror
 Primal's Pictograph
 Ramael's Cyclical Light
 Watchware

5th Level

FABRICATE
 Magic Staff
Drawmij's Flying Feat
Motion
Otto's Gong Of Isolation
 Presper's Moonbow
 Question Ball

6th Level

ARROW OF BONE
 GLASSEE
 Dimensional Blade
 Recharge

Otiluke's Orb Of Containment
Prismatic Eye
Ring Of Disintegration #
Spell Mirror #
 Capacitor
 Reconstruction
 Watchware, 30' Radius

7th Level

SIMULACRUM
 Gemjump
 Steal Enchantment
 Summon Wind
Hold Golem
Otiluke's Siege Sphere
 Janga's Jewel
 Rebinding

8th Level

GLASSTEEL
 Life Force Transfer
 Avissar's Flaming Weapon
 Rising Colossus #
 Statue Form

9th Level

SHAPE CHANGE
 SUCCOR
 Juggernaut #
 Skycastle
 Tymessull's Cerulean Traverse

Common spells are listed first, in SMALL CAPS. **Uncommon** spells are in normal type. **Rare** spells are *italicized*. **Very rare** spells are **screened**. The “#” mark means check that spell's Notes section. An asterisk (*) means the spell is restricted to a specialist wizard.

Geometry

Barred: by philosophy

1st Level

ALARM
ERASE
PROTECTION FROM EVIL
SHIELD
Copy
Dictation
Write
Fire Quill

2nd Level

HYPNOTIC PATTERN
Due North
Moon Rune
Mystic Writing
Words Of Fire #
Drenal's Dry Ink

3rd Level

EXPLOSIVE RUNES
PROTECTION FROM
EVIL, 10' RADIUS
SECRET PAGE
SEPIA SNAKE SIGIL
Lesser Sign Of Sealing
Moonglow Symbol
Protection From Amorphs
Skywrite
Ward Against Undead
Odeen's Secret Word

4th Level

FIRE TRAP
MINOR GLOBE OF
INVULNERABILITY
RAINBOW PATTERN
Protection From
Elementals 10' Radius
Protection From
Lycanthropes, 10' Radius
Protection From
Possession, 10' Radius
Protection From
Undead, 5' Radius
Thunder Staff
Galather's Gnostic Chain
Prismal's Pictograph

5th Level

CONJURE ELEMENTAL
CONJURE ELEMENTAL-KIN
Invulnerability To Normal
Weapons
Khazid's Procurement
Protection From
Fiends, 10' Radius
Mordenkainen's Private Sanctum
Von Gasik's Refusal
Jaggar's Strengthened Bastion
Muirara's Map
Shandaril's Tracer

6th Level

ENSNAREMENT
GUARDS AND WARDS
GLOBE OF INVULNERABILITY
Greater Sign Of Sealing
Invulnerability To
Magical Weapons
Tattoo Of Power
Wall With No Doors
Wizard Seal

7th Level

PHASE DOOR
SEQUESTER
Conjure Greater Elemental
Cacofiend

8th Level

ANALYZE DWEOMER
MAZE
SYMBOL
Fear Ward
Gunther's Kaleidoscopic Strike
Symbol, Spell Loss

9th Level

GATE
SHAPE CHANGE
Death Ward
Tobian's Ultimate Circle

Common spells are listed first, in SMALL CAPS. **Uncommon** spells are in normal type. **Rare** spells are *italicized*. **Very rare** spells are **screened**. The “#” mark means check that spell's Notes section. An asterisk (*) means the spell is restricted to a specialist wizard.

Song

Barred: by philosophy

1st Level

AUDIBLE GLAMER
CHARM PERSON
FIND FAMILIAR
FRIENDS
SLEEP
TAUNT
Soothe The Beast
Amplify
Drawmij's Light Step
Otto's Chime Of Release
Distort

2nd Level

FORGET
SHATTER
SUMMON SWARM
Ghost Pipes
Nature Call
Pacify
Tasha's Uncontrollable Hideous
 Laughter
Drawmij's Swift Mount
Otto's Soothing Vibrations
Otto's Tones Of Forgetfulness
Echoes
Mimicry

3rd Level

COMFORT
HOLD PERSON
MONSTER SUMMONING I
SUGGESTION
Improved Whispering Wind
Otto's Crystal Rhythms
Otto's Sure-Footed Shuffle
Calm

4th Level

CHARM MONSTER
EMOTION
MONSTER SUMMONING II
SHOUT
Otto's Drums Of Despair
Otto's Silver Tongue
Otto's Tonal Attack
Otto's Warding Tones

5th Level

DISMISSAL
HOLD MONSTER
MONSTER SUMMONING III
Leomund's Lamentable
 Belaborment
Calm Wind
Otto's Gong Of Isolation
Calm Water
Darsson's Music Box

6th Level

MASS SUGGESTION
MONSTER SUMMONING IV
Brightsong
Prepare Enchantment

7th Level

CHARM PLANTS
MONSTER SUMMONING V
POWER WORD, STUN
True Name
Lullaby

8th Level

MASS CHARM
MONSTER SUMMONING VI

POWER WORD, BLIND
Otto's Irresistible Dance
Great Shout

9th Level

MONSTER SUMMONING VII
POWER WORD, KILL

Bard

Bards tend to have spells on the Song list. Spells that are universal for wizards are not universal for bards. The following list contains spells not generally available to wizards.

1st Level

ALTER INSTRUMENT *
ANIMAL NON-AGGRESSION *
SOUND BUBBLE *
Talon's Waterproof #

2nd Level

*Silence 15' Radius**

3rd Level

COMFORT*
IMPROVED MAGIC MOUTH
INSTANT AUDIENCE*
Wall Of Sound *
Talon's Skitmaster #
Talon's Soundmaster #

4th Level

Conjure Cabinet •

5th Level

SATIRE*

The Harpers

This is a special organization and force for good in the FORGOTTEN REALMS setting. While not all Harpers are spellcasters, some Harpers are wizards or bards. Special spells to which they might gain access are given below.

1st Level

Ghostarp
Laeral's Dancing Whip

2nd Level

Alustriel's Fang
Laeral's Cutting Hand

3rd Level

Gamalon's Fiery Backlash
Laeral's Raging Griffon

4th Level

Laeral's Aqueous Column
Iron Maiden
Alustriel's Mantle
Galkyn's Bolt
Galather's Gnostic Chain

5th Level

Phantom Blade
Fleshshiver
Laeral's Disrobement
Melisander's Harp

6th Level

STARHARP #
Brightsong
Double Steel
Skeletal Bride

7th Level

Alustriel's Improved Mantle
Anticipation
Alustriel's Sword Of Stars

8th Level

Dweomerdeny
Laeral's Invisible Blade

9th Level

Transforming Tune
Eye Of Power

Wild Magic

Barred: All except wild mages

1st Level

HORNUNG'S GUESS*
 NAHAL'S RECKLESS DWEOMER*
 PATTERNWEAVE*

2nd Level

CHAOS SHIELD*
 HORNUNG'S BANEFUL
 DEFLECTOR*
 NAHAL'S NONSENSICAL
 NULLIFIER*

3rd Level

ALTERNATE REALITY*

FIREFLOW*

FOOL'S SPEECH*

4th Level

THERE/NOT THERE*
 UNLUCK*

5th Level

VORTEX*
 WAVEFORM*

6th Level

WILDSHIELD*
 WILDSTRIKE*

7th Level

HORNUNG'S SURGE SELECTOR*
 SPELL SHAPE*

8th Level

HORNUNG'S RANDOM
 DISPATCHER*
 WILDZONE*

9th Level

STABILIZE*
 WILDFIRE*
 WILDWIND*

TABLE 1: WILD MAGIC LEVEL VARIATION

True Level	Die Roll (1d20)																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	-1	-1	-1	-1	-1	0	0	0	0	0	0	0	0	0	0	+1	+1	+1	+1	+1
2	-1	-1	-1	-1	-1	-1	0	0	0	0	0	0	0	0	0	+1	+1	+1	+1	+1
3	-2	-1	-1	-1	-1	-1	-1	0	0	0	0	0	0	0	+1	+1	+1	+1	+1	+2
4	-2	-2	-1	-1	-1	-1	-1	-1	-1	0	0	0	+1	+1	+1	+1	+1	+1	+2	+2
5	-3	-2	-2	-1	-1	-1	-1	-1	-1	0	0	+1	+1	+1	+1	+1	+1	+2	+2	+3
6	-3	-3	-2	-2	-1	-1	-1	-1	-1	0	0	+1	+1	+1	+1	+1	+2	+2	+3	+3
7	-4	-3	-3	-2	-2	-1	-1	-1	-1	0	0	+1	+1	+1	+1	+2	+2	+3	+3	+4
8	-4	-4	-3	-3	-2	-2	-1	-1	-1	0	0	+1	+1	+1	+2	+2	+3	+3	+4	+4
9+	-5	-4	-4	-3	-3	-2	-2	-1	-1	0	0	+1	+1	+2	+2	+3	+3	+4	+4	+5

This table give a level variation for wild mages based on a 1d20 roll. A **boldface** result indicates a *wild surge*; consult Table 2: Wild Surge Results.

TABLE 2: WILD SURGE RESULTS

d100

Roll Results

- 01 *Wall of force* appears in front of caster
- 02 Caster smells like a skunk for spell duration
- 03 Caster shoots forth eight nonpoisonous snakes from fingertips; snakes do not attack
- 04 Caster's clothes itch (+2 penalty to initiative)
- 05 Caster glows as per a *light* spell
- 06 Spell effect has 60' radius centered on caster
- 07 Next phrase spoken by caster becomes true, lasting for 1 turn
- 08 Caster's hair grows on foot in length
- 09 Caster pivots 180 degrees
- 10 Caster's face is blackened by a small explosion
- 11 Caster develops allergy to his magical items; cannot control sneezing until all magical items are removed (allergy lasts 1d6 turns)
- 12 Caster's head enlarges for 1d3 turns
- 13 Caster *reduces* (reversed *enlarge*) for 1d3 turns
- 14 Caster falls madly in love with target until a *remove curse* is cast
- 15 Spell cannot be canceled at will by the caster
- 16 Caster *polymorphs* randomly

d100

Roll Results

- 17 Colorful bubbles come out of caster's mouth instead of words (words are released when bubbles pop); spells with verbal components cannot be cast for 1 turn
- 18 Reversed *tongues* affects all within 60 feet of caster
- 19 *Wall of fire* encircles the caster
- 20 Caster's feet enlarge, reducing movement to half and adding +4 penalty to initiative rolls for 1d3 turns
- 21 Caster suffers same spell effect as target
- 22 Caster levitates 20 feet for 1d4 turns
- 23 *Cause fear* within a 60' radius centered on the caster; all in radius except caster must make saving throw
- 24 Caster speaks in a squeaky voice for 1d6 days
- 25 Caster gains X-ray vision for 1d6 rounds
- 26 Caster ages 10 years
- 27 *Silence, 15' radius* centers on caster 10' × 10' pit appears immediately in front of the caster, 5 feet deep per level of the caster

d100

Roll	Results
29	<i>Reverse gravity</i> beneath caster's feet for 1 round
30	Colored streamers pour from caster's fingertips
31	Spell effect rebounds on caster
32	Caster becomes <i>invisible</i>
33	<i>Color spray</i> from caster's fingertips
34	Stream of butterflies pours from caster's mouth
35	Caster leaves monster-shaped footprints instead of his own until a <i>dispel magic</i> is cast
36	3-30 gems shoot from the caster's fingertips; each is worth 1d6 × 10 gp
37	Music fills the air
38	<i>Create food and water</i>
39	All normal fires within 60 feet of caster are extinguished
40	One magical item within 30 feet of caster (randomly chosen) is permanently drained
41	One normal item within 30 feet of caster (randomly chosen) becomes permanently magical
42	All magical weapons within 30 feet of caster are increased by +2 for 1 turn
43	Smoke trickles from the ears of all creatures within 60 feet of the caster for 1 turn
44	<i>Dancing lights</i>
45	All creatures within 30 feet of the caster begin to hiccup (+1 to casting times, -1 to THAC0)
46	All normal doors, secret doors, portcullises, etc. (including those locked or barred) within 60 feet of the caster swing open
47	Caster and target exchange places
48	Spell affects random target within 60 feet of caster
49	Spell fails but is not wiped from caster's mind
50	<i>Monster summoning II</i>
51	Sudden change in weather (temperature rise, snow, rain, etc.) lasting 1d6 turns
52	Deafening bang affects everyone within 60 feet; those who can hear must save vs. Spell or be stunned 1d3 rounds
53	Caster and target exchange voices until a <i>remove curse</i> is cast
54	Gate opens to a randomly chosen Outer Plane; 50% chance for extraplanar creature to appear
55	Spell functions, but shrieks like a shrieker
56	Spell effectiveness (range, duration, area of effect, damage, etc.) decreases by 50%
57	Spell reversed, if reverse is possible
58	Spell takes physical form as free-willed elemental and cannot be controlled by caster; elemental remains for the duration of the spell and its touch causes the spell effect (THAC0 equal to caster's)
59	All weapons within 60 feet of the caster glow for 1d4 rounds
60	Spell functions; any applicable saving throw is not allowed
61	Spell appears to fail when cast, but occurs 1-4 rounds later
62	All magical items within 60 feet of caster glow for 2d8 days
63	Caster and target switch personalities for 2d10 rounds
66	<i>Slow</i> spell centered on target
65	Target <i>deluded</i>

