



SPELL BIBLE

Storm Seeker

DOMAINS

BOOK OF EXALTED DEEDS (3.5)

CELESTIAL

Deities: Domiel, Pistis Sophia.

Granted Power: You gain the supernatural ability to smite evil once per day.

Add a +4 bonus to your melee attack roll and your cleric level to your damage.

You must declare the smite before making the attack, and the attempt is wasted if the target is not evil.

Celestial Domain Spells

- 1 *Vision of Heaven:* Evil creature is dazed for 1 round.
- 2 *Consecrate:* Fills area with positive energy, making undead weaker.
- 3 *Blessed Sight:* Evil auras become visible to you.
- 4 *Lesser Planar Ally:* Exchange services with a 6 HD extraplanar creature.
- 5 *Heavenly Lightning:* Arcs of radiant lightning deal 3d6 damage to one target per two caster levels.
- 6 *Call Faithful Servants:* Summons 1d4 lantern archons, coure eladrins, or musteval guardinals.
- 7 *Heavenly Lightning Storm:* Arcs of radiant lightning deal 5d6 damage to one target per level.
- 8 *Holy Aura:* +4 AC, +4 resistance, and SR 25 against evil spells.
- 9 *Gate:* Connects two planes for travel or summoning.

COMMUNITY

Deities: Estanna.

Granted Power: Use *calm emotions* as a spell-like ability once per day.

Gain a +2 competence bonus on Diplomacy checks.

Community Domain Spells

- 1 *Bless:* Allies gain +1 attack and +1 on saves against fear.
- 2 *Status:* Monitors condition, position of allies.
- 3 *Prayer:* Allies gain +1 on most rolls, and enemies take -1.
- 4 *Greater Status:* As *status*, but cast some spells through bond.
- 5 *Rary's Telepathic Bond:* Link lets allies communicate.
- 6 *Heroes' Feast:* Food for one creature/level cures and blesses.
- 7 *Refuge:* Alters item to transport its possessor to you.
- 8 *Sympathy:* Object or location attracts certain creatures.
- 9 *Mass Heal:* As *heal*, but with several subjects.

ENDURANCE

Deities: Phieran.

Granted Power: You can perform a feat of endurance, which is the supernatural ability to gain an enhancement bonus to Constitution equal to one-half your level.

Activating the power is a free action, the power lasts 1 minute, and it is usable once per day.

Endurance Domain Spells

- 1 *Endure Elements:* Exist comfortably in hot or cold environments.
- 2 *Bear's Endurance:* Subject gains +4 Con for 1 minute/level.
- 3 *Refreshment:* Cures creatures of all nonlethal damage.
- 4 *Sustain:* Recipients need no food or drink for 6 hours/level.
- 5 *Stoneskin:* Stops blows, cuts, stabs, and slashes.
- 6 *Mass Bear's Endurance:* As *bear's endurance*, affects one subject/level.
- 7 *Globe of Invulnerability:* As *minor globe*, plus 4th level.
- 8 *Spell Turning:* Reflect 1d4+6 spell levels back at caster.
- 9 *Iron Body:* Your body becomes living iron.

FEY

Deities: Valarian

Granted Power: Gain a +4 bonus on saving throws against the spell-like abilities of feys (such as dryads, nymphs, and sprites).

Fey Domain Spells

- 1 *Faerie Fire:* Outlines subject with light, canceling *blur*, *concealment*, etc.
- 2 *Charm Person:* Makes one person your friend.
- 3 *Inspired Aim:* Allies within 40 ft. gain +2 insight bonus on ranged attack rolls.
- 4 *Blinding Beauty:* You become as beautiful as a nymph, and can blind humanoids who look at you.
- 5 *Tree Stride:* Step from one tree to another far away.
- 6 *Heroes' Feast:* Food for one creature/level cures and blesses.
- 7 *Liveoak:* Oak becomes treant guardian.
- 8 *Unearthly Beauty:* As *blinding beauty*, but creatures must save or die.
- 9 *Summon Nature's Ally IX:* Calls creature to fight.

GLORY

Deities: Ayailla.

Granted Power: Turn undead with a +2 bonus on the turning check and +1d6 to the turning damage roll.

Glory Domain Spells

- 1 *Disrupt Undead:* Deals 1d6 damage to one undead.
- 2 *Glorious Raiment:* Wearer gains +1 sacred bonus to AC per five caster levels and damage reduction 5/evil.
- 3 *Searing Light:* Ray deals 1d8/two levels, more against undead.
- 4 *Celestial Brilliance:* Object sheds brilliant light to 120 feet, hurts undead and evil outsiders.
- 5 *Crown of Flame:* Aura burns evil outsiders, undead, and fey for 2d6 points of damage/round.
- 6 *Bolt of Glory:* Ray deals 5d8 damage (varies against other creature types).
- 7 *Sunbeam:* Beam blinds and deals 4d6 damage.
- 8 *Crown of Glory:* Aura inspires awe.
- 9 *Blinding Glory:* 100-ft./level radius of light that blinds evil creatures.

HERALD

Deities: Barachiel.

Granted Power: Intimidate is a class skill.

You gain a +4 sacred bonus on Diplomacy and Intimidate checks.

Herald Domain Spells

- 1 *Comprehend Languages*: Understand all spoken and written languages.
- 2 *Enthrall*: Captivates all within 100 ft. + 10 ft./level.
- 3 *Tongues*: Speak any language.
- 4 *Sending*: Delivers short message anywhere, instantly.
- 5 *Greater Command*: As *command*, but affects one subject/level.
- 6 *Dream*: Sends message to anyone sleeping.
- 7 *Aspect of the Deity*: As *lesser aspect*, but you get celestial qualities.
- 8 *Crown of Glory*: Aura inspires awe.
- 9 *Greater Aspect of the Deity*: As *lesser aspect*, but gain wings, enhanced ability scores, and various resistances and immunities.

JOY

Deities: Chaav.

Granted Power: You gain a +4 sacred bonus on Diplomacy checks.

Joy Domain Spells

- 1 *Vision of Heaven*: Evil creature is helpless for 1 round.
- 2 *Elation*: Allies gain +2 to Strength and Dexterity, +5 ft. of speed.
- 3 *Distilled Joy*: Create ambrosia.
- 4 *Good Hope*: Subjects gain +2 on attacks, damage, saves, and checks.
- 5 *Chaav's Laugh*: Good creatures gain +2 on attack rolls and saves against fear, plus 1d8 temporary hp +1/level (max. +20).
- Evil creatures take -2 on attack rolls and saves against fear.
- 6 *Heroism, Greater*: Gives +4 bonus on attacks, damage, saves; immunity to fear; temporary hp.
- 7 *Starmantle*: Cloak of stars destroys nonmagical weapons on contact and allows wearer a DC 15 Reflex save to reduce damage from magic weapons by half.
- 8 *Sympathy*: Object or location attracts certain creatures.
- 9 *Otto's Irresistible Dance*: Forces subject to dance.

PLEASURE

Deities: Lastai.

Granted Power: You are immune to any effect that damages or drains your Charisma.

Pleasure Domain Spells

- 1 *Remove Fear*: Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.
- 2 *Lastai's Caress*: Intense feelings of good leave evil subject cowering, frightened, nauseated, or shaken.
- 3 *Heart's Ease*: Removes fear, despair, confusion, insanity and some mind-influencing effects; restores 2d4 points of temporary Wisdom damage.
- 4 *Remove Fatigue*: Removes effects of fatigue as 8 hours of rest.
- 5 *Eagle's Splendor, Mass*: One subject/level gains +4 bonus to Charisma for 1 minute/level.
- 6 *Celestial Blood*: Grant energy resistance, +4 on saves against poison, and damage reduction 10/evil.
- 7 *Empyrean Ecstasy*: Targets immune to pain and mind-influencing effects, and take half damage from melee and ranged attacks; -4 to skill checks.
- 8 *Spread of Contentment*: Calms hostile creatures within 10-ft./level radius.

- 9 *Sublime Revelry*: Targets are immune to pain and mind-influencing effects, and take half damage from melee and ranged attacks.

WRATH

Deities: Kharash.

Granted Power: Once per day, you may make a free attack of opportunity against any opponent that damages you with a melee attack.

This ability does not allow you to make more than one attack of opportunity in a round.

Wrath Domain Spells

- 1 *Doom*: One subject takes -2 on attack rolls, damage rolls, saves, and checks.
- 2 *Energize Potion*: Transforms potion into a grenade that deals energy damage in a 10-ft.-radius burst.
- 3 *Affliction*: Infects evil subject with chosen affliction.
- 4 *Radiant Shield*: Creatures attacking you take electricity damage; you're protected from electricity.
- 5 *Righteous Might*: Your size increases, and you gain combat bonuses.
- 6 *Vengeance Halo*: Any creature that slays the spell's recipient takes 1d6/level damage.
- 7 *Righteous Smite*: Deals 1d6 damage/level (1d8 damage/level to evil outsiders) in 20-ft. radius and blinds evil foes.
- 8 *Last Judgment*: Evil creatures are struck dead and sent to Lower Planes.
- 9 *Storm of Vengeance*: Storm rains acid, lightning, and hail.

BOOK OF VILE DARKNESS (3.0)

BESTIAL

Deities: Karaan, Yeenoghu.

Granted Power: Character gains the scent extraordinary ability.