d100

Roll	Results
66	<i>Lightning bolt</i> shoots toward target
67	Target <i>enlarged</i>
68	<i>Darkness</i> centered on target
69	<i>Plant growth</i> centered on target
70	1,000 lbs. of nonliving matter within 10 feet of target <i>vanishes</i>
71	<i>Fireball</i> centers on target
72	Target turns to stone
73	Spell is cast; material components and memory of spell are retained
74	Every within 10 feet of caster receives the benefit of a <i>heal</i>
75	Target becomes dizzy for 2d4 rounds (-4 AC and THAC0, cannot cast spells)
76	<i>Wall of fire</i> encircles target
77	Target levitates 20 feet for 1d3 turns
78	Target suffers <i>blindness</i>
79	Target is charmed as per <i>charm monster</i>
80	Target <i>forgets</i>
81	Target's feet enlarge, reducing movement to half normal and adding +4 penalty to all initiative rolls for 1d3 turns
82	Rust monster appears in front of target
83	Target <i>polymorphs</i> randomly
84	Target falls madly in love with caster until a <i>remove curse</i> is cast
85	Target changes sex
86	Small, black raincloud forms over target
87	<i>Stinking cloud</i> centers on target
88	Heavy object (boulder, anvil, safe, etc.) appears over target and falls for 2d20 points of damage
89	Target begins sneezing and is unable to cast spells for 1d6 rounds
90	Spell effect has 60' radius centered on target (all within suffer the effect)
91	Target's clothes itch (+2 penalty to initiative for 1d10 rounds)
92	Target's race randomly changes until canceled by a <i>dispel magic</i>
93	Target turns ethereal of 2d4 rounds
94	Target <i>hastened</i>
95	All cloth on target crumbles to dust
96	Target sprouts leaves (no damage caused, can be pruned without harm)
97	Target sprouts new useless appendage (wings, arm, ear, etc.) which remains until <i>dispel magic</i> is cast
98	Target changes color (canceled by <i>dispel magic</i>)
99	Spell has minimum duration of 1 turn (e.g.: a <i>fireball</i> creates a ball of flame that remains for 1 turn, a <i>lightning bolt</i> bounces and continues, possibly rebounding, for 1 turn, etc.)
100	Spell effectiveness (range, duration, area of effect, damage, etc.) increase 200%

World-Specific Lists

AL-QADIM Setting

The wizards of the arabian setting use this basic spell list instead of the standard lists in the *PHB*. The AL-QADIM spells listed as being "very rare" in other settings appear only in this list; (that rating accounting for arabian wizards and those trained by them operating in a western campaign). These lists are updated from the *Arabian Adventures* book and are organized similarly. Since the Elementalist spells in this setting tend to be restricted to Elementalist wizards, the Elementalist spells (*Flame, Sand, Sea, Wind*) are listed following the more general spells of each level.

1st Level

AVERT EVIL EYE
ALARM
ARMOR
CANTRIP
CHANGE SELF
CHARM PERSON
COMPREHEND LANGUAGES
DETECT MAGIC
DETECT METALS AND MINERALS
FIND FAMILIAR
FRIENDS
GAZE REFLECTION
GREASE
HOLD PORTAL
HYPNOTISM
IDENTIFY
JUMP
LIGHT
MAGIC MISSILE
MENDING
MOUNT
PHANTASMAL FORCE
PROTECTION FROM EVIL
READ MAGIC
SHIELD
SLEEP
SPIDER CLIMB
SPOOK
TAUNT
UNSEEN SERVANT
VENTRILOQUISM
Honor Mark

Flame

AFFECT NORMAL FIRES
BURNING HANDS
DANCING LIGHTS
FIRE TRUTH

Sand

MOVE SAND
SAND JAMBIYA

SAND SLUMBER
SAND WHISPER
TRACELESS TRAVEL
Burning Sands

Sea

COOL STRENGTH
FLOAT
SEA SIGHT
WATERBANE
WALL OF FOG

Wind

ALTER NORMAL WINDS
FEATHERFALL
WIND COMPASS
WALL OF FOG

2nd Level

BIND
BLINDNESS
BLUR
CONTINUAL LIGHT
DARKNESS, 15' RADIUS
DEAFNESS
DEEPOCKETS
DETECT EVIL
DETECT INVISIBILITY
ESP
FORGET
IMPROVED PHANTASMAL FORCE
INVISIBILITY
KNOCK
KNOW ALIGNMENT
LEVITATE
LOCATE OBJECT
MIRROR IMAGE
MISDIRECTION
RAY OF ENFEEBLEMENT
RAIN OF BLOOD
ROPE TRICK
SCARE
SHATTER

STRENGTH

WEB
WIZARD LOCK
Call Society #
Fist Of The Adder #

Flame

BANISH DAZZLE
ELEMENTAL GUIDE
FIRE ARROWS
FLAMING SPHERE
SMELTING
SUNDAZZLE

Sand

DUST CURTAIN
ELEMENTAL GUIDE
ENLARGE DESERT CREATURE
PILLAR OF SAND
SAND SHADOW

Sea

DEPTH WARNING
ELEMENTAL GUIDE
FOG CLOUD
TRUE BEARING

Wind

ELEMENTAL GUIDE
FOG CLOUD
FLYING JAMBIYA
WALL AGAINST NOISE
WHISPERING WIND

3rd Level

BLINK
CLAIRVOYANCE
CLAIRAUDIENCE
CHASTISE
DELUDE
DEATH TALISMAN
DISPEL MAGIC

DISPEL MIRAGE
 EXPLOSIVE RUNES
 FIND WATER
 HASTE
 HOLD PERSON
 INFRAVISION
 INVISIBILITY, 10' RADIUS
 ITEM
 LIGHTNING BOLT
 NIGHT'S JAMBIYA
 NONDETECTION
 PHANTOM STEED
 PROTECTION FROM
 EVIL, 10' RADIUS
 RITUAL STRENGTH* (SHAI'IR)
 Analyze Device #
 Basket Trick

Flame

FIREBALL
 FIRE ARROW
 SUNSCORCH
 Fiery Fists

Sand

ENTOMB
 HISSING SAND
 SAND SEAL
 SAND SWORD
 SAND TOOLS
 SANDSPRAY
 WHISPERING SAND

Sea

CONVERSE WITH SEA
 CREATURES
 STONE HULL
 WATER BREATHING

Wind

FLY
 GUST OF WIND
 REVEAL INVISIBLE
 WIND SERVANT
 WIND SHADOW

4th Level

CONFUSION
 CONTAGION
 DETECT SCRYING
 DIMENSION DOOR
 DREAD WHISPER#
 EMOTION
 ENCHANTED WEAPON
 FEAR

FUMBLE
 HALLUCINATORY TERRAIN
 ILLUSIONARY WALL
 IMPROVED INVISIBILITY
 JACKAL WARD
 LIFESURGE
 MAGIC MIRROR
 MASSMORPH
 MINOR CREATION
 MINOR GLOBE OF
 INVULNERABILITY
 POLYMORPH OTHER
 POLYMORPH SELF
 PROTECTION FROM THE
 ELEMENTS
 RAINBOW PATTERN
 REMOVE CURSE
 SHOUT
 VACANCY
 WIZARD EYE
 Genie Contract
 Mechanical Disruption

Flame

ELEMENTAL FORM
 ENHANCE FIRE CREATURE
 FIRE CHARM
 FIRE SHIELD
 FIRE TRAP
 SUNFIRE
 SUNWARP
 WALL OF FIRE

Sand

CONJURE SAND LION
 ELEMENTAL FORM
 DIG
 SANDCONE
 STONESKIN

Sea

ELEMENTAL FORM
 ICE STORM
 SHATTERHULL
 SOLID FOG
 STRENGTHEN WATER
 CREATURE
 WALL OF ICE

Wind

ELEMENTAL FORM
 GHOST RIGGING
 MIRAGE WALL
 WIND BLADE

5th Level

ADVANCED ILLUSION
 ANIMATE DEAD
 AVOIDANCE
 CHAOS
 CLOUDKILL
 DOMINATION
 DREAM
 FABRICATE
 FALSE VISION
 FEEBLEMIND
 FLESH MIRAGE
 HOLD MONSTER
 MAGIC JAR
 MAJOR CREATION
 OATHBINDING
 SEEMING
 SENDING
 SHADOWSTRIKE
 TELEKINESIS
 TELEPORT
 WALL OF FORCE
 WALL OF IRON
 Guise Of The Yak-Man
 Heat Mirage
 Reconnect #

Flame

Conjure Elemental
 Fire Track

Sand

Conjure Elemental
 Desert Fist
 Liquid Earth
 Move Dune
 Passwall
 Stoneshape
 Transmute Rock to Mud
 Wall of Stone
 Waves Of Sand

Sea

Airy Water
 Cone of Cold
 Conjure Elemental
 Shipshock
 Transmute Rock to Mud
 Water Blast

Wind

Airy Water
 Conjure Elemental
 Cloudkill
 Death Smoke
 Liquid Earth

Shield Of Winds
Wind Carpet**6th Level**

ANTIMAGIC SHELL
 CONJURE ANIMALS
 CONTINGENCY
 DEATH SPELL
 DISINTEGRATE
 ENCHANT AN ITEM
 EYEBITE
 GEAS
 GLOBE OF INVULNERABILITY
 GUARDS AND WARDS
 LEGEND LORE
 MASS SUGGESTION
 MIRAGE ARCANA
 MISLEAD
 PERMANENT ILLUSION
 PROJECT IMAGE
 REPULSION
 TATTOO OF POWER
 TRUE SEEING
 VEIL
 Animate Blood
 Shadow Veil

Flame

FLAMEPROOF
 SUMMON FIRE DRAGONS
 Flame Of Justice #

Sand

GLASSEE
 MOVE EARTH
 PART SAND
 SAND SHROUD
 STONE TO FLESH
 TRANSMUTE WATER TO DUST
 Dusts Of Death

Sea

COMMAND WATER SPIRITS
 LOWER WATER
 PART WATER
 SHIP OF FOOLS
 TRANSMUTE WATER TO DUST

Wind

CONTROL WEATHER
 DEATH FOG
 INVISIBLE STALKER
 SUMMON WIND DRAGONS

7th Level

DUO-DIMENSION
 FINGER OF DEATH
 FORCECAGE
 LIFEPROOF
 LIMITED WISH
 MASS INVISIBILITY
 PHASE DOOR
 POWER WORD, STUN
 PRISMATIC SPRAY
 REVERSE GRAVITY
 SEQUESTER
 SIMULACRUM
 SUMMON SHA'IR #
 SPELL TURNING
 TELEPORT WITHOUT ERROR
 VANISH
 VISION

Flame

COMMAND ELEMENT
 ELEMENTAL
 TRANSMOGRIFICATION
 SUN STONE

Sand

COMMAND ELEMENT
 CREATE SHADE
 ELEMENTAL
 TRANSMOGRIFICATION
 RETURN TO SAND

Sea

COMMAND ELEMENT
 ELEMENTAL
 TRANSMOGRIFICATION
 WATER FORM

Wind

COMMAND ELEMENT
 CREATE SOUNDSTAFF
 ELEMENTAL
 TRANSMOGRIFICATION

8th Level

ANTIPATHY/SYMPATHY
 BODY LINK
 CLONE
 DEMAND
 MASS CHARM
 MAZE
 MIND BLANK
 PERMANENCY
 POLYMORPH ANY OBJECT
 POWER WORD, BLIND
 PRISMATIC WALL

SCREEN
 SYMBOL
 TRAP THE SOUL
 Hide Heart

Flame

INCENDIARY CLOUD
 UNLEASH MONOLITH

Sand

GLASTEEL
 RIVER OF SAND
 SAND WORM
 SINK
 UNLEASH MONOLITH

Sea

CLEANSE WATER
 UNLEASH MONOLITH

Wind

UNLEASH MONOLITH

9th Level

ENERGY DRAIN
 FORESIGHT
 IMPRISONMENT
 POWER WORD, KILL
 PRISMATIC SPHERE
 SHAPE CHANGE
 SUCCOR
 TIME STOP
 WEIRD
 WISH

Flame

CONFLAGRATION
 METEOR SWARM

Sand

CRYSTALBRITTLE
 SAND FORM

Sea

LIFE WATER
 MAELSTROM
 Create Water

Wind

WINDTOMB

BIRTHRIGHT Setting

In addition to the core rule lists, the Birthright campaign setting has spells of its own. A few of spells are world-specific and cannot be used elsewhere, these are marked with an asterisk (*). The more generally used spells, other than those that deal with bloodlines or local languages, have been integrated into the other lists.