Bestial Domain Spells

- 1 *Magic Fang*: One natural weapon of subject creature gets +1 bonus on attack and damage rolls.
- 2 *Bull's Strength*: Subject gains 1d4+1 Str for 1 hr./level.
- 3 *Greater Magic Fang*: One natural weapon of subject creature gets +1 bonus on attack and damage rolls per 3 caster levels (max +5).
- 4 *Claws of the Savage*: Subject gains claws that deal damage based on size.
- 5 *Charm Monster*: Makes monster believe it is your character's ally.
- 6 *Hold Monster*: As *hold person*, but any creature.
- 7 *Whirlwind of Teeth*: Creates moving 5-ft./level cylinder that deals 1d8 damage/2 levels each round.
- 8 *Spread of Savagery*: Creatures within 10 ft./level become hostile and savage.
- 9 *Were-Doom*: 1d4 creatures infected with lycanthropy.

CORRUPTION

Deities: Demogorgon, The Patient One.

Granted Power: Once per day, character can attack an object and ignore its hardness rating.

Corruption Domain Spells

- 1 *Doom*: One subject takes -2 penalty on attacks, damage, saves, and checks.
- 2 *Blindness/Deafness*: Makes subject blind or deaf.
- 3 *Contagion*: Infects subject with chosen disease.
- 4 *Morality Undone*: Subject becomes evil.
- 5 *Feeblemind*: Subject's Int drops to 1.
- 6 *Pox*: One creature/level takes 1d4 Con drain.
- 7 *Insanity*: Subject suffers continuous confusion.
- 8 *Befoul*: Large amount of water becomes poisonous.
- 9 *Despoil*: Kills plants, damages objects in 100-ft. radius/level.

DARKNESS

Deities: Graz'zt, The Xammux.

Granted Power: Character gains the Blind-Fight feat.

Darkness Domain Spells

- 1 *Darkvision*: See 60 ft. in total darkness.
- 2 *Darkbolt*: Deals 1d8 damage/2 levels and stuns 1 round.
- 3 *Deeper Darkness*: Object sheds absolute darkness in 60-ft. radius.
- 4 *Damning Darkness*: Darkness deals either 2d6 or 1d6 damage per round.
- 5 *Evard's Black Tentacles*: 1d4 +1/level tentacles grapple randomly within 15 ft.
- 6 *Wall of Force*: Wall manifests as opaque black wall, is immune to damage.
- 7 *Shadow Walk*: Step into shadow to travel rapidly.
- 8 *Utterdark*: 100-ft./level radius of darkness that evil creatures can see through.
- 9 *Screen*: Illusion hides area from vision, scrying.

DEMONIC

Deities: Demogorgon, Graz'zt, Yeenoghu.

Granted Power: Character gains +1 divine bonus on attack and damage rolls for unarmed strikes and attacks with natural weapons.

Demonic Domain Spells

- 1 *Demonflesh*: Caster gains +1 natural armor/5 caster levels.
- 2 *Demoncall*: Caster gains +10 on one Knowledge (the planes), Knowledge (arcana), or Knowledge (religion) check.
- 3 *Demon Wings*: Caster flies at his land speed.
- 4 *Dimensional Anchor*: Bars extradimensional movement.
- 5 *Lesser Planar Binding*: Traps outsider until it performs a task.
- 6 *Planar Binding*: As lesser planar binding, but up to 16 HD.
- 7 *Fiendish Clarity*: Caster sees in even magical darkness, sees invisible up to 60 feet, and can detect good.
- 8 *Utterdark*: 100-ft./level radius of darkness that evil creatures can see through.
- 9 *Gate*: Connects two planes for travel or summoning.

DIABOLIC

Deities: Asmodeus, Baalzebul, Mammon, Mephistopheles.

Granted Power: Once per day, character can add her class level as a bonus on a Bluff, Diplomacy, Intimidate, or

Sense Motive check.

Diabolic Domain Spells

- 1 *Devil's Tail*: Caster gains a spiked tail that deals 1d4 damage.
- 2 *Devil's Eye*: Caster can see in even magical darkness, up to 30 ft.
- 3 *Devil's Ego*: Caster gains 1d4+1 Cha and become an outsider.
- 4 *Hellfire*: Explosion of brimstone deals 3d6 damage in 5-ft. radius.
- 5 *Lesser Planar Binding*: Traps outsider until it performs a task.
- 6 *Planar Binding*: As lesser planar binding, but up to 16 HD.
- 7 *Hellfire Storm*: Explosion of brimstone deals 5d6 damage in 20-ft. radius.
- 8 *Demand*: As *sending*, plus caster can send suggestion.
- 9 *Gate*: Connects two planes for travel or summoning.

GREED

Deities: Mammon.

Granted Power: Character gains a +2 competence bonus on

Appraise, Open Lock, and Pick Pocket checks.

Greed Domain Spells

- 1 *Cheat*: Caster rerolls when determining the success of a game of chance.
- 2 *Entice Gift*: Creature gives caster what it's holding.
- 3 *Knock*: Opens locked or magically sealed door.
- 4 *Emotion*: Arouses strong emotion in subject.
- 5 *Fabricate*: Transforms raw materials into finished items.
- 6 *Guards and Wards*: Array of magical effects protects area.
- 7 *Vanish*: As *teleport*, but affects a touched object.
- 8 *Phantasmal Thief*: Creates an unseen force that steals from others.
- 9 *Sympathy*: Object or location attracts certain creatures.

PAIN

Deities: Rallaster, Scathrossar.

Granted Power: Character converts damage that he deals in one blow per day into healing for himself, up to 1 point of damage per level.

Pain Domain Spells

- 1 *Angry Ache*: Subject takes -2 penalty on attack rolls.
- 2 *Sadism*: For every 10 hp damage caster deals, he gains +1 on attacks, saves, and checks.
- 3 *Wrack*: Blinds subject and renders it helpless for 1 round/level, then -2 on attacks, saves, and checks for 3d10 minutes.
- 4 *Liquid Pain*: Extracts one dose of liquid pain from tortured victim.
- 5 *Thousand Needles*: Piercing needles deal 2d6 damage, and target takes -4 penalty on attacks, saves, and checks.
- 6 *Pox*: One creature/level takes 1d4 Con drain.
- 7 *Wave of Pain*: Stuns all within cone for 1 round/2 levels.
- 8 *Symbol* (pain only): Triggered rune causes pain.
- 9 *Eternity of Torture*: Target is rendered helpless, ageless, and has all ability scores except for Con drop to 0.

COMPLETE DIVINE (3.5)

ALIGNED SPELLS IN NON-ALIGNED DOMAINS

Some domains listed here include spells with an alignment descriptor, meaning that a character with the domain may be unable to cast one or more of his domain spells. Spellcasters who are restricted from casting spells of certain alignments must

abide by those restrictions even if the spell is a domain spell. For instance, a chaotic cleric who chooses the Inquisition domain can't cast any of the domain spells with the Law descriptor, such as *detect chaos*.

CELERITY

Core Deities: Ehlonna, Fharlanghn, Olidammara.

Other Deities: Xan Yae, Zuoken.

Granted Power: Your land speed is faster than the normal for your race by +10 feet.

This benefit is lost if you are wearing medium or heavy armor or carrying a medium or heavy load.

Celerity Domain Spells

- 1 *Expeditious Retreat*: Your speed increases by 30 ft.
- 2 *Cat's Grace*: Subject gains +4 to Dex for 1 min./level.
- 3 *Blur*: Attacks miss subject 20% of the time.
- 4 *Haste*: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
- 5 *Tree Stride*: Step from one tree to another far away.
- 6 *Wind Walk*: You and your allies turn vaporous and travel fast.
- 7 *Cat's Grace, Mass*: As *cat's grace*, affects one subject/level.
- 8 *Blink, Improved*: As *blink*, but safer and with more control.
- 9 *Time Stop*: You act freely for 1d4+1 rounds.

COLD

Core Deities: Bahamut.

Other Deities: Telchor.

Granted Power: You can turn or destroy fire creatures as a good cleric turns undead.

You can also rebuke or command cold creatures as an evil cleric rebukes undead.

Use these abilities a total number of times per day equal to 3 + your Charisma modifier.

This granted power is a supernatural ability.

Cold Domain Spells

- 1 *Chill Touch*: One touch/level deals 1d6 damage and possibly 1 Str damage.
- 2 *Chill Metal*: Cold metal damages those who touch it.
- 3 *Sleet Storm*: Hampers vision and movement.
- 4 *Ice Storm*: Hail deals 5d6 damage in cylinder 40 ft. across.
- 5 *Wall of Ice*: Ice plane creates wall with 15 hp +1/level, or hemisphere can trap creatures inside.
- 6 *Cone of Cold*: 1d6/level cold damage.
- 7 *Control Weather*: Changes weather in local area.
- 8 *Polar Ray*: Ranged touch attack deals 1d6/level cold damage.
- 9 *Obedient Avalanche*: Snowy avalanche crushes and buries your foes.

COMMUNITY

Core Deities: Corellon Larethian, Garl Glittergold, Pelor, Yondalla.

Other Deities: Bralm, Rao.

Granted Power: Use *calm emotions* as a spell-like ability once per day.

Gain +2 bonus on Diplomacy checks.

Community Domain Spells

- 1 *Bless*: Allies gain +1 attack and +1 on saves against fear.
- 2 *Status*: Monitors condition, position of allies.
- 3 *Prayer*: Allies gain +1 on most rolls, and enemies suffer -1.
- 4 *Tongues*: Speak any language.
- 5 *Rary's Telepathic Bond*: Link lets allies communicate.
- 6 *Heroes' Feast*: Food for 1 creature/level, cures and blesses.
- 7 *Refuge*: Alters item to transport its possessor to you.
- 8 *Mordenkainen's Magnificent Mansion*: Door leads to extradimensional mansion.
- 9 *Heal, Mass*: As *heal*, but with several subjects.

COMPETITION

Core Deities: Kord.

Other Deities: Joramy, Llerg.

Granted Power: You relish the chance to prove yourself against your foes.

As an extraordinary ability, you gain a +1 bonus on all opposed checks you make.

Competition Domain Spells

- 1 *Remove Fear*: Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.
- 2 *Zeal*: You move through foes to attack the enemy you want.
- 3 *Prayer*: Allies +1 bonus on most rolls, enemies -1 penalty.
- 4 *Divine Power*: You gain attack bonus, +6 to Str, and 1 hp/level.
- 5 *Righteous Might*: Your size increases, and you gain combat bonuses.
- 6 *Zealot Pact*: You automatically gain combat bonuses when you attack someone of opposite alignment.
- 7 *Regenerate*: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).
- 8 *Moment of Prescience*: You gain insight bonus on single attack roll, check, or save.
- 9 *Visage of the Deity, Greater*: As *lesser visage of the deity*, but you become half-celestial or half-fiendish.

CREATION

Core Deities: Garl Glittergold, Moradin, Yondalla.

Other Deities: None.

Granted Power: You cast Conjunction (creation) spells at +1 caster level.

Creation Domain Spells

- 1 *Create Water*: Creates 2 gallons/level of pure water.
- 2 *Minor Image*: Creates audial and visual illusion of your design.
- 3 *Create Food and Water*: Feeds three humans (or one horse)/level.
- 4 *Minor Creation*: Creates one cloth or wood object.
- 5 *Major Creation*: As *minor creation*, plus stone and metal.
- 6 *Heroes' Feast*: Food for 1 creature/level, cures and blesses.
- 7 *Permanent Image*: Includes sight, sound, and smell.
- 8 *True Creation*: As *major creation*, but permanent.

9 *Pavilion of Grandeur*: A feast and a great pavilion are created.

DOMINATION

Core Deities: Gruumsh, Hextor, St. Cuthbert, Wee Jas.

Other Deities: None.

Granted Power: You gain the Spell Focus (Enchantment) feat.

Domination Domain Spells

- 1 *Command*: One subject obeys one-word command for 1 round.
- 2 *Enthrall*: Captivates all within 100 ft. + 10 ft./level.
- 3 *Suggestion*: Compels subject to follow stated course of action.
- 4 *Dominate Person*: Controls humanoid telepathically.
- 5 *Greater Command*: As *command*, but affects one subject/level.
- 6 *Geas/Quest*: As *lesser geas*, but affects any creature.
- 7 *Suggestion, Mass*: As *suggestion*, plus one/level subjects.
- 8 *True Domination*: As *dominate person*, but save at -4.
- 9 *Monstrous Thrall*: As *true domination*, but permanent and affects any creature.

DREAM

Core Deities: None.

Other Deities: Diirinka.

Granted Power: Because you have long delved into dreams and nightmares, you are immune to fear effects.

Dream Domain Spells

- 1 *Sleep*: Puts 4 HD of creatures into magical slumber.
- 2 *Augury*: Learns whether an action will be good or bad.
- 3 *Deep Slumber*: Puts 10 HD of creatures to sleep.
- 4 *Phantasmal Killer*: Fearsome illusion kills subject or deals 3d6 damage.
- 5 *Nightmare*: Sends vision dealing 1d10 damage, fatigue.
- 6 *Dream Sight*: Your spirit can hear and see at a distance for 1 min./level.
- 7 *Screaming, Greater*: As *screaming*, but faster and longer.
- 8 *Power Word Stun*: Stuns creature with 150 hp or less.
- 9 *Weird*: As *phantasmal killer*, but affects all within 30 ft.

FORCE

Core Deities: None.

Other Deities: Tharizdun.

Granted Power: By manipulating cosmic forces of inertia and force, once per day the cleric can reroll any damage roll (for a weapon, a spell, or an ability) and take the better of the two rolls.

This granted power is considered a supernatural ability.

Force Domain Spells

- 1 *Mage Armor*: Gives subject +4 armor bonus.
- 2 *Magic Missile*: 1d4+1 damage; +1 missile per two levels above 1st (max 5).
- 3 *Blast of Force*: Ray deals 1d6 damage/two caster levels (max 5d6).
- 4 *Otiluke's Resilient Sphere*: Force globe protects but traps one subject.
- 5 *Wall of Force*: Wall is immune to damage.
- 6 *Repulsion*: Creatures can't approach you.
- 7 *Forcecage*: Cube or cage of force imprisons all inside.

8 *Otiluke's Telekinetic Sphere*: As *Otiluke's resilient sphere*, but you move sphere telekinetically.

9 *Bigby's Crushing Hand*: Large hand provides cover, pushes, or crushes your foes.

GLORY

Core Deities: Heironeous, Pelor.

Other Deities: None.

Granted Power: Turn undead with a +2 bonus on the turning check and +1d6 on the turning damage roll.

Glory Domain Spells

- 1 *Disrupt Undead*: Deals 1d6 damage to one undead.
- 2 *Bless Weapon*: Weapon strikes true against evil foes.
- 3 *Searing Light*: Ray deals 1d8/two levels damage, more against undead.
- 4 *Holy Smite*: Damages and blinds evil creatures.
- 5 *Holy Sword*: Weapon becomes +5, deals +2d6 damage against evil.
- 6 *Bolt of Glory*: Positive energy ray deals extra damage to evil outsiders and undead.
- 7 *Sunbeam*: Blinds and deals 4d6 damage.
- 8 *Crown of Glory*: You gain +4 Charisma and enthrall those who hear you.
- 9 *Gate*: Connects two planes for travel or summoning.

INQUISITION

Core Deities: Heironeous.

Other Deities: Pholtus.

Granted Power: Gain a +4 bonus on all dispel checks.

Inquisition Domain Spells

- 1 *Detect Chaos*: Reveals chaotic creatures, spells, or objects.
- 2 *Zone of Truth*: Subjects within range can't lie.
- 3 *Detect Thoughts*: Allows "listening" to surface thoughts.
- 4 *Discern Lies*: Reveals deliberate falsehoods.
- 5 *True Seeing*: See all things as they really are.
- 6 *Geas/Quest*: As *lesser geas*, plus it affects any creature.
- 7 *Dictum*: Kills, paralyzes, weakens, or dazes nonlawful subjects.
- 8 *Shield of Law*: +4 AC, +4 resistance, and SR 25 against chaotic spells.
- 9 *Imprisonment*: Entombs subject beneath the earth.

LIBERATION

Core Deities: None.

Other Deities: Trithereon.

Granted Power: If you are affected by a charm, compulsion, or fear effect and fail your saving throw, you can attempt it again 1 round later at the same DC. You get only this one extra chance to succeed on your saving throw.

This granted power is considered a supernatural ability.

Liberation Domain Spells

- 1 *Omen of Peril*: You know how dangerous the future will be.
- 2 *Undetectable Alignment*: Conceals alignment for 24 hours.
- 3 *Rage*: Subjects gain +2 to Str and Con, +1 on Will saves, -2 to AC.
- 4 *Freedom of Movement*: Subject moves normally despite impediments.

- 5 *Break Enchantment*: Frees subjects from enchantments, alterations, curses, and petrification.
- 6 *Dispel Magic, Greater*: As *dispel magic*, but up to +20 on check.
- 7 *Refuge*: Alters item to transport its possessor to you.
- 8 *Mind Blank*: Subject is immune to mental/emotional magic and scrying.
- 9 *Unbinding*: Frees everyone in range from spells that constrain or bind.

MADNESS

Core Deities: Erythnul, Vecna.

Other Deities: Tharizdun.

Granted Power: Your insanity gives you insight.

You subtract 1 from all Wisdom-based skill checks and all Will saves.

However, once per day, you can see and act with the clarity of true madness: Add one-half your level to a single Wisdom-based skill check or Will save.

You must choose to use this benefit before the check or save is rolled.

Madness Domain Spells

- 1 *Confusion, Lesser*: One creature acts randomly for one round.
- 2 *Touch of Madness*: Dazes one creature for 1 round/level.
- 3 *Rage*: Subjects gain +2 to Str and Con, +1 on Will saves, -2 to AC.
- 4 *Confusion*: Makes subject behave oddly for 1 round/level.
- 5 *Bolts of Bedevilment*: One ray/round, dazes 1d3 rounds.
- 6 *Phantasmal Killer*: Fearsome illusion kills one creature or deals 3d6 damage.
- 7 *Insanity*: Subject suffers continuous confusion.
- 8 *Maddening Scream*: Subject has -4 AC, no shield, Reflex save on 20 only.
- 9 *Weird*: As *phantasmal killer*, but affects all within 30 ft.

MIND

Core Deities: Boccob, Olidammara, Wee Jas.

Other Deities: None.

Granted Power: Gain a +2 bonus on Bluff, Diplomacy, and Sense Motive checks.