1st Level

KHINASI TRADE TONGUE
KNOW BLOODLINE DERIVATION
KNOW BLOODLINE STRENGTH
KNOW CERILIAN ORIGIN
SIDHELIN BOW

2nd Level

CALDER'S STARRY SKY
FIRST STRIKE*
MASK BLOODLINE
MISFORTUNE
RUORNIL'S TRACKS

3rd Level

ENHANCE BLOOD ABILITY
ERIK'S QUILLS
SUPPRESS BLOOD ABILITY
HAELYN'S BOW
ZIKALAN FIREFORM

4th Level

IDENTIFY TIGHMAEVRIL
IMPROVED ARMOR*
MIMIC BLOOD ABILITY
Shaeffaete's Shadow
Distinction

5th Level

DISGUISE BLOODLINE

FACET

MASS MOUNTS

6th Level

SIDHELIN MIEN
SUPPRESS BLOODLINE

7th Level

RESIST MAGIC

8th Level

MAGIC DRAIN*

9th Level

BLOOD DRAIN

DARK SUN Setting

In addition to the general list, the following specialty spells can be made available to DARK SUN wizards.

1st Level

ERDLU CLAW
PETRIFY WOOD
Giant Fur

2nd Level

DETECT PSIONICS
Wakefulness
Spawn Heritage

3rd Level

FLEET FEET
REVERSE FOSSILIZATION
RANIKE CLOUD
Stoneiron
Erdlu Hide

4th Level

PSIONIC DAMPER
PSIONIC TRACER#
RAZE
TRANSMUTE SAND TO STONE
WOODIRON
SPIDER STRAND

5th Level

KANK SHELL
REJUVENATE
Erdlu Egg

6th Level

IMPROVED HASTE
IMPROVED SLOW
Psychic Reversal

Psychic Reversal

Isolate Templar

7th Level

CONJURE GREATER ELEMENTAL
SANDS OF TIME
DOOM LEGION
Semipermanency

8th Level

PROTECTION FROM TIME
CREATE TREE OF LIFE*

9th Level

Vampiric Youthfulness

Common spells are listed first, in SMALL CAPS. **Uncommon** spells are in normal type. **Rare** spells are *italicized*. **Very rare** spells are screened. The “#” mark means check that spell's Notes section. An asterisk (*) means the spell is restricted to a specialist wizard.

DRAGONLANCE Setting

This setting uses the general list, and the special spells detailed below.

1st Level

Feather Float
Signature Sigil

2nd Level

Remove Disease

4th Level

Fistandantilus's Firequench*

5th Level

Command Dragon

Dragon Knights

In the DRAGONLANCE setting, the Dragon Knights are a special force of riders teamed with dragons who carry them into combat. A 6th-level dragon knight who was previously a wizard can start to learn spells from dragons, provided the knight is otherwise capable of learning these spells. The DM decides if and when a dragon offers a spell (spells are most often offered by the knight's partner. The spells on this list are unique to Dragon Knight/Wizards, and can be learned by them in the usual way.

1st Level

Dragon Tongues

2nd Level

Dragon Message

3rd Level

Dragon Fall
Eye-Shield
Wings #

Unless otherwise noted, the Dragon Knight uses Fighter class information.

Alignment: Any

Ability Scores: Strength 9, (Prime Requisite)

Race/Class: Any Fighter

Role: Seeks to maintain the Balance by shaping and molding the powerful forces of other alignments. Every action of the paramander is justified in the interests of pure neutrality. Committing good or evil actions without considering the effects on the Balance causes loss of status and reversion to the fighter class.

Equipment: Armor is limited to chain mail, and they do not use shields or swords. They can use any type of pole arm or missile weapon.

Special Skills

At 1st level, receive a proficiency in Riding (Dragon) at no cost, can use a lance on dragonback with attack penalty due to flying, and become immune to dragon awe.

At 3rd level, can use a preferred missile weapon from dragonback with no attack penalty due to flying, receives a +1 bonus to the dragon riding proficiency, and becomes immune to dragon fear.

At 5th level, gain proficiency in one dragon tongue (the dragon partner's, if not already known), and a +1 attack roll bonus with the lance when fighting from dragonback.

At 6th level, receive +1 to dragon riding proficiency, and if previously a wizard, can start learning magic from dragons.

At 7th level, receive +1 to hit with preferred missile weapon when fighting from dragonback

At 8th level, gains proficiency in one dragon tongue or improves a dragon tongue proficiency by +1.

At 9th level, gain the ancient history proficiency at no cost (or improve by +1 if known)

Hindrances: Armor is limited to chain mail. Shields and swords are not used. The Dragon Knight starts with three weapon proficiencies, one of which must be the lance.

FORGOTTEN REALMS Setting

In general, the FORGOTTEN REALMS spells have been integrated into the general spell list. However, some regions have spells of their own. This section contains two representative samples, the Old Empire and Halrua, the Shining South. Lists lists from the Realms given in the specialty wizard section include: the Bedine sorcerer, the Incantatrix, the Seven Sisters, and the Waterdeep Watch-Wizards Guild, with some specialty lists from individual wizards. Harper spells are listed in the Song wizard section of the Schools of Thaumaturgy.

Halruaan Spells

The spells of the Shining South come from the region of Halruaa in the FORGOTTEN REALMS setting, and only rarely found outside that region.

1st Level

INSULATION

2nd Level

PROTECTION FROM BIRDS
DARSSON'S COOLING BREEZE
DARSSON'S FIERY CUBE

3rd Level

SCINTILLATING SPHERE

4th Level

RAMAEL'S CYCLICAL LIGHT

5th Level

DARSSON'S MUSIC BOX
RAPID REFLEXIVE RESPONSE

6th Level

RING OF DISINTEGRATION
SUSPENSION

7th Level

NERVE DANCE

9th Level

POWER WORD, BANISHMENT
Mycontil's Last Resort

Old Empire Spells

The Old Empire region in the FORGOTTEN REALMS setting is in Mulhorand, Unther, and parts of Chessenta. The culture of the Old Empire resembled that of Ancient Egypt. The magic of the area, written in *Thoth mage-script* since the rebellion of the Red Wizards of Thay, cannot be read by mages who have not been specifically schooled in that art.

1st Level

BARRIER *

IGNITE FLAME *

READ SOUTHERN MAGIC *

Breathe *

Ladder •

Ward *

2nd Level

Run *

Move Object *

Tumble *

Thunderball •

Damage Mirror *

3rd Level

Protection From Telekinesis *

Target *

Witchweed *

Foothold *

4th Level

Command Elementals *

Dune *

Agitate Wounds *

Slumber *

5th Level

DEATHGUARD *

ETHEREAL BANISHMENT *

Sandstorm *

Mummy Creation *

6th Level

Worship *

Javelin *

Enfeeble *

Reverse Missile *

7th Level

Time Loop •

Trick *

Resist Injury *

8th Level

DEVASTATE *

Deathbolt *

Bombard •

9th Level

Army *

Call *

Soul Shift *

Maztica Setting

This setting is much like the New World in the 1500's; the native culture resembles the Aztec or Mayan cultures. There are two special spell lists from this setting. Each is a separate magical discipline; these spells cannot be learned by other types of wizards, nor can these spellcasters learn other general wizard spells.

Hishna Spells

This Maztican spell list is based on animal magic.

1st Level

CAT CHARM*

PROTECTION*

SNAKE CHARM*

TALONBLADE*

DISGUISE*

2nd Level

AMBUSH*

HEARTSENSE*

HUNTSMAN'S CALL*

HYPNOSIS*

SCALESNARE*

SCROLLSEE*

3rd Level

DROUGHT*

NET*

PESTILENCE*

4th Level

CURSED IMAGE*

FIRE*

SENDING*

5th Level

CREATE TALISMAN OF HISHNA*

JAGUAR FORM*

Pluma Spells

This Maztican spell list is based on air and bird magic.

1st Level

ARROWFLIGHT*

BIRD CHARM I*

COOL*

ELEVATE I*

FEATHERWEAVING*

STONEFLIGHT*

WARMTH*

2nd Level

BAFFLEMENT*

BREATHSENSE*

FISHER'S LUCK*

GUARDIAN*

LIGHT*

SPEARFLIGHT*

3rd Level

BLOSSOM*

ELEVATE II*

WATER SUMMONING*

WINDRIDER*

4th Level

BIRD CHARM II*

WATER MOVE*

MAGIC RESISTANCE*

5th Level

CREATE TALISMAN OF PLUMA*

EAGLE FORM*

MYSTARA Setting

This adaptation of the D&D game's "Known World" into the AD&D system adds a number of new spells to the standard list. The naming conventions of the Known World setting are very flowery; the *Wizard Spell Compendium* translates these spell names for more general play.

1st Level

DANCE MACABRE
EMIRIKOL'S QUESTION
FILTH'S BANE
RELEASE WEAPON
SOOTHE THE BEAST
SORCEROUS SCRIBE
SPIRIT SERVANT
SURIC'S SWIFT PERUSAL
WANDBANE

2nd Level

BALLIARD'S REJUVENATING TOUCH
DETECT LYCANTHROPE
DEGRAS'S PILFERING FINGERS
FLANN'S FINERY

3rd Level

BRANNART'S ACIDIC GRASP
CALLISTRAM'S GONDOLA
CLOAK OF WARDING
SPELL SENSE
SCALDING SPOUT
IMPROVED MAGIC MISSILE

4th Level

COUNTERSPELL IMMUNITY
ELUDE BLOW
EVERPRESENT RECORD
WARD AGAINST CHARMS

5th Level

JAGGAR'S STRENGTHENED BASTION
LAPIS BONDS
PIERCE MAGIC RESISTANCE
MORPHAIL'S UNHOLY BLESSING
PILFER DWEOMER

6th Level

BREACH DEFENSES
ITEMBANE
SEEK TELEPORTER
WALL WITH NO DOORS

7th Level

CONSUME KNOWLEDGE
DOUBLE DWEOMER
GUARDIAN MANTLE
RODBANE (NEW)

8th Level

REVERSE TELEPORT
SPELLDOOR

9th Level

ALYSSINDRA'S SUMMONS
PIERCE ANY SHIELD
SATHRATH'S INGENIOUS RECOLLECTION

RED STEEL Setting

This setting is also in the "Known World," and uses the MYSTARA list as well as the general list. Most of the special spells from this setting deal with the metal *cinnabryl*, which can stave off the onset of the Red Curse, a debilitating condition suffered by all who are employ magic in the region.

2nd Level

MEASURE CINNABRYL

3rd Level

INTERRUPTABLE LIGHT
IDENTIFY SPECIES

6th Level

MAINTAIN
DEplete CINNABRYL

Note: The *identify species* spell fails if used against the aranea spider-folk.



Oriental Adventures Setting

The wu jen of this setting use this list instead of the standard one from the *PHB*. The oriental spells listed as being "very rare" in other settings appear only in this list (that rating accounts for wu jen) operating in a western campaign. The parenthetical notes are from the original oriental list and serve as a guide to elemental specialties; a "Nature" mage should be considered a Wood Elementalist, and "All" indicates all Elementalist. This section includes two special lists, one for ninja spellcasters, and the other for an entertainer variant spellcaster, the geisya.