Mind Domain Spells

- 1 *Comprehend Languages*: Understands all spoken and written languages.
- 2 *Detect Thoughts*: Allows "listening" to surface thoughts.
- 3 *Lesser Telepathic Bond*: Link with subject within 30 ft. for 10 min./level.
- 4 *Discern Lies*: Reveals deliberate falsehoods.
- 5 *Rary's Telepathic Bond*: Link lets allies communicate.
- 6 *Probe Thoughts*: Read subject's memories, one question/round.
- 7 *Brain Spider*: Eavesdrop on thoughts of up to eight other creatures.
- 8 *Mind Blank*: Subject is immune to mental/emotional magic and scrying.
- 9 *Weird*: As *phantasmal killer*, but affects all within 30 ft.

MYSTICISM

Core Deities: None.

Other Deities: None.

Neutral, Lawful Neutral, and Chaotic Neutral deities would never have this domain.

Granted Power: Once per day, you may use a free action to channel your deity's power to grant yourself a luck bonus on your saving throws equal to your Charisma modifier (minimum +1).

This is a supernatural ability and its effects last for 1 round per cleric level.

Mysticism Domain Spells

- 1 *Divine Favor*: You gain attack, damage bonus, +1/3 levels.
 - 2 *Spiritual Weapon*: Magical weapon attacks on its own.
 - 3 *Visage of the Deity, Lesser*: Your form becomes more like your deity's.
 - 4 *Weapon of the Deity*: Your weapon gains enhancement bonus and special ability..
 - 5 *Righteous Might*: Your size increases, and you gain +4 Strength.
 - 6 *Visage of the Deity*: As *lesser visage of the deity*, but you get celestial or fiendish qualities.
 - 7 *Blasphemy/Holy Word*†: Kills, paralyzes, weakens, or dazes nonevil/nongood subjects.
 - 8 *Holy Aura/Unholy Aura*†: +4 AC, +4 resistance, and SR 25 against evil/good spells.
 - 9 *Visage of the Deity, Greater*†: As *lesser visage of the deity*, but you become half-celestial or half-fiendish.
- † Choose one spell of those given, based on your alignment, that is always your domain spell for this level.

ORACLE

Core Deities: Boccob.

Other Deities: Celestian, Cyndor, Istus.

Granted Power: You cast divination spells at +2 caster levels.

Oracle Domain Spells

- 1 *Identify*: Determines single feature of magic item.
- 2 *Augury*: Learns whether an action will be good or bad.
- 3 *Divination*: Provides useful advice for specific, proposed action.
- 4 *Scrying*: Spies on subject from a distance.
- 5 *Commune*: Deity answers one yes-or-no question/level.
- 6 *Legend Lore*: Learn tales about a person, place, or thing.
- 7 *Scrying, Greater*: As *scrying*, but faster and longer.
- 8 *Discern Location*: Exact location of creature or object.
- 9 *Foresight*: "Sixth sense" warns of impending danger.

PACT

Core Deities: None.

Other Deities: Bralm, Mouqol.

Granted Power: Add Appraise, Intimidate, and Sense Motive to your list of cleric class skills.

Pact Domain Spells

- 1 *Command*: One subject obeys selected command for 1 round.
- 2 *Shield Other*: You take half of subject's damage.
- 3 *Speak With Dead*: Corpse answers one question/two levels.
- 4 *Divination*: Provides useful advice for specific proposed actions.
- 5 *Stalwart Pact*: You gain combat bonuses automatically when reduced to half hit points or lower.

- 6 *Zealot Pact*: You automatically gain combat bonuses when you attack someone of opposite alignment.
- 7 *Renewal Pact*: Creature is automatically healed if adverse condition affects it.
- 8 *Death Pact*: Deity brings you back from the dead automatically.
- 9 *Gate*: Connects two planes for travel or summoning.

PESTILENCE

Core Deities: Nerull.

Other Deities: Incubulos.

Granted Power: Immunity to the effects of all diseases, though clerics with this power can still carry infectious diseases.

Pestilence Domain Spells

- 1 *Doom*: One subject suffers -2 on attacks, damage, saves, and checks.
 - 2 *Summon Swarm*: Summons swarm of bats, rats, or spiders.
 - 3 *Contagion*: Infects subject with chosen disease.
 - 4 *Poison*: Touch deals 1d10 Con damage, repeats in 1 min.
 - 5 *Plague of Rats*: Summons horde of diseased rats.
 - 6 *Curse of Lycanthropy*: Causes temporary lycanthropy in subject.
 - 7 *Scourge*: Inflicts a disease that must be magically cured, one subject/level.
 - 8 *Create Greater Undead†*: Create shadows, wraiths, spectres, or devourers.
 - 9 *Otyugh Swarm*: Creates 3d4 otyughs or 1d3+1 Huge otyughs.
- † May only be used to create mummies.

PURIFICATION

Core Deities: None.

Other Deities: Rao, Wastri.

Granted Power: You cast abjuration spells at +1 caster level.

Purification Domain Spells

- 1 *Nimbus of Light*: Sunlight illuminates you until released as an attack for 1d8 +1/level damage.
- 2 *Deific Vengeance*: Deity's punishment deals 1d6 damage/two caster levels (max 5d6).
- 3 *Recitation*: Your allies get bonus on attacks and saves, and your foes get penalties.
- 4 *Castigate*: Verbal rebuke deafens all who hear and damages those whose alignment differs from yours.
- 5 *Dance of the Unicorn*: Purifying mist washes the air clean of smoke, dust, and poisons.
- 6 *Fires of Purity*: Target bursts into magical flame, becoming a dangerous weapon.
- 7 *Righteous Wrath of the Faithful*: Your allies get bonuses, especially if they worship your deity.
- 8 *Sunburst*: Blinds all within 10 ft., deals 6d6 damage.
- 9 *Visage of the Deity, Greater*: As *lesser visage of the deity*, but you become half-celestial or half-fiendish.

SUMMONER

Core Deities: None.

Other Deities: Trithereon.

Granted Power: Add +2 to your caster level for all Conjuraction (summoning) or Conjuraction (calling) spells.

Summoner Domain Spells

- 1 *Summon Monster I*: Calls outsider to fight for you.
- 2 *Summon Monster II*: Calls outsider to fight for you.
- 3 *Summon Monster III*: Calls outsider to fight for you.
- 4 *Lesser Planar Ally*: Exchange services with an 8 HD outsider.
- 5 *Summon Monster V*: Calls outsider to fight for you.
- 6 *Planar Ally*: As *lesser planar ally*, but up to 16 HD.
- 7 *Summon Monster VII*: Calls outsider to fight for you.
- 8 *Greater Planar Ally*: As *lesser planar ally*, but up to 24 HD.
- 9 *Gate*: Connects two planes for travel or summoning.

WEATHER

Core Deities: Fharlanghn, Obad-Hai.

Other Deities: Geshtai.

Granted Power: Inclement weather has less of an effect on you.

Rain and snow don't penalize your Spot and Search checks. You can move through snow-covered and icy terrain at your normal movement.

Wind effects, whether natural or magical, affect you as if you were one size category larger.

Weather Domain Spells

- 1 *Obscuring Mist*: Fog surrounds you.
- 2 *Gust of Wind*: Blows away or knocks down smaller creatures.
- 3 *Call Lightning*: Calls down lightning bolts (3d6 per bolt) from sky.
- 4 *Ice Storm*: Hail deals 5d6 damage in cylinder 40 ft. across.
- 5 *Binding Winds*: Air prevents target from moving, hinders ranged attacks.
- 6 *Cloudwalkers*: Targets can walk on clouds, flying at high altitudes.
- 7 *Control Weather*: Changes weather in local area.
- 8 *Whirlwind*: Cyclone deals damage and can pick up creatures.
- 9 *Whirlwind, Greater*: As *whirlwind*, but larger and more destructive.

COMPLETE WARRIOR (3.5)

COURAGE

Deities: Valkar.

At the DM's option, this domain may also be available to the following deities from the *Player's Handbook*:

Heironeous, Yondalla.

Granted Power: You radiate an aura of courage that grants all allies within 10 feet (including yourself) a +4 morale bonus on saving throws against fear effects. This supernatural ability functions while you are conscious, but not if you are unconscious or dead.

Courage Domain Spells

- 1 *Remove Fear*: Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.
- 2 *Aid*: +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max. +10).
- 3 *Cloak of Bravery**: You and your allies gain a bonus on saves against fear.
- 4 *Heroism*: Gives +2 bonus on attack rolls, saves, skill checks.

- 5 *Valiant Fury**: +4 Str, Con; +2 Will saves; extra attack; cures 1d8 hp +1/level (max. +20).
- 6 *Heroes' Feast*: Food for one creature/level cures and grants combat bonuses.
- 7 *Heroism, Greater*: Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.
- 8 *Lion's Roar**: Deals 1d8 points of damage per two levels to enemies; allies get +1 on attacks and saves against fear, plus temporary hp.
- 9 *Cloak of Bravery, Greater**: You and your allies become immune to fear and get +2 bonus on attacks.
- * New spell described later in this chapter.

FATE

Deities: Lyriss.

At the DM's option, this domain may also be available to the following deities from the *Player's Handbook*: Nerull, Obad-Hai.

Granted Power: You gain the uncanny dodge ability, allowing you to retain your Dexterity bonus to AC (if any) even if caught flat-footed or struck by an invisible attacker. However, you still lose your Dexterity bonus to AC if immobilized.

If you have another class that gives you uncanny dodge, your cleric levels add to that class's level for determining when you gain the improved uncanny dodge class feature (see page 26 of the *Player's Handbook*).