1st Level

ACCURACY
 ANIMATE WOOD (NATURE)
 CHAMELEON
 CLOUD LADDER (AIR)
 COMPREHEND LANGUAGES
 DETECT MAGIC
 DROWSY INSECTS (NATURE)
 ELEMENTAL BURST (ALL)
 FIERY EYES (FIRE)
 GHOST LIGHT
 HAIL OF STONE (EARTH)
 HOLD PORTAL
 HYPNOTISM
 KNOW HISTORY
 MAGIC MISSILE
 MELT (FIRE)
 MESSAGE
 PRESTIDIGITATION
 READ MAGIC
 SECRET SIGNS
 SHIELD
 SPIDER CLIMB
 STILL WATER (WATER)
 SWIM (WATER)
 UNSEEN SERVANT
 VENTRILOQUISM
 WALL OF FOG (AIR)
 WARP WOOD (NATURE)
 WATER PROTECTION (WATER)
 WIZARD MARK

2nd Level

ANIMAL COMPANION
 ANIMATE WATER (WATER)
 APPARITION
 BIND
 DETECT EVIL
 DETECT INVISIBILITY
 ESP
 ENCHANTED BLADE
 FIRE SHURIKEN (FIRE)
 ICE KNIFE (WATER)
 INVISIBILITY
 KNOCK
 LOCATE OBJECT
 MISDIRECTION
 OMEN
 PHANTASMAL FORCE
 PROTECTION FROM CHARM
 PYROTECHNICS (FIRE)
 ROPE TRICK
 SMOKE SHAPE (AIR)
 SMOKY FORM (AIR)

STINKING CLOUD (AIR)
 STRENGTH
 VOCALIZE
 WHIP
 WIND BREATH (AIR)
 WHISPERING WIND (AIR)
 WIZARD LOCK
 Candletrick
 Flashpuff

3rd Level

ANIMATE FIRE (FIRE)
 CLOUDBURST (AIR/WATER)
 COMMUNE WITH LESSER SPIRIT
 DETECT SHAPECHANGER
 DISGUISE
 DISPEL MAGIC
 FABRICATE
 FACE
 FEIGN DEATH
 FIRE RAIN (FIRE)
 FIRE WINGS (FIRE)
 HASTE
 HOLD PERSON
 ILLUSIONARY SCRIPT
 IMPROVED PHANTASMAL FORCE
 MAGNETISM (EARTH)
 MEMORY
 PROTECTION FROM NORMAL
 MISSILES
 SCRY (ALL)
 STATUE (EARTH)
 STEAM BREATH (AIR)
 STENCH OF DEATH
 SUGGESTION
 TONGUES
 WALL OF PAPER
 WOOD SHAPE (NATURE)
 Iron Kimono

4th Level

BARGAIN
 CONFUSION
 DANCING BLADE
 DIMENSION DOOR (EARTH)
 DISPEL ILLUSION
 DREAM VISION
 ELEMENTAL TURNING (ALL)
 EMOTION
 FIRE ENCHANTMENT (FIRE)
 IMPROVED INVISIBILITY
 MELT METAL (FIRE)
 MINOR CREATION
 PLANT GROWTH (NATURE)

POLYMORPH OTHER (NATURE)
 POLYMORPH SELF
 QUELL
 REMOVE CURSE
 REVERSE FLOW
 SHOUT
 SPECTRAL FORCE
 TRANSFIX
 VENGEANCE
 WALL OF FIRE (FIRE)
Jest
Juggle

5th Level

AIMING AT THE TARGET*
 ANIMAL GROWTH
 ANIMATE DEAD
 CONE OF COLD (WATER)
 CONJURE ELEMENTAL (ALL)
 CREEPING DARKNESS (AIR)
 DISMISSAL
 FIRE BREATH (FIRE)
 IRONWOOD (NATURE)
 MAJOR CREATION
 MASS (EARTH)
 METAL SKIN (EARTH)
 SERVANT HORDE
 SPIRIT SELF
 SHADOW DOOR
 SPIRIT SELF
 STONE SHAPE (EARTH)
 SWORD OF DECEPTION
 TELEKINESIS
 THORNBUSH ARROWS
 WALL OF BONES
 WALL OF FORCE
 WALL OF IRON
 WALL OF STONE (EARTH)
 WATER TO POISON
 (NATURE/WATER)
 WOOD ROT (NATURE)

6th Level

AURA
 CONTROL WEATHER
 DISINTEGRATE
 ENCHANT AN ITEM
 GAMBLER'S LUCK
 GEAS
 GLASSEE (EARTH)
 LOWER WATER (WATER)
 MASS SUGGESTION
 METAL TO RUST (EARTH)
 PAIN

PART WATER (WATER)
 PERMANENT ILLUSION
 PROGRAMMED ILLUSION
 REPULSION
 SPEAK WITH DEAD
 SPIRITWRACK
 STONE TO FLESH (EARTH)
 SWORD OF DARKNESS
 TRUE SEEING
 VEIL
 VESSEL
 WARP STONE (EARTH)

7th Level

BODY OUTSIDE BODY
 COMMUNE WITH GREATER SPIRIT
 DUO-DIMENSION
 ELEMENTAL SERVANT (ALL)
 ICE BLIGHT (WATER)

LIMITED WISH
 OBEDIENCE
 POWER WORD, STUN
 REANIMATION
 TOOL
 VANISH
 WITHERING PALM

8th Level

ANTIPATHY/SYMPATHY
 CALL
 CLOUD TRAPEZE (AIR)
 FINDING THE CENTER*
 GIANT SIZE
 INCENDIARY CLOUD (FIRE)
 MIND BLANK
 PERMANENCY
 POLYMORPH ANY OBJECT
 POWER WORD, BLIND

SUMMONING WIND (AIR)
 SURELIFE
 SYMBOL
 WHIRLWIND (AIR)
 Year Stealing #

9th Level

ASTRAL SPELL
 CRYSTALBRITTLE (EARTH)
 GATE
 IMPRISONMENT
 INSTANT REGENERATION
 INTERNAL FIRE (FIRE)
 PLANAR CALL
 SUMMON SPIRIT
 TIME STOP
 TSUNAMI (WATER)
 WISH

Geisya Spells

2nd Level

CANDLETRICK
 FLASHPUFF
 THUMP

4th Level

JEST
 JUGGLE
 GREAT THUMP

3rd Level

SCARF

Ninja Spells

1st Level

FACE-BLUR*
 FALSE TRACKS*
 FIND DIRECTION*
 LESSER DISTRACTION*

2nd Level

DEEPEEN SHADOWS*
 FEATHERFOOT*

3rd Level

AGE TO DESTRUCTION*

DETECT THE LIVING*
 GREATER DISTRACTION*

4th Level

IMPROVED FEATHERFOOT*
 IMPROVED MIRROR IMAGE*

5th Level

SHADOW-FORM*

6th Level

SENSE TREASON*



PLANESCAPE Setting

These spells have been introduced in the PLANESCAPE setting.

1st Level

KNOW FACTION

2nd Level

GateWard

Warp Sense

3rd Level

Gate Seal

Lysander's Kaleidoscope #

6th Level

Spiritwrack

Cubehopper #

7th Level

CACOFIEND

TRUE NAME

Lysander's Bladestorm #

Bleaker Spells

These spells are known to the Bleaker faction in the PLANESCAPE setting.

4th Level: DESPAIR

6th Level: HOWL OF PANDEMONIUM

RAVENLOFT Setting

This setting has various unique spells, in addition to the standard list. A spells marked with an asterisk (#) has the note "Can be researched only on the Demiplane of Dread." Such spells appear on this list alone. The DM may allow Vistani access to the Gypsy list, as well.

2nd Level

IMPROVED CHILL TOUCH

STRAHD'S BANEFUL ATTRACTOR*

Sinister Cantrip #

3rd Level

AUGMENT UNDEAD*

GROUND FOG

Sleep Of Horror*

Skeletal Hand*

4th Level

CORPSE WHISPER

EYES OF THE UNDEAD #

NEVERENDING NIGHTMARE*

SUPPRESS LYCANTHROPY*

Bone Form*

Bone Seize*

Improved Vampiric Touch*

Rain Of Terror*

5th Level

SOUL ANCHOR

STRAHD'S MALEFIC MELD*

TRANSMUTE SNOW TO STONE*

Feign Undead*

Mass Contagion*

Sinister Surroundings*

Zone Of Despair*

Persona Of Death*

Knoslira's Crypt*

6th Level

Bones Of The Earth*

7th Level

MISTY SUMMONS*

STRAHD'S FRIGHTFUL JOINING*

8th Level

Simulate Skill*

Disrupt Dominion*

9th Level

Allisandro's Binding Curse*

Confer*

Undead Spells

These are restricted to undead spellcasters. This list includes all such spells, even those that need not be researched on the Demiplane of Dread.

2nd Level

GREATER DETECT UNDEAD*

4th Level

MIMIC MORTAL*

UNDEAD MASTER*

8th Level

GRAFT ITEM*

GRAFT LIMB*

WAVE OF DEATH*

SPELLJAMMER Setting

These spells are used in addition to the general spells in a SPELLJAMMER campaign.

2nd Level

LOCATE PORTAL

3rd Level

AIRSPHERE

CHILL FIRE

ENHANCE RATING

4th Level

READ ARCANE RUNES

SPARK BURST

ARCANE RUNES

5th Level

CREATE PORTAL

ENHANCE MANEUVERABILITY

FLYFIELD

6th Level

Create Minor Helm

Disable Helm

7th Level

Create Major Helm

8th Level

DESTROY MINOR HELM

Create Atmosphere

Collapse Portal

9th Level

DESTROY MAJOR HELM

SUMMON COSMIC STORM

Sun Mages of the Astromundi Cluster

The sun mages are a special group of wizards who live in the Astromundi Cluster, which can be reached only by way of the SPELLJAMMER campaign setting. The special spells of the Sun Mages can be cast only in the Astromundi Cluster.

8th Level: SUNFLARE
SUNSTRIKE

9th Level: SUNGATE
SUNSCREAM

SUNSHIELD

Savage Setting

Although there is no official savage setting, these lists can be used for tribal spellcasters any game world. The following list includes the "tribal spellcaster" lists from the 1st Edition *DMG*. Some spells are found only in arctic (A) or jungle settings (J); no single caster should have both. The DM should monitor spell selections for consistency with the caster's land of origin. Savage mages don't have access to *comprend languages*, *hold portal*, *teleport*, or *teleport without error*. Their *read magic* is often not compatible with standard *read magic*. If scroll-equivalents are available at all, they will be in the form of knotted strings or carved staves, which requires its own version of a *read magic* spell to unlock.

1st Level

AFFECT NORMAL FIRES

DANCING LIGHTS

FROST FINGERS (A)

FROST SHROUD (A)

LOCATE REMAINS

MAGIC BOOMERANG #

PUSH

SERPENT MISSILE # (J)

SHIELD

SUMMON FETISH SPIRIT

VENTRILLOQUISM

WARD

Petrify Wood

2nd Level

AUDIBLE GLAMER

BONEIRON

BONEWOOD

DETECT INVISIBILITY

INVISIBILITY

LEVITATE

MAGIC MOUTH

SCARE

Misfortune

Nature Call #

Protection From Charm #

Create Enchanted Tattoo

3rd Level

DISPEL MAGIC

STONEIRON

Bone Club

Minor Malison

Skullwatch

Ghastly Hands

4th Level

ENCHANT AN ITEM

REMOVE CURSE

WOODIRON

Sinuous Horrors #

5th Level

ANIMAL GROWTH

THROBBING BONES

Shock Shield #

6th Level

ARROW OF BONE

TATTOO OF POWER

7th Level

Bone Javelin

8th Level

BONE BLADE

WORLD OF GREYHAWK Setting

Nearly all spells from this setting are in the general spell list. Most are named for their creators, of whom Bigby, Drawmij, Leomund, Mordenkainen, Murlynd, Nystul, Otiluke, Otto, Rary, Serten, and Tenser are the most prominent.

Spell Lists By Wizard Specialty

Most of these are based on specialized character types that originally appeared in *DRAGON* Magazine. Others are compiled from several sources. It is not possible to include all class, kit, or specialty wizard details appearing in the articles, and in some cases the game system has moved in other directions since they were published. These suggested lists, updated for 2nd Edition, can be used as a foundation for specialized wizards. Unless specifically noted otherwise, these wizards have the spells from the Universal list as well.

Alliance Of The Veil

The Veiled Society, a secret group of preservers in the DARK SUN Setting, have several special spells. Otherwise, they use spells from the Dark Sun list.

1st Level: SUMMON FETISH SPIRIT

7th Level: WATCHFUL EYES

Bedine Sorcerers and Witches

(Anauroch Desert in the FORGOTTEN REALMS setting)

These "shunned ones" travel the Anauroch wastes, accepted by other Bedine only rarely, when their aid is needed against a common foe. They have the ability to sense magic cast within 60 feet (2-in-6 chance), but cannot detect magical items, or guess at the source or powers of the sensed spellcasting, except by using their physical senses.