Fate Domain Spells

- 1 *True Strike*: +20 on your next attack roll.
- 2 *Augury*: Learns whether an action will be good or bad.
- 3 *Bestow Curse*: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.
- 4 *Status*: Monitors condition, position of allies.
- 5 *Mark of Justice*: Designates action that will trigger *curse* on subject.
- 6 *Geas/Quest*: As *lesser geas*, plus it affects any creature.
- 7 *Vision*: As *legend lore*, but quicker and strenuous.
- 8 *Mind Blank*: Subject is immune to mental/emotional magic and scrying.
- 9 *Foresight*: "Sixth sense" warns of impending danger.

NOBILITY

Deities: Altua.

At the DM's option, this domain may also be available to the following deities from the *Player's Handbook*: Heironeous, Pelor.

Granted Power: You have the spell-like ability to inspire allies, giving them a +2 morale bonus on saving throws, attack and damage rolls, ability checks, and skill checks. Allies must be able to hear you speak for 1 round.

Using this ability is a standard action.

It lasts a number of rounds equal to your Charisma bonus and can be used once per day.

Nobility Domain Spells

- 1 *Divine Favor*: You gain +1 per three levels on attack and damage rolls.
- 2 *Enthrall*: Captivates all within 100 ft. + 10 ft./level.
- 3 *Magic Vestment*: Armor or shield gains +1 enhancement per four levels.
- 4 *Discern Lies*: Reveals deliberate falsehoods.

- 5 *Command, Greater*: As *command*, but affects one subject/level.
- 6 *Geas/Quest*: As *lesser geas*, plus it affects any creature.
- 7 *Repulsion*: Creatures can't approach you.
- 8 *Demand*: As *sending*, plus you can send *suggestion*.
- 9 *Storm of Vengeance*: Storm rains acid, lightning, and hail.

PLANNING

Deities: Halmyr.

At the DM's option, this domain may also be available to the following deities from the *Player's Handbook*: Boccob, Vecna, Wee Jas.

Granted Power: You gain *Extend Spell* as a bonus feat.

Planning Domain Spells

- 1 *Deathwatch*: Reveals how near death subjects within 30 ft. are.
- 2 *Augury*: Learns whether an action will be good or bad.
- 3 *Clairaudience/Clairvoyance*: Hear or see at a distance for 1 min./level.
- 4 *Status*: Monitors condition, position of allies.
- 5 *Detect Scrying*: Alerts you to magical eavesdropping.
- 6 *Heroes' Feast*: Food for one creature/level cures and grants combat bonuses.
- 7 *Scrying, Greater*: As *scrying*, but faster and longer.
- 8 *Discern Location*: Reveals exact location of creature or object.
- 9 *Time Stop*: You act freely for 1d4+1 rounds.

TYRANNY

Deities: Typhos.

At the DM's option, this domain may also be available to the following deities from the *Player's Handbook*: Hextor, Vecna, Wee Jas.

Granted Power: Add +1 to the save DC of any compulsion spell you cast.

Tyranny Domain Spells

- 1 *Command*: One subject obeys selected command for 1 round.
- 2 *Enthrall*: Captivates all within 100 ft. + 10 ft./level.
- 3 *Discern Lies*: Reveals deliberate falsehoods.
- 4 *Fear*: Subjects within cone flee for 1 round/level.
- 5 *Command, Greater*: As *command*, but affects one subject/level.
- 6 *Geas/Quest*: As *lesser geas*, plus it affects any creature.
- 7 *Bigby's Grasping Hand*: Hand provides cover, pushes, or grapples.
- 8 *Charm Monster, Mass*: As *charm monster*, but all within 30 ft.
- 9 *Dominate Monster*: As *dominate person*, but any creature.

DEFENDERS OF THE FAITH (3.0)

Granted Power Note

The Divination domain grants a character the ability to cast divination spells at +2 caster levels instead of the more usual +1. Similarly, the Creation domain grants a +2 caster levels benefit for the casting of spells from the creation subschool. In each case, the spells in question tend to be less immediately useful in a conflict, and the total number of such spells tends to be smaller than those for similar granted powers from Chapter 11 of the *Player's Handbook*.

BEASTMASTER

Deities: Ehlonna, Obad-Hai.

Granted Power: *Speak with animals* once per day per level as the spell.

This is a supernatural ability.

Beastmaster Domain Spells

- 1 *Animal Friendship*: Gains permanent animal companions.
- 2 *Beastmask*: Animals and beasts think subject is one of them.
- 3 *Animal Trance*: Fascinates 2d6 HD of animals.
- 4 *Bear's Heart*: One ally/level +4 Strength and +1d4/level hit points.
- 5 *Animal Growth*: One animal/2 levels doubles in size.
- 6 *Summon Nature's Ally III*: Calls creatures to fight.
- 7 *Animal Shapes*: One ally/level *polymorphs* into chosen animal.
- 8 *Summon Nature's Ally IV*: Calls creatures to fight.
- 9 *Shapechange*: Transforms you into any creature, and change forms once per round.

CELERITY

Deities: Fharlanghn, Olidammara.

Granted Power: +2 enhancement bonus to Dexterity, speed increased +10 ft. when in light armor, +2 enhancement bonus on initiative.

These are supernatural abilities.

Celerity Domain Spells

- 1 *Blur*: Attacks miss subject 20% of the time.
- 2 *Cat's Grace*: Subject gains 1d4+1 Dex for 1 hr./level.
- 3 *Air Walk*: Subject treads on air as if solid (climb at 45-degree angle).
- 4 *Haste*: Extra partial action and +4 AC.
- 5 *Tree Stride*: Step from one tree to another far away.
- 6 *Wind Walk*: You and your allies turn vaporous and travel fast.
- 7 *Mass Haste*: As *haste*, affects 1/level subjects.
- 8 *Blink*: You randomly vanish and reappear for 1 round/level.
- 9 *Time Stop*: You act freely for 1d4+1 rounds.

COMMUNITY

Deities: Corellon Larethian, Garl Glittergold, Pelor, St. Cuthbert, Yondalla.

Granted Power: Use *calm emotions* as a spell-like ability once per day.

Gain +2 bonus on Diplomacy checks.

Community Domain Spells

- 1 *Bless*: Allies gain +1 attack and +1 on saves against fear.
- 2 *Shield Other*: You take half of subject's damage.
- 3 *Prayer*: Allies gain +1 on most rolls, and enemies suffer -1.
- 4 *Status*: Monitors condition, position of allies.
- 5 *Rary's Telepathic Bond*: Link lets allies communicate.
- 6 *Heroes' Feast*: Food for 1 creature/level, cures and blesses.
- 7 *Refuge*: Alters item to transport its possessor to you.
- 8 *Mass Heal*: As *heal*, but with several subjects.
- 9 *Miracle*: Requests a deity's intercession.

CREATION

Deities: Corellon Larethian, Garl Glittergold, Moradin, Obad-Hai, Pelor, Vecna, Yondalla.

Granted Power: Cast *Conjuration (creation)* spells at +2 caster levels.

Creation Domain Spells

- 1 *Create Water*: Creates 2 gallons/level of pure water.
- 2 *Minor Image*: Creates audial and visual illusion of your design.
- 3 *Create Food and Water*: Feeds three humans (or one horse)/level.
- 4 *Minor Creation*: Creates one cloth or wood object.
- 5 *Major Creation*: As *minor creation*, plus stone and metal.
- 6 *Heroes' Feast*: Food for 1 creature/level, cures and blesses.
- 7 *Permanent Image*: Includes sight, sound, and smell.
- 8 *True Creation*: As *major creation*, but permanent.
- 9 *Genesis*: Creates a pocket demiplane.

DIVINATION

Deities: Boccob, Obad-Hai, Pelor, Vecna.

Granted Power: You cast divination spells at +2 caster levels.

Divination Domain Spells

- 1 *Identify*: Determines single feature of magic item.
- 2 *Augury*: Learns whether an action will be good or bad.

- 3 *Divination*: Provides useful advice for specific, proposed action.
- 4 *Scrying*: Spies on subject from a distance.
- 5 *Commune*: Deity answers one yes-or-no question/level.
- 6 *Legend Lore*: Learn tales about a person, place, or thing.
- 7 *Greater Scrying*: As *scrying*, but faster and longer.
- 8 *Discern Location*: Exact location of creature or object.
- 9 *Foresight*: "Sixth sense" warns of impending danger.

DOMINATION

Deities: Gruumsh, Hextor, St. Cuthbert, Wee Jas.

Granted Power: You gain the Spell Focus (Enchantment) feat.

Domination Domain Spells

- 1 *Command*: One subject obeys one-word command for 1 round.
- 2 *Enthrall*: Captivates all within 100 ft. + 10 ft./level.
- 3 *Suggestion*: Compels subject to follow stated course of action.
- 4 *Dominate Person*: Controls humanoid telepathically.
- 5 *Greater Command*: As *command*, but affects one subject/level.
- 6 *Geas/Quest*: As *lesser geas*, but affects any creature.
- 7 *Mass Suggestion*: As *suggestion*, plus one/level subjects.
- 8 *True Domination*: As *dominate person*, but save at -4.
- 9 *Monstrous Thrall*: As *dominate person*, but permanent and affects any creature.

EXORCISM

Deities: Corellon Larethian, Heironeous, Kord, Moradin, Pelor.

Granted Power: You have the supernatural ability to force possessing spirits out of the bodies they inhabit. You make a Charisma check (1d20 + your Charisma modifier) and consult Table 8-16, page 140 of the *Player's Handbook*, using your prestige class level plus your cleric level, if any, plus your paladin level -2, if any. If the result from the table is at least equal to the HD of the possessing creature, you force it out of the body. If the spirit belongs to a spellcaster using *magic jar*, the spirit returns to the receptacle. If it is a ghost, it becomes ethereal and free-floating again. In any case, the spirit cannot attempt to possess the same victim again for one day.

Exorcism Domain Spells

- 1 *Protection from Evil*: +2 AC and saves, counter mind control, hedge out elementals and outsiders.
- 2 *Magic Circle against Evil*: As *protection from evil*, but 10-ft. radius and 10 min./level.
- 3 *Remove Curse*: Frees object or person from curse.
- 4 *Dismissal*: Forces a creature to return to native plane.
- 5 *Dispel Evil*: +4 bonus against attacks.
- 6 *Banishment*: Banishes 2 HD/level extraplanar creatures.
- 7 *Holy Word*: Kills, paralyzes, weakens, or dazes nongood subjects.
- 8 *Holy Aura*: +4 AC, +4 resistance, and SR 25 against evil spells.
- 9 *Unbinding*: Destroys binding spells within 180 ft.

GLORY

Deities: Heironeous, Pelor.

Granted Power: Turn undead with a +2 bonus on the turning check and +1d6 on the turning damage roll.

Glory Domain Spells

- 1 *Disrupt Undead*: Deals 1d6 damage to one undead.
- 2 *Bless Weapon*: Weapon gains +1 bonus.
- 3 *Searing Light*: Ray deals 1d8/2 levels, more against undead.
- 4 *Holy Smite*: Damages and blinds evil creatures.
- 5 *Holy Sword*: Weapon becomes +5, deals double damage against evil.
- 6 *Bolt of Glory*: Ray deals positive energy damage, more against undead and evil outsiders.
- 7 *Sunbeam*: Blinds and deals 3d6 damage.
- 8 *Crown of Glory*: Gain +4 Cha and enthralls subjects.
- 9 *Gate*: Connects two planes for travel or summoning.

INQUISITION

Deities: Heironeous, Moradin, St. Cuthbert.

Granted Power: Gain a +4 bonus on all dispel checks.

Inquisition Domain Spells

- 1 *Detect Evil*: Reveals creatures, spells, or objects.
- 2 *Zone of Truth*: Subjects within range can't lie.
- 3 *Detect Thoughts*: Allows "listening" to surface thoughts.
- 4 *Discern Lies*: Reveals deliberate falsehoods.
- 5 *True Seeing*: See all things as they really are.
- 6 *Forbiddance*: Denies area to creatures of another alignment.
- 7 *Dictum*: Kills, paralyzes, weakens, or dazes nonlawful subjects.
- 8 *Holy Aura*: +4 AC, +4 resistance, and SR 25 against evil spells.
- 9 *Trap the Soul*: Imprisons subject within gem.

MADNESS

Deity: Boccob, Erythnul, Vecna.

Granted Power: You gain an "Insanity score" equal to half your class level (add cleric levels to prestige class levels for this purpose).

For spellcasting (determining bonus spells and DCs), add this score to your Wisdom score and use the result in place of Wisdom alone.

For all other purposes, such as skill checks and saving throws, subtract this score from your Wisdom score and use the result in place of Wisdom alone.

This means that your spells are very difficult to resist, but you are in general unaware of your surroundings and act imprudently—often erratically.

Once per day, you can see and act with the clarity of true madness.

Use your Insanity score as a bonus on a single roll involving Wisdom, such as a Listen check or a Will saving throw.

Choose to use this power before the roll is made.

Madness Domain Spells

- 1 *Random Action*: One creature acts randomly for one round.
- 2 *Touch of Madness*: Dazes one creature for 1 round/level.
- 3 *Rage*: Gives +4 Str, +4 Con, +2 morale bonus on Will saves.
- 4 *Confusion*: Makes subject behave oddly for 1 round/level.
- 5 *Bolts of Bedevilment*: One ray/round, dazes 1d3 rounds.

6 *Phantasmal Killer*: Fearsome illusion kills one creature or deals 3d6 damage.

7 *Insanity*: Subject suffers continuous *confusion*.

8 *Maddening Scream*: Subject has -4 AC, no shield, Reflex save on 20 only.

9 *Weird*: As *phantasmal killer*, but affects all within 30 ft.

MIND

Deities: Boccob, Vecna, Wee Jas.

Granted Power: Gain a +2 bonus on Bluff, Diplomacy, Innuendo, Read Lips, and Sense Motive checks. Gain a +2 bonus on Will saves against enchantment spells and effects.

Mind Domain Spells

1 *Comprehend Languages*: Understands all spoken and written languages.

2 *Detect Thoughts*: Allows "listening" to surface thoughts.

3 *Lesser Telepathic Bond*: Link with subject within 30 ft. for 10 min./level.

4 *Discern Lies*: Reveals deliberate falsehoods.

5 *Rary's Telepathic Bond*: Link lets allies communicate.

6 *Probe Thoughts*: Read subject's memories, one question/round.

7 *Brain Spider*: Eavesdrop on thoughts of up to eight other creatures.

8 *Mind Blank*: Subject is immune to mental/emotional magic and scrying.

9 *Weird*: Fearful illusion, affects all within 30 ft., either killing or dealing 3d6 damage.

MYSTICISM

Deities: Any good or evil deity.

Granted Power: You apply your Charisma modifier (if positive) as a bonus on all saving throws. If you already have this ability (for example, because you are a paladin), you add +1 to the bonus.

Mysticism Domain Spells

1 *Divine Favor*: You gain attack, damage bonus, +1/3 levels.

2 *Spiritual Weapon*: Magical weapon attacks on its own.

3 *Lesser Aspect of the Deity*: Your form becomes more like your deity's.

4 *Weapon of the Deity*: +1 to your weapon's attack and damage, plus a special ability.

5 *Righteous Might*: Your size increases, and you gain +4 Strength.

6 *Aspect of the Deity*: As *lesser aspect*, but you get celestial or fiendish qualities.

7 *Blasphemy/Holy Word**: Kills, paralyzes, weakens, or dazes nonevil/nongood subjects.

8 *Holy Aura/Unholy Aura**: +4 AC, +4 resistance, and SR 25 against evil/good spells.

9 *Greater Aspect of the Deity*: As *lesser aspect*, but gain wings, enhanced ability scores, and various resistances and immunities.

* Choose one spell of those given, based on alignment, that is always your domain spell for this level.

PESTILENCE

Deities: Erythnul, Hextor, Nerull, Wee Jas.

Granted Power: Immunity to the effects of all diseases, though clerics with this power can still carry infectious diseases.

Pestilence Domain Spells

1 *Doom*: One subject suffers -2 on attacks, damage, saves, and checks.

2 *Summon Monster II*: Calls 1d3 fiendish dire rats to fight for you.

3 *Contagion*: Infects subject with chosen disease.

4 *Poison*: Touch deals 1d10 Con damage, repeats in 1 min.

5 *Plague of Rats*: Summons horde of diseased rats.

6 *Curse of Lycanthropy*: Causes temporary lycanthropy in subject.

7 *Scourge*: Inflicts a disease that must be magically cured, one subject/level.

8 *Create Greater Undead*: Creates one mummy from a corpse.

9 *Otyugh Swarm*: Creates 3d4 otyughs or 1d3+1 Huge otyughs.

SUMMONING

Deities: Any.

Granted Power: You cast any *summon monster* spell at twice your caster level, increasing the range and duration of the spell.

Summoning Domain Spells

1 *Summon Monster I*: Calls outsider to fight for you.

2 *Summon Monster II*: Calls outsider to fight for you.

3 *Summon Monster III*: Calls outsider to fight for you.

4 *Lesser Planar Ally*: Exchange services with an 8 HD outsider.

5 *Summon Monster V*: Calls outsider to fight for you.

6 *Planar Ally*: As *lesser planar ally*, but up to 16 HD.

7 *Summon Monster VII*: Calls outsider to fight for you.

8 *Greater Planar Ally*: As *lesser planar ally*, but up to 24 HD.

9 *Gate*: Connects two planes for travel or summoning.

DEITIES AND DEMIGODS (3.0)

ARTIFICE

Deities: (Olympian) Athena, Hephaestus; (Pharaonic) Imhotep

Granted Power: Gain +4 bonus on Craft checks.

You cast conjuration (creation) spells at +1 caster level.

(Those with access to both the Artifice and Creation domains cast conjuration [creation] spells at +3 caster level).

Artifice Domain Spells

1 *Animate rope*

2 *Wood shape*

3 *Stone shape*

4 *Minor creation*

5 *Fabricate*

6 *Major creation*

7 *Hardening*

8 *True creation*

9 *Prismatic sphere*

CHARM

Deities: (Olympian) Aphrodite, (Asgardian) Freya
Granted Power: You can boost your Charisma by 4 points once per day. Activating this power is a free action. The Charisma increase lasts 1 minute.

Charm Domain Spells

- 1 Charm person
- 2 Calm emotions
- 3 Suggestion
- 4 Emotion
- 5 Charm monster
- 6 Geas/quest
- 7 Insanity
- 8 Demand
- 9 Dominate monster

COMMUNITY

Deities: (Olympian) Athena, Hephaestus, Hera, Hestia; (Pharaonic) Hathor, (Asgardian) Frigga

Granted Power: Use *calm emotions* as a spell-like ability once per day.