Bedine sorcerers and witches can duplicate most common and uncommon wizard spells of 1st through 3rd level: Air and Earth spells are most typical, while fire and water spells are rare for them. The DM may allow them to draw from the AL-QADIM setting list, though the spells listed below are common among them. The spells marked with an asterisk (*) are known only to the Bedine. They learn from books, as other wizards do, and highly prize looted spellbooks.

1st Level

SAND JAMBIYA
SAND WHISPER
WIND COMPASS

2nd Level

FLYING JAMBIYA
PILLAR OF SAND
SAND SHADOW

3rd Level

FIND WATER
WHISPERING SAND
WIND SHADOW

4th Level

CONJURE SAND LION
SAND HEALING*
SUNFIRE
WIND BLADE

5th Level

DEATH SMOKE
DESERT FIST
FLESH MIRAGE

6th Level

SAND SHROUD

7th level

SAND GEMS*
SUN STONES

8th Level

CLEANSE WATER
SAND WORM

9th Level

CREATE WATER
LIFE WATER
SANDSWALLOW*

Common spells are listed first, in SMALL CAPS. **Uncommon** spells are in normal type. **Rare** spells are *italicized*. **Very rare** spells are screened. The "#" mark means check that spell's Notes section. An asterisk (*) means the spell is restricted to a specialist wizard.

Chronomancer

Unlike most other specialty wizards, including spell lists updated for this series, the chronomancer discipline allows certain spells one level lower than other specialties. The casting times do not change and these spells otherwise function as they are written. Core chronomancer spells, including the level-adjusted versions of other spells, are barred to other wizards, and are marked with an asterisk (*).

Level 1

DELAY IMAGE*
DETECT TEMPORAL ANOMALY*
Slow Metabolism*
Precognitive Sense*
Lasting Breath

Level 2

Accelerate Plant Growth*
Alternate Reality*
Life Sounding*
Preserve From Decay*
Timeslip*
*Alacrity**
*Haste**
*Slow**
Slowspell

Level 3

Articus's Melee Manager*
Life Tether*
Minor Paradox*
Time Snare*
*Extension I**

Plant Growth*

Level 4

Prophecy*
Wesley's Temporal Disjunction*
Temporal Push*
Timeheal*
*Extension II**
Slowspell, 10' radius

Level 5

ACCELERATE ANIMAL GROWTH*
CREATE SLIPGATE*
EXTENSION III*
TEMPORAL WALL*
Articus's Devolutionary
Warrior*

Level 6

CONCEAL TEMPORAL ANOMALY*
MAGIC MANAGER*
PARADOX*
Accelerate Metabolism

Level 7

PERMANENCY
TEMPORAL EYE*
TIMED STASIS
Sands of Time #
Wesley's Delayed Damage*
Prismal's reversal

Level 8

ACCELERATE LIFELINE*
FORESIGHT*
ITEM SUPERCHARGER*
TEMPORAL STASIS*
TIMEREAVER*
TIME STOP*
Protection From Time #
Afterclap #

Level 9

MAJOR PARADOX*
SEVER LIFELINE*
TEMPORAL SHELL*

Dream Mage

Most spells of the Dream Mage are from the schools of enchantment/charm, conjuration/summoning, and divination; barred schools are invocation/evocation and necromancy; illusion/phantasms are rare. Optionally, their spells require the rare blue lotus blossom as a material component.

1st Level

CHARM PERSON
HYPNOTISM
LIGHT
MOONGLOW
PHANTOM ARMOR
PROTECTION FROM EVIL
SLEEP
UNSEEN SERVANT
Detho's Delirium

2nd Level

BLUR
ECHOES
ENTER DREAM
FORGET
GLITTERDUST
POWER WORD, SLEEP
SLUMBERWARD
WAVES OF WEARINESS
WHISPERING WIND

3rd Level

HEALING DREAM
PROTECTION FROM
EVIL, 10' RADIUS
PROTECTION FROM ILLUSIONS
RAY OF PARALYSIS

SLEEP OF HORROR
SLUMBER
SUGGESTION
WRAITHFORM
TASIRIN'S HAUNTED SLEEP

4th Level

CONJURE DREAM OBJECT
LESSER SPELLDREAM
MAGIC MIRROR
FEAR
PROTECTION FROM
POSSESSION, 10' RADIUS
SLEEPWALKING
TRUE DREAM
TRUE NIGHTMARE

5th Level

CONJURE NIGHTMARE
DREAM
DREAM GLOBE
MIND-CONTROL INVISIBILITY
PROTECTION FROM
ILLUSIONS, 10' RADIUS
READ OBJECT
SEEMING
SLEEPLESS CURSE

6th Level

ALTER DREAM
BLENDING
GREATER SPELLDREAM
MASS SUGGESTION
PROJECT IMAGE
TRUE SEEING

7th Level

CURSE OF FORGETFULNESS
MINDSPIN
LULLABY
SEQUESTER

8th Level

BINDING
ENDLESS SLUMBER
MAZE

9th Level

DISMIND
WEIRD
Phezult's Sleep of Ages

Deathmaster

The deathmaster is an evil necromancer specialist who must become a lich before achieving 21st level. At 20th level the rate of aging doubles.

1st Level

ANIMATE SKELETONS
ANIMATE ZOMBIES
CAUSE LIGHT WOUNDS
FEATHER FALL
PLANT DEATH
PRESERVE DEAD
PROTECTION FROM GOOD
SCARE
SHIELD
UNDEAD SERVANT
WRITE

2nd Level

ATTRACT GHOUL
DARKNESS 15' RADIUS
DETECT GOOD
DEATH ARMOR
FIND FAMILIAR (NEC.)
INVISIBILITY
MAGIC MOUTH
PYROTECHNICS
RAY OF ENFEEBLEMENT
STINKING CLOUD
WIZARD LOCK

3rd Level

DELAY DEATH
DEATH SIGHT
FEIGN DEATH
UNDEAD SUMMONING I
PROTECTION FROM GOOD, 10'
RADIUS
RAY OF PARALYSIS
TONGUES

4th Level

CHARM UNDEAD
DIG
FEAR
ICE STORM
LIFE FORCE TRANSFER
MASK OF DEATH
SHADOW SUMMONING
WALL OF ICE

5th Level

ANIMATE DEAD
CLOUDKILL
CONE OF COLD
DEATHMASTER'S VIAL
GHAST CREATION

MAGIC JAR

MUMMY PRODUCTION

6th Level

DEATH FOG
DEATH SPELL
IMBUE UNDEAD WITH SPELL
ABILITY
TELEPORT DEAD

7th Level

CONTROL UNDEAD
HARM
FINGER OF DEATH
NEGATIVE PLANE PROTECTION

8th Level

DEATH LINK
DEATHSHROUD
TRAP THE SOUL
UNDEAD AIDES

9th Level

DEATH WARD
ENERGY DRAIN
MASTER UNDEAD
UNDEAD CREATION

Frost Mage

Frost mages are a combination of air, water, and enchantment/charm magics, with a few "northern lights."

1st Level

COLOR SPRAY
FROST FINGERS
FROST SHROUD
Gemidan's Icicle
Precipitation
Snilloc's Snowball
Zala's Icejacket

2nd Level

DENY COLD
FOG CLOUD
RAY OF ENFEEBLEMENT
WHISPERING WIND
Frostfire
Ice Knife
Snilloc's Snowball Swarm
Mist Magic

3rd Level

ICELANCE
LIGHTNING BOLT

PROTECTION FROM COLD

Cloudburst
Hold Vapor
Dissipate Vapor
Numbness
Remove Smell

4th Level

ICE STORM
RAINBOW PATTERN
SOLID FOG
WALL OF ICE
Bands Of Ice
Leomund's Secure Shelter

5th Level

CONE OF COLD
PROTECTION FROM
COLD 15' RADIUS
Mind Fog
Calm Wind
Mind Control Invisibility
Otiluke's Polar Screen

6th Level

CONTROL WEATHER
DEATH FOG
INVISIBLE STALKER
Otiluke's Freezing Sphere

7th Level

DRAGON BREATH (WHITE)
ICE BLIGHT
PRISMATIC SPRAY
PROTECTION FROM HUNGER
AND THIRST
SIMULACRUM
VISION
WARDMIST

8th Level

LIGHTNING STORM
POWER WORD, BLIND
SINK

9th Level

CRYSTALBRITTLE
GATE

Gypsy

Gypsy spellcasters tend to be women. In addition to the spells listed, the spells from the schools of Enchantment/Charm and Divination are favored. Spells from this list might also be allowed to the Vistani in the RAVENLOFT setting.

2nd Level

NATURE CALL
SUMMON EQUINE BEINGS*
ESP (WITCH'S)

3rd Level

CURSE OF THE GYPSIES*
DETECT LYCANTHROPE
HEALING DREAM
HEARTCALL
LOVE CHARM

5th Level

CHARM ANIMALS*

Healer Mage (Optional)

Wizards with these skills are not recommended for general campaign settings, but a DM may wish to include them in alternative settings. Their spell list can be built from the priest spheres of Healing and Necromancy, except that the reversed, harmful effects are not available. Schools barred include alteration, conjuration, greater divination, illusion/phantasm, invocation/evocation, all spells of necromancy save those that have healing or curing effects, and all other specialty schools. Universal spells are allowed.

1st Level

BLOOM
CURE LIGHT WOUNDS
DETECT DISEASE
EMPATHY
FRIENDS
LIGHT
MENDING
PROTECTION FROM EVIL
SLEEP

2nd Level

BLOODBRIDGE
CONTINUAL LIGHT
CURE MODERATE WOUNDS
DETECT POISON
DETECT EVIL
FORGET
PRESERVATION
RESTORE STRENGTH
SLOW POISON

3rd Level

CALM
CURE BLINDNESS/DEAFNESS
HOLD PERSON
HOLD POISON
RAY OF PARALYSIS
REMOVE PARALYSIS
PROTECTION FROM
EVIL, 10' RADIUS

4th Level

CHARM MONSTER
CURE SERIOUS WOUNDS
NEUTRALIZE POISON
PROTECTION FROM
POSSESSION, 10' RADIUS
EMPATHIC WOUND TRANSFER
UNFAILING ENDURANCE

5th Level

BONE GROWTH
CURE CRITICAL WOUNDS
DISPEL EVIL
Nulathoe's Nineman

6th Level

HEAL
RAISE DEAD
STONE TO FLESH

7th Level

BANISHMENT
RESTORATION

8th Level

ANTIPATHY/SYMPATHY
REGENERATE

9th Level

RESURRECTION
LIFEWATER

Common spells are listed first, in SMALL CAPS. **Uncommon** spells are in normal type. **Rare** spells are *italicized*. **Very rare** spells are screened. The “#” mark means check that spell's Notes section. An asterisk (*) means the spell is restricted to a specialist wizard.

Hedge Wizard

The hedge wizard is usually a minor local NPC wizard of 9th level or less. No spell of 5th level or higher is universal for them. Their spells typically come from the enchantment/charm and divination schools, alterations of the more common sort and conjuration/summoning spells of 3rd level or less. The 7th level spell, *rebinding*, is probably the peak of their powers. The DM might allow 9th-level hedge wizards to duplicate this spell as an act of magical fabrication, following the general rules for creating magical items from the *DMG*.

1st Level

AFFECT NORMAL FIRES
ALARM
CHANGE SELF
CHARM PERSON
DIVINING ROD
MEND
MESSAGE
PROTECTIVE AMULET
SHARPEN
Emirikol's Question

2nd Level

EVERWATCHING SKULL
DEEP POCKETS
FORGET
GLITTERDUST
INSATIABLE THIRST
IRRITATION
SEAL MOUTH
Nimodes' Major Delousing*
Nimodes' Unseen Butler*

3rd Level

BEWILDER
CALM
MINOR MALISON
PLANT ENTRAPMENT
PHANTOM STEED
PROTECTION FROM COLD/FIRE
SUGGESTION
WIZARD SIGHT
WOOD SHAPE

4th Level

DETECT SCRYING
COUNTERSPELL IMMUNITY
FIRECHARM
FIRETRAP
FUMBLE
MAGIC MIRROR
PLANT GROWTH
Leomund's Tiny Hut
Vision Stone

5th Level

DISMISSAL
ENHANCE PLANT
FABRICATE
FALSE VISION
HEDGE ENCHANTMENT*
MAGIC STAFF

6th Level

BLENDING
RECHARGE
WIZARD SEAL

7th Level

CHARM PLANTS
REBINDING



Incantatrix

This extremely rare human or half-elf specialty wizard from the Forgotten Realms setting focuses on *metamagic*, magic that affects magic. The specialty requires a minimum Intelligence of 13 and Wisdom 12. This list contains only the specialty spells. Barred schools include those spells of conjuration/summoning, illusion/phantasm, invocation/evocation, and necromancy, save those crosslisted with the schools of abjuration, alteration, or on this list.