Gain a +2 competence bonus on Diplomacy checks.

Community Domain Spells

- 1 Bless
- 2 Shield other
- 3 Prayer
- 4 Status
- 5 Rary's telepathic bond
- 6 Heroes' feast
- 7 Refuge
- 8 Mass heal
- 9 Miracle

CREATION

Deities: (Olympian) Hecate; (Pharaonic) Ptah

Granted Power: Cast conjuration (creation) spells at +2 caster level.

(Those with access to both the Artifice and Creation domains cast conjuration [creation] spells at +3 caster level).

Creation Domain Spells

- 1 Create water
- 2 Minor image
- 3 Create food and water
- 4 Minor creation
- 5 Major creation
- 6 Heroes' feast
- 7 Permanent image
- 8 True creation
- 9 Genesis

DARKNESS

Deities: (Pharaonic) Set

Granted Power: Free Blind-Fight feat.

Darkness Domain Spells

- 1 Obscuring mist
- 2 Blindness
- 3 Blacklight
- 4 Armor of darkness

5 Summon monster V (only summons 1d3 shadows)

6 Prying eyes

7 Nightmare

8 Power word, blind

9 Power word, kill

GLORY

Deities: (Pharaonic) Re-Horakhty

Granted Power: Turn undead with a +2 bonus on the turning check and +1d6 to the turning damage roll.

Glory Domain Spells

- 1 Disrupt undead
- 2 Bless weapon
- 3 Searing light
- 4 Holy smite
- 5 Holy sword
- 6 Bolt of glory
- 7 Sunbeam
- 8 Crown of glory
- 9 Gate

LIBERATION

Deities: (other) Dennari

Granted Power: You gain a +2 morale bonus on all saving throws against enchantment spells or effects.

Liberation Domain Spells

- 1 Remove fear
- 2 Remove paralysis
- 3 Remove curse
- 4 Freedom of movement
- 5 Break enchantment
- 6 Greater dispelling
- 7 Refuge
- 8 Mind blank
- 9 Unbinding

MADNESS

Deities: (Olympian) Dionysus

Granted Power: You gain an Insanity score equal to half your class level (add cleric levels to prestige class levels for this purpose).

For spellcasting (determining bonus spells and DCs), you use your Wisdom score plus your Insanity score in place of Wisdom alone.

For all other purposes, such as skills and saves, use Wisdom minus Insanity in place of Wisdom.

This means that your spells are very difficult to resist, but you are in general unaware of your surroundings and act imprudently—often erratically.

Once per day, you can see and act with the clarity of true madness.

Use your Insanity score as a positive rather than a negative modifier on a single roll involving Wisdom, such as a Listen check or a Will saving throw.

Choose to use this power before the roll is made.

Madness Domain Spells

- 1 Random action
- 2 Touch of madness
- 3 Rage
- 4 Confusion

- 5 Bolts of bedevilment
- 6 Phantasmal killer
- 7 Insanity
- 8 Maddening scream
- 9 Weird

NOBILITY

Deities: (Olympian) Zeus, Hera, Nike; (Pharaonic) Re-Horakhty

Granted Power: You have the spell-like ability to inspire allies, giving them a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

Allies must be able to hear you speak for 1 round.

Using this ability is a standard action.

It lasts a number of rounds equal to your Charisma bonus and can be used once per day.

Nobility Domain Spells

- 1 Divine favor
- 2 Enthral
- 3 Magic vestment
- 4 Discern lies
- 5 Greater command
- 6 Geas/quest
- 7 Repulsion
- 8 Demand
- 9 Storm of vengeance

REPOSE

The Repose is similar to the Death in the *Player's Handbook*, but is granted by good-aligned deities whose clerics are barred from casting evil spells.

Deities: (Pharaonic) Anubis, Nephthys, Osiris

Granted Power: You may use a *death touch* once per day.

Your *death touch* is a spell-like ability that is a death effect.

You must succeed at a melee touch attack against a living creature (using the rules for touch spells).

When you touch, roll 1d6 per your cleric level.

If the total at least equals the creature's current hit points, it dies.

Repose Domain Spells

- 1 Deathwatch
- 2 Gentle repose
- 3 Speak with dead
- 4 Death ward
- 5 Slay living
- 6 Undeath to death
- 7 Destruction
- 8 Surelife
- 9 Wail of the banshee

RUNE

Deities: (Pharaonic) Thoth.

Granted Power: Free Scribe Scroll feat.

Rune Domain Spells

- 1 Erase
- 2 Secret page
- 3 Glyph of warding
- 4 Explosive runes
- 5 Lesser planar binding

- 6 Greater glyph of warding
- 7 Drawmij's instant summons
- 8 Symbol
- 9 Teleportation circle

SCALYKIND

Deity: (Pharaonic) Apep.

Granted Power: Rebuke or command animals (reptilian creatures and snakes only) as an evil cleric rebukes or commands undead.

Use this ability a total number of times per day equal to 3 + your Charisma modifier.

Scalykind Domain Spells

- 1 Magic fang
 - 2 Animal trance†
 - 3 Greater magic fang
 - 4 Poison
 - 5 Animal growth†
 - 6 Eyebite
 - 7 Creeping doom (composed of tiny snakes)
 - 8 Animal shapes†
 - 9 Shapechange
- † Affects ophidian or reptilian creatures only.

WEATHER

Deities: (Olympian) Zeus; (Asgardian) Thor

Granted Power: Intuit Direction and Wilderness Lore are class skills.

Weather Domain Spells

- 1 Obscuring mist
- 2 Fog cloud
- 3 Call lightning
- 4 Sleet storm
- 5 Ice storm
- 6 Control winds
- 7 Control weather
- 8 Whirlwind
- 9 Storm of vengeance

DRACONOMICON (3.5)

DOMINATION

Deities: None (see the dracolite prestige class, page 122).

Granted Power: You gain Spell Focus (enchantment) as a bonus feat.

Domination Domain Spells

- 1 Command: One subject obeys selected command for 1 round.
- 2 Enthral: Captivates all within 100 ft. + 10 ft./level.
- 3 Suggestion: Compels subject to follow stated course of action.
- 4 Dominate Person: Controls humanoid telepathically.
- 5 Command, Greater: As command, but affects one subject/level.
- 6 Geas/Quest: As lesser geas, plus it affects any creature.
- 7 Suggestion, Mass: As suggestion, plus one/level subjects.
- 8 True Domination: As dominate person, but later saving throws at -4.

9 *Monstrous Thrall*: As *true domination*, but permanent and affects any creature.

DRAGON

Deities: Aasterinian, Astilabor, Bahamut, Chronopsis, Falazure, Garyx, Hlal, Io, Lendys, Tamara, Tiamat.

Granted Power: Add Bluff and Intimidate to your list of cleric class skills.

Dragon Domain Spells

- 1 *Magic Fang*: One natural weapon of subject creature gets +1 on attack and damage rolls.
- 2 *Resist Energy*: Ignores 10 (or more) points of damage/attack from specified energy type.
- 3 *Magic Fang, Greater*: One natural weapon of subject creature gets +1/three levels on attack and damage rolls (max +5).
- 4 *Voice of the Dragon*: +10 on Bluff, Diplomacy, and Intimidate checks; can use one *suggestion*.
- 5 *True Seeing*: Lets you see all things as they actually are.
- 6 *Stoneskin*: Ignore 10 points of damage per attack.
- 7 *Dragon Ally*: As *lesser dragon ally*, but up to 18 HD.
- 8 *Suggestion, Mass*: As *suggestion*, plus one/level subjects.
- 9 *Dominate Monster*: As *dominate person*, but any creature.

GLORY

Deities: None (see the dracolite prestige class, page 122).

Granted Power: You can turn undead with a +2 bonus on the turning check and +1d6 on the turning damage roll.

Glory Domain Spells

- 1 *Disrupt Undead*: Deals 1d6 damage to one undead.
- 2 *Bless Weapon*: Weapon strikes true against evil foes.
- 3 *Searing Light*: Ray deals 1d8/two levels damage, more against undead.
- 4 *Holy Smite*: Damages and blinds evil creatures.
- 5 *Holy Sword*: Weapon becomes +5, deals +2d6 damage against evil.
- 6 *Bolt of Glory*: Ray deals 1d6/two levels damage, more against undead and evil outsiders.
- 7 *Sunbeam*: Beam blinds and deals 4d6 damage.
- 8 *Crown of Glory*: Gain +4 Cha and enthrall subjects.
- 9 *Gate*: Connects two planes for travel or summoning.

GREED

Deity: Tiamat.

Granted Power: You gain a +2 competence bonus on Appraise, Open Lock, and Slight of Hand checks.

Greed Domain Spells

- 1 *Cheat*: Caster rerolls when determining the success of a game of chance.
- 2 *Entice Gift*: Subject gives caster what it's holding.
- 3 *Knock*: Opens locked or magically sealed door.
- 4 *Fire Trap*: Opened object deals 1d4 damage +1/level.
- 5 *Fabricate*: Transforms raw materials into finished items.
- 6 *Guards and Wards*: Array of magic effects protects area.
- 7 *Teleport Object*: As *teleport*, but affects a touched object.
- 8 *Phantasmal Thief*: Creates an unseen force that steals from others.
- 9 *Sympathy*: Object or location attracts certain creatures.