Special Note: The Incantatrix first appeared in *DRAGON* Magazine. An extensive revision was presented in #9547 *Cult of the Dragon* (prepared concurrently with this volume). Spells listed there and available too late for this volume include the following:

3rd Level: CHARMTHWART

4th Level: FORCEFEND

6th Level: DISPEL POSSESSION

DWEOMERBURST

SAMMASTER'S CONJUNCTION

1st Level

COPY

SHIELD

Otto's Chime Of Release

2nd Level

FORGET

KNOCK

SENSE SHIFTING

3rd Level

ALACRITY

AUGMENTATION I

DISPEL MAGIC

FAR REACHING I

MALADWEOMER

MINOR MALISON

SQUARING THE CIRCLE

Drawmij's Marvelous Shield

4th Level

DILATION I

EXTENSION I

FAR REACHING II

GREATER MALISON

MINOR GLOBE OF

INVULNERABILITY

MINOR SPELL TURNING

SPELLTOUCH

Mordenkainen's Celerity

Rary's Mnemonic Enhancer

Rary's Spell Enhancer

5th Level

DISMISSAL

EXTENSION II

FAR REACHING III

FEEBLEMIND

LOWER RESISTANCE

MAGIC STAFF

PIERCE MAGIC RESISTANCE

WALL OF FORCE

Bigby's Interposing Hand

Jonstal's Double Wizardry

Mordenkainen's Involuntary

Wizardry

Rary's Mind Shield

6th Level

AUGMENTATION II

CONTINGENCY

DILATION II

DISPEL POSSESSION

DWEOMERBURST

EXTENSION III

GLOBE OF INVULNERABILITY

Jonstal's Improved Double

Wizardry

Mordenkainen's Lucubration

Rary's Urgent Utterance

7th Level

BANISHMENT

CURSE OF FORGETFULNESS

DRAINCONE

FORCECAGE

INTENSIFY SUMMONING

PERSISTENCE

POWER WORD STUN

RUBY RAY OF REVERSAL

SEMI-PERMANENCY

SPELL TURNING

STEAL ENCHANTMENT

STEALSPELL

WEIRD SHIELD

Mordenkainen's Penultimate

Cogitation

Simbul's Synostodweomer

8th Level

MAZE

MYSTIC SHIELD

PERMANENCY

PRISMATIC WALL

ABSORPTION

9th Level

CHAIN CONTINGENCY

COMBINE

DISRUPTION

MYSTIC SPHERE

PIERCE ANY SHIELD

POWER WORD BANISHMENT

PRISMATIC SPHERE

SPELLSTRIKE

TRIAD GEM

UNBINDING

Algarth's Embattlement

Allisandro's Binding Curse

Mordenkainen's Disjunction

Sathrah's Ingenious Recollection

Nature Mage

If the DM allows this type of wizard, a specialty spell lists can be built from the priest spheres of Animal and Plant. Barred schools include conjuration/summoning (save spells available through the Animal Sphere), greater divination, illusion/phantasm, invocation/evocation, and necromancy. In addition, the Nature wizard is allowed only Alteration spells that transform creatures or that are also allowed to Elemental wizards of air, earth, or water.

1st Level

ANIMAL SANCTUARY
BLACKTHORNS
BLOOM
CHARM PERSON
DANCING LIGHTS
FIST OF STONE
MOONGLOW
PRECIPITATION
SOOTHE THE BEAST
Murdock's Feathery Flyer
Tenser's Eye of the Tiger

2nd Level

ACCELERATE PLANT GROWTH
CAT'S GRACE
DETECT POISON
ENHANCED OLFACTION
FOG CLOUD
INSATIABLE THIRST
MIMICRY
MOON RUNE
NATURE CALL
PIT
PROTECTION FROM BIRDS
PROTECTION FROM PLANTS
SUMMON SWARM
Maximilian's Earthen Grasp

3rd Level

DETECT CHARM
CLOUDBURST
DISPEL FOG
EAGLE VISION
LIGHTNING BOLT
PLANT ENTRAPMENT
REMOVE SMELL

WATER BREATHING
WOOD SHAPE
Leomund's Tiny Hut
Maximilian's Stony Grasp
Mordenkainen's Defense
Against Nonmagical Reptiles
And Amphibians
Mordenkainen's Protection From
Insects And Arachnids
Nystul's Golden Revelation

4th Level

CHARM MONSTER
FEAR
HALLUCINATORY TERRAIN
MASSMORPH
PROTECTION FROM
LYCANTHROPES, 10' RADIUS
PROTECTION FROM
PLANTS, 10' RADIUS
SOLID FOG
SUMMON LYCANTHROPE
WARD AGAINST CHARMS
Laeral's Aqueous Column
Ivy's Irresistible Scent

5th Level

ANIMAL GROWTH
CALM WIND
CHARM ANIMALS
ENHANCE PLANT
HOLD MONSTER
INSECT SIGHT
SPEAK WITH PLANTS
TRANSMUTE ROCK TO MUD
WATER BOMB

6th Level

BLENDING
CONJURE ANIMALS
CONTROL WEATHER
DEATH FOG
LOWER WATER
PART WATER
STONE TO FLESH
Drawmij's Merciful
Metamorphosis

7th Level

CHARM PLANTS
CONTROL LYCANTHROPE
SUMMON WIND
PROTECTION FROM HUNGER AND
THIRST
VIPERGOUT
VISION
SEQUESTER

8th Level

ANTIPATHY/SYMPATHY
RISING COLOSSUS
SCREEN
STORM
SUNBURST

9th Level

IMPRISONMENT
SHAPE CHANGE
SUCCOR

Common spells are listed first, in SMALL CAPS. **Uncommon** spells are in normal type. **Rare** spells are *italicized*. **Very rare** spells are screened. The “#” mark means check that spell's Notes section. An asterisk (*) means the spell is restricted to a specialist wizard.

Paramander

A paramander is a rare form of paladin/mage with a unique spell list. The paramander is restricted to this list and otherwise functions as a wizard, with the ability to wear armor and cast spells. Except as listed, the following spells are barred: abjurations, conjuration/summonings, invocation/evocations, necromancies, named spells, and *charm person* (which is received later). First-level spells are gained at 8th level. The special spells in *italic* become possible as follows: 3rd level spell at 12th level paramander, 4th at 14th level, and 5th at 16th level.

1st Level

AFFECT NORMAL FIRES
 BURNING HANDS
 DETECT MAGIC
 ERASE
 FEATHERFALL
 FLARE
 HOLD PORTAL
 IDENTIFY
 LIGHT
 MAGIC MISSILE
 MESSAGE
 READ PARAMANDIC MAGIC*
 SHOCKING GRASP
 WRITE

2nd Level

AUDIBLE GLAMER
 CONTINUAL LIGHT
 DETECT INVISIBILITY
 FLAMING SPHERE
 FOG CLOUD
 INVISIBILITY

KNOW ALIGNMENT
 LEVITATION
 LOCATE OBJECT
 MAGIC MOUTH
 SCARE
 STRENGTH
 WIZARD LOCK

3rd Level

CACHE*
 CLAIRAUDIENCE
 CLAIRVOYANCE
 DISPEL MAGIC
 EXPLOSIVE RUNE
 FLY
 GUST OF WIND
DispelGood/Evil!
Fireball!
Lightning Bolt!

4th Level

CHARM PERSON²
 CHARM MONSTER

CONFUSION
 DIMENSION DOOR
 EXTENSION I
 FEAR
GUARDS AND WARDS!
 LOYALTY*
 POLYMORPH OTHER
 SPELLTRAP*

5th Level

AZURE FLAME*
CONJURE ELEMENTAL!
 CONTACT OTHER PLANE
 ENCHANTED MIRRORS*
 MAGIC JAR
 QUESTION BALL*
 SLOW MUTATION*

¹ granted at 12th level

² granted at 14th level

³ granted at 16th level

Red Wizards Of Thay

The Red Wizards of Thay are a group of evil wizards located in the Forgotten Realms setting. Organized into branches corresponding to the Schools of Philosophy, their activities are often opposed by the Seven Sisters and the Harpers. This list can be used in addition to the basic school lists.

1st Level

AURA FIRE
 CIRCLE
 SUMMON UNDEAD
 Nybor's Gentle Reminder

2nd Level

CIRCLE DANCE
 COMBUST
 CREATE ENCHANTED TATTOO
 DAZZLE
 DETECT POISON
 FLAME DAGGER
 POWER WORD, SLEEP
 PROTECTION FROM POISON
 FIND TRAPS

3rd Level

ASSIST
 CHANT OF THE RED WIZARDS
 DETECT CHARM
 FLASHBURST
 TRAP SPELLBOOK
 Find Traps
 Nybor's Mild Admonishment

4th Level

DISFIGURE
 FIRE GATE
 FIRE LANCE
 Negate Magical Weapon

5th Level

CREATE CHOSEN ONE
 FIRE STONES

6th Level

ANIMATE DREAD WARRIOR
 ACID RAIN
 CONTROL WINDS

7th Level

Nybor's Joyful Voyage
 Nybor's Stern Reproof
 Simbul's Synostodweomer

8th Level

FIRE STORM
 FLENSING
 UNLIFE
 Nybor's Wrathful Castigation
 Simbul's Skeletal Deliquescence

9th Level

SPELL-LASH

Savant

Savants are wise and powerful NPCs. Their primary function is to act as sages and mentors for player characters. They should be treated as Greater Divination specialist wizards, in addition to their specialized areas of knowledge. Savants are somewhat like bards in that potentially no spell is outside the ability of an individual savant to master, though most tend toward the schools of abjuration, enchantment/charm, and in rare cases, necromancy. All named spells are uncommon, all the rest are common.

1st Level

COMPREHEND LANGUAGE
DETECT UNTRUTH
ERASE
IDENTIFY
MESSAGE
WRITE

2nd Level

DETECT EVIL/GOOD
ESP
KNOW ALIGNMENT
KNOW FACTION
KNOW INTENT
PROJECTED MAGNIFICATION

3rd Level

CLAIRAUDIENCE
CLAIRVOYANCE
INFRAVISION
MATERIAL
SECRET PAGE

SEE HIDDEN DOORS
TONGUES

4th Level

DIVINATION ENHANCEMENT
PHASE SHIFT
ULTRAVISION
WIZARD EYE

5th Level

CONTACT OTHER PLANE
FALSE VISION
LIFE STEAL
READ OBJECT

6th Level

CONTINGENCY
LEGEND LORE
TRUE NAME
Mordenkainen's Lucubration

7th Level

DUO-DIMENSION
REBINDING
SPELL DRAIN
VISION CRYSTAL
Drawmij's Instant Summons

8th Level

DEMAND
MIND BLANK
SCREEN
SYMBOL

9th Level

FORESIGHT
POWER WORD, BANISHMENT
Mordenkainen's Disjunction

Sea Mage

Sea mages are wizards from sea-going cultures. Unlike a water elemental, a Sea Mage is concerned primarily with the sea: its creatures, its hazards, and those who sail upon it. Their *monster summoning* spells can be used only to summon aquatic creatures.

1st Level

FEATHER FLOAT
HOLD PORTAL
GREASE
LIGHT
MENDING
OILSKIN
SPIDER CLIMB
WEATHERTELL
WALL OF FOG

2nd Level

BIND
CONTINUAL LIGHT
FIREPROOF
FOG CLOUD
KNOCK
LEVITATE
MASS JUMP
SHARK BOLT
WEB
WHISPERING TIDE
Calder's Starry Sky
Immurk's Distraction

3rd Level

DISPEL FOG
GUST OF WIND
MONSTER SUMMONING I
NAUTICAL IRONWOOD
PRESERVE WOOD
PROTECTION FROM NORMAL
MISSILES
WATER BREATHING
WATERY FORM
WIND SERVANT

4th Level

ELEMENTAL CONTROL
TONGUES
MONSTER SUMMONING II
SARGASSO
SOLID FOG
Evard's Black Tentacles

5th Level

AIRY WATER
CALM WATER
CALM WIND
CLOUDKILL
CONJURE ELEMENTAL (WATER)
FABRICATE

NAUTICAL BALL LIGHTNING
MONSTER SUMMONING III

6th Level

CHAIN LIGHTNING
CONTROL WEATHER
LOWER WATER
OARS TO SNAKES
MONSTER SUMMONING IV
PART WATER
WOOD ROT

7th Level

MONSTER SUMMONING V
SUMMON WIND
WHIRLPOOL

8th Level

DEEP DELVE
MONSTER SUMMONING VI
WATERSPOUT

9th Level

MAELSTROM
MONSTER SUMMONING IV
TIDAL WAVE

The Seven Sisters

These spells are used by the Seven Sisters and their apprentices. Unmarked spells have been shared with certain Harpers. An asterisk (*) means only the Seven Sisters and their apprentices have the spell. A double dagger †† means the spell is unique to the individual

1st Level

GHOSTHARP
TURTLE SOUP*
Laeral's Dancing Whip
Storm's Frozen Moment*

2nd Level

Alustriel's Fang
Laeral's Cutting Hand

3rd Level

LIGHTNING REFLECTION*
Elminster's Multiple Mouths*
Laeral's Raging Griffon
Storm's Swordfire*

4th Level

BLOOD LIGHTNING*
IRON MAIDEN
SHADOW DANCE*
SWORDSHUN*
Alustriel's Mantle

Galather's Gnostic Chain
Galkyn's Bolt
Laeral's Gesture*
Ottar's Mask*

5th Level

FLESHSHIVER
MOONCLOAK
PHANTOM BLADE
Laeral's Disrobement
Melisander's Harp
Storm's Spell Thrust*

6th Level

DOUBLE STEEL
SHADOWSTEAL
SKELETAL BRIDE

7th Level

ANTICIPATION
Alustriel's Improved Mantle
Alustriel's Sword Of Stars

Simbul's Spell Sequencer††
Simbul's Spell Supremacy*
Simbul's Synostodweomer

8th Level

DWEOMERDENY
LIGHTNING RING
NET OF STARS*
Laeral's Invisible Blade
Simbul's Skeletal Deliquescence
Syluné's Absolute Immunity

9th Level

EYE OF MYSTRA*
EYE OF POWER
RINGWEAVE*
SPELLSTORM*
Laeral's Crowning Touch ††
Simbul's Spell Sequencer††

Storm Mage

Storm mages are wizards who specialize in the study, creation, and control of storms and their effects. They tend to be solitary and found mostly in wilderness or savage settings.

1st Level

DANCING LIGHTS
PRECIPITATION
SHOCKING GRASP
MAGIC MISSILE
WEATHERTELL

2nd Level

LIGHTNING STRIKE
RIDE THE WIND
PYROTECHNICS
STINKING CLOUD

3rd Level

BALL LIGHTNING
CLOUDBURST
DISPEL FOG
FLY
GUST OF WIND
LIGHTNING BOLT

4th Level

CONFUSION
ICE STORM
HAILCONE
PROTECTION FROM ELECTRICITY
SHOCK SHIELD
THUNDERSTAFF
WIND BREATH

5th Level

CHAOS
CONE OF COLD
CONJURE ELEMENTAL
(AIR/WATER)
Tenser's Primal Fury

6th Level

CONTROL WINDS
CHAIN LIGHTNING
LIGHTNINGCLOAK
PROTECTION FROM ELECTRICITY,
10' RADIUS

7th Level

CYCLONE CHARIOT
REVERSE GRAVITY
RUBY RAY OF REVERSAL
SUMMON WIND
Lysander's Bladestorm

8th Level

INCENDIARY CLOUD
LIGHTNING STORM
SHOOTING STARS
STORM
WATERSPOUT

9th Level

MAELSTROM
SKYCASTLE
SUMMON COSMIC STORM
TIDAL WAVE

Weather Mage

Weather mages tend to come from more civilized or agrarian areas. They study weather in general, and attempt to master the full range of natural effects. In general, they are not as wild as storm mages.

1st Level

CONTROL VAPOR
FROST FINGERS
FROST SHROUD
PRECIPITATION
WALL OF FOG
WEATHERTELL
Nystul's Dancing Werelight
Nystul's Flash

2nd Level

CONTINUAL LIGHT
DENY COLD/DENY FIRE
FOG CLOUD
INSATIABLE THIRST
INVISIBILITY
MIST MAGIC
MOON RUNE
RIDE THE WIND
WHISPERING WIND
ZEPHYR

3rd Level

CLOUDBURST
GROUND FOG
GUST OF WIND
DISSIPATE VAPOR
LIGHTNING BOLT

SKYWRITE
WIND WALL

4th Level

GASEOUS FORM
GLOOM
ICE STORM
PROTECTION FROM ELECTRICITY
RAINBOW PATTERN
SOLID FOG
VAMPIRE MIST
WALL OF ICE
WIND BREATH

5th Level

CONJURE ELEMENTAL (AIR)
THROBBING BONES
CALM WATER
CALM WIND
PROTECTION FROM FIRE/COLD,
15' RADIUS
Otiluke's Polar Screen

6th Level

CHAIN LIGHTNING
CONTROL WEATHER
CONTROL WINDS
DEATH FOG

INVISIBLE STALKER
PROTECTION FROM ELECTRICITY,
10' RADIUS
STATIC FIELD
TRANSMUTE WATER TO DUST
WOOD ROT
Otiluke's Freezing Sphere

7th Level

CYCLONE CHARIOT
ELECTRIC BOW
NEUTRALIZE GAS
SUFFOCATE
SUMMON WIND

8th Level

AIRBOAT
LIGHTNING STORM
SCREEN
STORM
WATERSPOUT

9th Level

DRAGONSHAPE
ELEMENTAL AURA
INTENSIFY NATURE
Windwar

Watch-Wizards Guild Of Waterdeep

The Watch-Wizards Guild of Waterdeep prevents spellcasters from getting out of hand in that city. In particular, they are charged with stopping wizard duels and other acts of magical mayhem in the principal city of the Realms.

1st Level

LIGHTNING BUG
TREMBLING HORN
Disarm
Slingstar

2nd Level

BATTERING RAM
NET

Gemidan's Paralytic Missile
Wound Bind

3rd Level

FEARFIRE
LIGHTNING ROD
Healing Touch
Gamalon's Fiery Backlash

4th Level

Duhlark's Long Reach
Life Field
Life Bolt

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Witch

Many witches are evil NPCs run by the DM; otherwise, witches have much in common with hedge wizards. Witches sometimes form covens of nine or thirteen members, and some spells require the entire coven. If witches are allowed other spells, their favored schools are conjuration/summoning, enchantment/charm, and greater divination. Also, good witches tend toward abjuration, Neutral witches tend toward illusion/phantasm, and Evil witches tend toward necromancy. Optionally, good witches might be allowed to cast the reverses of the harmful necromancy spells.

1st Level

CHANGE SELF
CHARM MAN I
CONTROL VAPOR
CAUSE LIGHT WOUNDS
FIND FAMILIAR
MAGIC DISK
MENDING
MINOR QUEST
PHANTASMAL FORCE
PROTECTIVE AMULET
REFLECTED IMAGE
SEDUCTION I
Nystul's Dancing Werelight

2nd Level

CHARM MAN II
DETECT GOOD
DETECT INVISIBILITY
ESP*
HOLD PERSON
LOCATE OBJECT
NATURE CALL
PACIFY
PIT
SEAL MOUTH
SEDUCTION II
SPEAK IN TONGUES
WITCH'S GLAMOR

3rd Level

CALL SPIRIT
CALM
CLAIRVOYANCE
CAUSE BLINDNESS OR DEAFNESS
COMFORT

CONTINUAL DARKNESS
DISSIPATE VAPOR
INVISIBILITY
LIGHTNING BOLT
MYSTIC ROPE
PHANTOM LIGHT
PLANT ENTRAPMENT
SEDUCTION III

4th Level

CHARM MONSTER
CONTROL FLUID
FIRE TRAP
HALLUCINATORY TERRAIN
PLANT GROWTH
POISON
SHOCK
SUMMON SPIRIT
SEDUCTION IV

5th Level

CAUSE CRITICAL WOUNDS
CHARM ANIMAL
CONTROL UNDEAD*
IMMUNITY TO POISON AND DISEASE*
PRODUCE FLAME*
SEDUCTION V
SPIRIT FORM
WEAKNESS

6th Level

EVAPORATE FLUID
GEAS
LEGEND LORE
TRUE SEEING
REMOVE LIFE LEVEL

SEDUCTION VI
STONE TO FLESH
WARDS OF DEFENSE*

7th Level

CONTROL LYCANTHROPE
CURSE OF FORGETFULNESS
HARM
LIMITED WISH
LOVE
SEDUCTION VII
VISION CRYSTAL

8th Level

CHARM MAN III
DISPEL ENCHANTMENT
SEDUCTION VIII
WITCH'S DEATH SPELL
YOUTH
Mass Polymorph
Rusting Touch

9th Level

CIRCLE OF BLINDNESS*
COMBINE
DISINTEGRATE FLESH
INTENSIFY NATURE
REFLECTION
SEEK
SOLIDIFY AIR
PARALYZING FIELD*
PARALYZING PIT*
VAPORIZE
VOLCANIC CIRCLE*
WEIGHT CONCENTRATION*
WITCH'S BANISHMENT*

Common spells are listed first, in SMALL CAPS. **Uncommon** spells are in normal type. **Rare** spells are *italicized*. **Very rare** spells are screened. The “#” mark means check that spell's Notes section. An asterisk (*) means the spell is restricted to a specialist wizard.

Spell Lists By Race

These spells are generally restricted by race (marked *). Creatures with these spells can usually draw from the common spells of the general list as well. A spell marked (#) has additional information in the Note section of the spell text. Most of these races have access to the common spells from the general list as well.

Alhoon

(Undead mind flayers.)

1st Level

DEFLECTION*
DETECT LIFE*

2nd Level

DELAYED LIGHT*
FANG FIST*
POISONSTAR*
MIND MANTLE*

3rd Level

IMPROVED MIND MANTLE*

4th Level

DANCING WEAPON

5th Level

DARKBOLT*

Arcane

These are the mysterious traders from the SPELLJAMMER setting.

1st Level

READ ARCANERUNES

4th Level

ARCANERUNES

Beholder

4th Level

CONTROL DEATH TYRANT #

8th Level

CREATE DEATH TYRANT #

Dragon

Spells seldom found as innate spell-like abilities; these are used by rare individual dragons that have wizard abilities.

1st Level

SHARPTOOTH*
Shadow Scry*

2nd Level

CALM*
HAND*
Aerial Acceleration*
Aura Of Terror*

3rd Level

FIND FAMILIAR*
VENOMDUST*
PSEUDODRAGON*
Blast Jewel*

4th Level

Focus Fear*
Hoardguard*
Firetrail*
Wingind#

5th Level

Razorfangs*
Breathblock*
Shadow Dragon*#

7th Level

Contact Archetype*
Door Of Death*

8th Level

Cold Curtain*

Drow

1st Level

CLING
Spidereyes
Immunity To Adherence*
Masque Mask*

2nd Level

CIRCLE DANCE
Skyhook
Immunity To Spider Venom*
Improved Spider Climb*

3rd Level

CLOAK OF INSANITY
HAND OF DARKNESS*
Create Darkness
Dark Wings*
Venom Bolt*
Arachnophobia

4th Level

ACID BOLT
BACKLASH
HOVER
SPIDER LEAP
Spider Shape

5th Level

WONDERFORM
PASSWEB*
SPIDERCLOAK ARMOR

6th Level

Summon Spider

7th Level

Vipergout

8th Level

DEATH SPIDER

9th Level

WEB OF SHADOWS*
Black Blade of Disaster

Elf

1st Level

BLOOM

2nd Level

CAMOUFLAGE

Seeking

Speedmount

3rd Level

Heroism

4th Level

Fatigue

Sunbolt

5th Level

Maximum Damage

Conduit

Discord

Superheroism

6th Level

CONSTRUCTION

Antimagic Aura

7th Level

GULLSHIP

Faerie Sword

Sprites

ELVEN HIGH MAGIC

These spells are available to high level NPC elves in the defense of the elf homeland.

8th Level

CALL OF DESPAIR*

DRAGONRAGE*

LEVIATHAN*

NYMPH'S AURA*

SONG OF BATTLE*

9th Level

CELESTIAL ARMY*

GIFT OF LIFE*

SOUL FREEDOM*

WRATH OF THE JUST*

Galeb Dhur

6th Level

Stone Barrier*

Genie

GENIE CONTRACT

SUMMON SHA'IR*

Ghul

These desert ghouls are found in the AL QADIM setting.

5th Level

DEATH BUMP*

6th Level

CONSTRUCT UNDEAD*

Neogi

These arachnid slavers are found in the SPELLJAMMER setting.

2nd Level

VENOM BITE*

SPIDER GOUT*

3rd Level

ARACHNOPHOBIA

4th Level

IDENTIFY RACE*

5th Level

Lethal Hatchling*

8th Level

Death Spider

Phaerimm

These weird, alien creatures are found in the Anauroch region of the FORGOTTEN REALMS setting, as well as Myth Drannor. The spell *weave mythal* is universal for them.

1st Level

DANCING FIRE*

FOGBOLT*

2nd Level

DETECT THOUGHT*

TOOTHED TENTACLE*

3rd Level

BACKBLAST*

DWEOMER VORTEX*

4th Level

FORCELASH*

SPELL FANGS*

WEAVE MYTHAL

5th Level

BLASTCLOAK*

MISSPELL MANTLE*

6th Level

CRUSHING SPHERE*

HEAL SELF*

VAMPIRIC LASH*

7th Level

DRAINCONC*

WEIRDSHIELD*

8th Level

LIFEDRAIN*

MYSTIC SHIELD*

9th Level

DRAINDOOM*

MYSTIC SPHERE*

Reggelid

These Elf-like defilers are found in the Jagged Cliffs region of the DARK SUN setting.

3rd Level

ORGANIC DISRUPTION

Undead

Some spells can be cast only by undead spellcasters.

2nd Level

Greater Detect Undead* #

4th Level

Undead Master*

8th Level

GRAFT ITEM*

GRAFT LIMB*

An AD&D Glossary

Ability: Any of the six natural traits that define a *player character*. These basic character traits are *Strength*, *Dexterity*, *Constitution*, *Intelligence*, *Wisdom*, and *Charisma*.

Ability check: A 1d20 roll against an *ability score* (with possible modifiers). A result equal to or less than the ability score is a success.

Ability score: The numerical rating for an *ability*. Human norms range from 3 to 18, with the average being 8 to 10.

AC: Abbreviation for *Armor Class*.

Alignment: A character's basic attitude toward society and the forces of the universe. The character has one of nine possible alignments defined by Law-Neutral-Chaos and Good-Neutral-Evil (lawful good, chaotic evil, etc.).

Area of effect: The area in which a magical spell or a breath weapon works on creatures unless they make a *saving throw*.

Armor Class (abbr. *AC*): A rating for the protective value of armor, from 10 (no armor) to 0 (full plate) or even -10 (the best magical armor).

Attack roll: The 1d20 roll that determines if an attack succeeds. If so, a second roll follows for *damage*.

Breath weapon: The ability of a dragon or other creature to spew a substance out of its mouth, without making an attack roll. Those in the area of effect must roll a *saving throw*.

Charisma (abbr. *Ch*): An *ability score* representing personal magnetism, persuasiveness, and ability to lead.

Class: The specialized profession of a *player character*.

Constitution (abbr. *C*): An *ability score* representing general physique, hardiness, and state of health.

d: Abbreviation for dice or die. A roll for 2d6, for example, means that the player rolls two six-sided dice.

d3: Roll 1d6, reading 1 and 2 as 1, reading 3 and 4 as 2, and reading 5 and 6 as 3.

d4, d6, d8, d10, d12, and d20: Respectively, a four-sided die, six-sided die, eight-sided die, ten-sided die, a twelve-sided die, and a twenty-sided die.

d100: Either an actual 100-sided die or two different-colored ten-sided dice to be rolled as percentile dice.

DMG: A reference to the DUNGEON MASTER Guide.

Damage: The effect of a successful attack or other harmful effect, measured in hit points.

Demihuman: A player character who is not human: a dwarf, elf, gnome, half-elf, or halfling.

Dexterity (abbr. *D*): An *ability score* representing agility, reflexes, hand-eye coordination, and the like.

Dungeon Master (abbr. *DM*): The game judge, who moderates play and takes the role of creatures and NPCs encountered by the *player characters*.

Encumbrance: The amount, in pounds, that a character is currently carrying. This is an optional rule.

Energy drain: The ability of a creature, especially undead, to drain energy in the form of class *levels* from a character, in addition to causing the normal loss of *hit points*.

Experience points (abbr. *XP*): Points earned for completing adventures, for solving problems, and for class-related activities. Accumulated XP allow the player character to rise in *level* in his *class*, becoming more powerful.

Gaze attack: The ability of a creature, such as a basilisk, to attack simply by making eye contact with the victim.

Hit Dice: The dice rolled to determine a creature's *hit points*. *Player characters* usually receive one Hit Die per level they advance in their class, up to a certain level.

Hit points: A number representing: 1. How much damage a character can take before being killed (see *Hit Dice*). The hit points lost to injury can be regained later by rest or healing; 2. The damage an attack does, (determined by weapon or monster type)—this is subtracted from the character's total.

Infravision: The ability of certain creatures to see in the dark. Infravision range is usually 60 feet.

Initiative: The right to attack first in a combat round, usually determined by the lowest roll of a 10-sided die.

Intelligence (abbr. *I*): An *ability score* representing memory, reasoning, and learning ability.

Level: A measure of relative power of: 1. A *player character* in his *class*, 2. A spell effect (higher indicates greater power).

M: Abbreviation for *material component*.

Mage: A wizard who studies all magic in general.

Maneuverability class (abbreviated *MC*): A ranking for flying creatures from A to E, reflecting their ability to turn easily in aerial combat. "A" is UFO movement, while "E" is extremely clumsy and unmaneuverable.

Material component (abbr. *M*): A specific item that must be handled in some way during the casting of a magical spell.

Melee: Hand-to-hand combat.

Missile combat: Ranged combat with hand-hurled missile or devices such as bows and crossbows.

Movement rate (abbr. *MV*): A number representing how far and fast a character can move in a round. A MV of 6 is 60 feet per round in a dungeon.

Nonplayer character (abbr. *NPC*): any character controlled by the DM instead of a player.

Opposition school: A school of magic that is directly opposed to a specialist's school of choice; opposition school spells cannot be learned by a *specialist wizard*.

Percentile dice: See *d100*.

Player character (abbr. *PC*): A character in a role-playing game controlled by a player.

Poison: A special attack form requiring a *saving throw*.

Proficiency: A skill, not defined by a class, that can be learned by a character. The use of proficiencies is optional.

Proficiency check: A roll of a 20-sided die to see if a character succeeds in doing a task. Success is a roll equal to or less than the relevant *ability score*, adjusted by any modifiers that apply.

Race: A creature's species: human, dwarf, elf, orc, etc.

Reversible: The ability of a spell to be cast "backwards," to achieve the opposite of the usual effect.

Round: In combat, about 1 minute, during which a character can accomplish one basic action. Ten rounds equal a *turn*.

S: Abbreviation for *somatic component*.

Saving throw: A die roll that allows a character to resist special attacks: poison, paralyzation, spells, breath weapons, and the like. A *d20* is rolled, with a high roll successful.

School of magic: One of nine different types of magic, based on the magical energy used. Wizards who concentrate on a single school are called *specialists*.

Somatic component (abbr. *S*): Gestures used by a spellcaster to cast a specific spell.

Specialist: A wizard who concentrates on a specific school of magic, as opposed to a *mage*, who studies all magic.

Strength (abbr. *S*): An *ability score* representing muscle power, endurance, and stamina.

Surprise roll: A *d10* roll made by the Dungeon Master to determine if a character or group takes another by surprise.

System shock: A percentage chance that a character survives major magical effects, such as being petrified.

THAC0: "To Hit Armor Class 0," the number rolled on 1d20 that a character needs to hit a target with AC 0.

Turn: Approximately 10 minutes (or *rounds*) in game time. Six turns equal one hour.

Turn undead: An ability of a cleric or paladin to turn away an undead creature, such as a skeleton or a vampire.

Verbal component (abbr. *V*): Specific words or sounds that must be uttered while casting a spell.

Wisdom (abbr. *W*): An *ability score* representing intuition, judgment, common sense, and will power.

XP: Abbreviation for *experience points*.

Errata for *Wizard Spell Compendium* Volumes 1 to 3

These errata are for the first printings of these volumes.

Volume 1:

Andrui's Baneful Backfire is from the WORLD OF GREYHAWK setting, add to Notes: (WoG).

Articus's Melee manager and *Articus's Devolutionary Warrior* frequency is common or uncommon.

Accelerate Metabolism should precede *Accelerate Plant Growth*.

Alyssindra's Summons frequency in the MYSTARA setting is common.

Balliard's Rejuvenating Touch frequency in the MYSTARA setting is common or uncommon.

Banishment is known to be in the *Demonicon of Iggwilv* (WoG).

Binding is known to be in the *Demonicon of Iggwilv* (WoG).

Blackmantle is also Shadow school, uncommon.

Bloodline Corruption has a BIRTHRIGHT icon

Bloodstone's Spectral Steed is also Shadow school, uncommon or rare.

Blur is also Shadow school, common.

Brannart's Acidic Grip frequency in the MYSTARA setting is common.

Callistram's Gondola frequency in the MYSTARA setting is common or uncommon.

Cool—Pluma has a Maztica icon

DeGras's Pilfering Fingers frequency in the MYSTARA setting is common or uncommon.

Destroy Undead has a RAVENLOFT icon.

Disruption col 2, ln 3, replace "destruction" with "disruption."

Dismissal and *Dolor* are known to be in the *Demonicon of Iggwilv* (WoG).

Drawmij's Instant Summons frequency is common or uncommon; all other *Drawmij* spells are uncommon or rare.

Drawmij's Lasting Breath casting time is 1.

Drawmij's Light Step, add (WoG).

Drawmij's Merciful Metamorphosis, add (WoG)

All *Drenal* spells are "(Updated from DRAGON Magazine.)"

Drought—Hishna has Maztica icon

"Most Common" list should be included in future printings.

Volume 2

Emirikol's Question was omitted (it appears here).

Empathic Control, *Empathic Link*, and *Empathic Seizure* are also Necromancy school.

Enhance is renamed *Enhance Ability* and the 5th paragraph is deleted (it duplicates the 4th).

Enhanced Empathy is also Necromancy school.

Evard's Black Tentacles frequency is common or uncommon.

Ghoul Touch, para 1, line 3. Change "a halfling" to "or halfling".

Improved Whispering Wind delete icon.

Intensify Nature is 9th level.

Itembane frequency in the MYSTARA setting is common.

Jaggar's Strengthened Bastion frequency in the MYSTARA setting is common or uncommon.

Janga's Jewel optional school is "Artifice".

Khazid's Procurement frequency is uncommon or rare.

Lesser Sign of Sealing is 3rd level.

Life Force Transfer optional school is "Artifice".

Lifesteal is listed as *Life Steal*.

Lysander spells (all) have PLANESCAPE icons.

Malec-Keth's Flame Fist frequency is uncommon or rare.

Maximillian's Earthen Grasp frequency is uncommon or rare.

Maximillian's Stony Grasp frequency is uncommon or rare.

Melf's Minute Meteors frequency is common or uncommon.

Memory delete Mentalism school.

Metal Skin delete Alchemy school.

Metal to Rust delete Alchemy school.

Volume 3

Table of Contents page numbers: Intro 579; How 579; Frequency 582; Icons 583; Mo 585; N 610; O 630; P 651; Q 720; R 723; S 760; List 862.

Night's Jambiya has an AL-QADIM icon.

Protection From Acid, add the optional school Alchemy.

Rain of Terror has a RAVENLOFT icon.

Remove Gate Ward, the reversed form of *gate ward* should be noted on page 742.

Sand Gems Note: change "Known" to "Restricted". Delete "virtually..."

Sandsallow Note: change "Known" to "Restricted". Delete "virtually..."

Seduction—Witch, para 2 ln 2, change "give" to "gives".

Signature Sigil has the DRAGONLANCE icon.

Silence 15' Radius—Bard has no icon.

Spirit Armor is restricted to necromancers and Shadow Mages; uncommon.

Protection From Fiends 10' Radius: (Add)

"...This spell fails instantly if the creature it is centered on crosses a dimensional or planar boundary of any sort; for example, *plane shift*, teleportation, phase shifting, entering or leaving an extra-dimensional space, or using a dimensional gate or portal."

Add: *Remove Gate Ward Reversed form*, see gate ward.

Rip Table: Replace entries in column 1 as follows:

Leather: "10" to "15"

Paper: "19" to "20"

Wood, thick: "8" to "10"

Emirikol's Question

(Enchantment)

Level: 1

Range: 10 ft.

Components: V, S

Casting Time: 12

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: Neg.

To cast *Emirikol's question*, the caster points a finger at a target creature (usually a human, demihuman, or humanoid), and asks a single question. If the creature knows the answer and fails the saving throw, it instantly gives the answer as briefly and quickly as possible. The spell fails if the creature does not understand the question. Note that a brief answer might be meaningless to the caster. This spell will not overcome a sealing spell of higher level.

Notes: Common or uncommon in the MYSTARA setting; otherwise, very rare.

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