WEALTH

Deities: Astilabor, Io.

Granted Powers: Add Appraise to your list of cleric class skills.

You gain Skill Focus (Appraise) as a bonus feat.

Wealth Domain Spells

- 1 *Alarm*: Wards an area for 2 hours/level.
- 2 *Obscure Object*: Masks object against scrying.
- 3 *Glyph of Warding*: Inscription harms those who pass it.
- 4 *Detect Scrying*: Alerts you of magical eavesdropping.
- 5 *Leomund's Secret Chest*: Hides expensive chest on Ethereal Plane; you retrieve it at will.
- 6 *Forbiddance*: Blocks planar travel, damages creatures of different alignment.
- 7 *Sequester*: Subject is invisible to sight and scrying; renders creature comatose.
- 8 *Discern Location*: Reveals exact location of creature or object.
- 9 *Antipathy*: Object or location affected by spell repels certain creatures.

EXPANDED PSIONICS HANDBOOK (3.5)

MIND

Deities: Zuoken, Ilsensine.

Granted Power: Gain a +2 bonus on Bluff, Diplomacy, and Sense Motive checks.

Gain a +2 bonus on Will saves against enchantment spells and effects.

Mind Domain Spells

- 1 *Comprehend Languages*: You understand all spoken and written languages.
- 2 *Detect Thoughts*: Allows "listening" to surface thoughts.
- 3 *Telepathic Bond, Lesser*: Link with subject within 30 ft. for 10 min./level.
- 4 *Discern Lies*: Reveals deliberate falsehoods.
- 5 *Rary's Telepathic Bond*: Link lets allies communicate.
- 6 *Probe Thoughts*: Read subject's memories, one question/round.
- 7 *Brain Spider*: Eavesdrop on thoughts of up to eight other creatures.
- 8 *Mind Blank*: Subject is immune to mental/emotional magic and scrying.
- 9 *Weird*: Fearful illusion affects all within 30 ft., either killing or dealing 3d6 damage.

FAITHS AND PANTHEONS (3.0)

REPOSE

The Repose is very similar to the Death in the *Player's Handbook*, but is granted by good-aligned deities whose clerics are barred from casting Evil spells.

The deities Jergal, Kelemvor, Osiris, and Urogalan in the FORGOTTEN REALMS Campaign Setting should have the Repose instead of the Death.

Deities: Jergal, Kelemvor, Osiris, Urogalan

Granted Power: You may use a death touch once per day.

Your death touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells).

When you touch, roll 1d6 per your cleric level.

If the total at least equals the creature's current hit points, it dies.

Repose Domain Spells

- 1 *Deathwatch*: Sees how wounded subjects within 30 ft. are.
- 2 *Gentle Repose*: Preserves one corpse.
- 3 *Speak with Dead*: Corpse answers one question/two levels.
- 4 *Death Ward*: Grants immunity to death spells and effects.
- 5 *Slay Living*: Touch attack kills subject.
- 6 *Undeath to Death*: Destroys 1d4 HD/level of undead (see below).
- 7 *Destruction*: Kills subject and destroys remains.
- 8 *Surelife*: Protects you from one kind of certain death (see below).
- 9 *Wail of the Banshee*: Kills one creature/level.

FIENDISH CODEX 1 (3.5)

CORRUPTION

Demon Lords: Demogorgon, Juiblex, Pale Night.

Granted Power: Once per day, you can attack an object and ignore its hardness.

Corruption Domain Spells

- 1 *Doom*: One subject takes a -2 penalty on attack rolls, damage rolls, saves, and checks.
- 2 *Blindness/Deafness*: Makes subject blinded or deafened.
- 3 *Contagion*: Infects subject with chosen disease.
- 4 *Morality Undone*: Subject becomes evil.
- 5 *Feeblemind*: Subject's Int and Cha drop to 1.
- 6 *Pox*: Deals 1d4 Con drain to one creature/level.
- 7 *Insanity*: Subject affected by continuous *confusion*.
- 8 *Befoul*: Turns large amount of water poisonous.
- 9 *Despoil*: Kills plants and damages objects in 100-ft./level radius.

DEMONIC

Demon Lords: Demogorgon, Fraz-Urb'luu, Graz'zt, Orcus, Yeenoghu.

Granted Power: You gain a +1 profane bonus on attack and damage rolls for unarmed strikes and attacks with natural weapons.

Demonic Domain Spells

- 1 *Demonflesh*: Grants +1 natural armor/5 caster levels.
- 2 *Demoncall*: Grants +10 profane bonus on one Knowledge (arcana), Knowledge (the planes), or Knowledge (religion) check.
- 3 *Demon Wings*: You can fly at your land speed.
- 4 *Dimensional Anchor*: Bars extradimensional movement.
- 5 *Planar Binding, Lesser*: Traps extraplanar creature of 6 or fewer HD until it performs a task.

6 *Planar Binding*: As *lesser planar binding*, but traps extraplanar creature with up to 12 HD.

7 *Fiendish Clarity*: Grants you darkvision 60 ft., allows you to see in magical darkness, see *invisibility* out to 60 ft., and *detect good*.

8 *Planar Binding, Greater*: As *lesser planar binding*, but traps extraplanar creatures with up to 18 HD.

9 *Gate*: Connects two planes for travel or summoning.

ENTROPY

Demon Lords: Dagon, Obox-ob.

Granted Power: Once per day as a standard action, you can channel a bolt of Abyssal entropy as a ranged touch attack, dealing 1d8 points of damage per cleric level you possess.

Half the damage is sonic damage, and half is unholy damage that cannot be reduced by sonic resistance or immunity.

Entropy Domain Spells

- 1 *Cause Fear*: Causes one creature with 5 or fewer HD to flee for 1d4 rounds.
- 2 *Vision of Entropy*: Confronts target with a vision of the Abyss that causes increasing fear.
- 3 *Ray of Exhaustion*: Creates a ray that renders subject exhausted.
- 4 *Fear*: Subjects within cone flee for 1 round/level.
- 5 *Waves of Fatigue*: Causes several targets to become fatigued.
- 6 *Disintegrate*: Causes one creature or object to vanish.
- 7 *Insanity*: Afflicts subject with continuous *confusion* effect.
- 8 *Scintillating Pattern*: Creates twisting colors that confuse, stun, or render subjects unconscious.
- 9 *Abyssal Rift*: Opens a rift in the ground, damaging creatures and structures.

FURY

Demon Lords: Baphomet, Kostchtchie, Yeenoghu.

Granted Power: Once per day as a free action, you can designate a single creature or object as the target of your fury.

You gain a +2 profane bonus on attack rolls against the designated creature or object and deal an extra 2 points of damage with each successful strike upon it.

These bonuses persist until you select a new target for your attacks.

Fury Domain Spells

- 1 *True Strike*: Grants you a +20 bonus on your next attack roll.
- 2 *Bull's Strength*: Subject gains +4 to Str for 1 min./level.
- 3 *Rage*: Grants +2 to Str and Con, +1 on Will saves, -2 to AC.
- 4 *Divine Power*: You gain attack bonus, +6 to Str, and 1 hp/level.
- 5 *Shout*: Deafens all within cone and deals 5d6 sonic damage.
- 6 *Song of Discord*: Forces targets to attack each other.
- 7 *Abyssal Frenzy*: Regresses target to brutish, demonic version of itself.
- 8 *Shout, Greater*: Lets subject produce a devastating yell that deals 10d6 sonic damage, stuns creatures, and damages objects.
- 9 *Abyssal Frenzy, Mass*: As *abyssal frenzy*, but 1 creature/level.

OOZE

Demon Lords: Juiblex, Zugtgmo.

Granted Power: You can rebuke or command oozes as an evil cleric rebukes or commands undead. This ability is usable a number of times per day equal to 3 + your Charisma modifier.

Ooze Domain Spells

- 1 *Grease*: Makes a 10-ft. square or one object slippery.
- 2 *Web*: Fills a 20-ft.-radius spread with sticky spider webs.
- 3 *Poison*: Your touch deals 1d10 Con damage, repeats in 1 min.
- 4 *Rusting Grasp*: Your touch corrodes iron and alloys.
- 5 *Oozepuppet*: You can telekinetically control target ooze.
- 6 *Transmute Rock to Mud*: Transforms two 10-ft. cubes per level.
- 7 *Slime Wave*: Creates a 15-ft. spread of green slime.
- 8 *Befoul*: Turns large amount of water poisonous.
- 9 *Implosion*: Kills one creature/round.

TEMPTATION

Demon Lords: Graz'zt, Malcanthet, Pazuzu.

Granted Power: Select a gender.

As long as you wear no armor, you gain a +2 competence bonus on Charisma-based checks opposed by creatures of this gender.

Furthermore, each save DC for any mind-affecting spells or abilities you use against this gender increases by 1.

Temptation Domain Spells

- 1 *Charm Person*: Makes one person your friend.
- 2 *Beckoning Call*: Lures target creature closer to you.
- 3 *Suggestion*: Compels subject to follow stated course of action.
- 4 *Charm Monster*: Makes monster believe it is your ally.
- 5 *Dominate Person*: Controls humanoid telepathically.
- 6 *Mass Suggestion*: As *suggestion*, plus one subject/level.
- 7 *Soul Link*: Grants target a boon, allows monitoring, and establishes a telepathic link that enhances enchantments.
- 8 *Sympathy*: Causes object or location to attract certain creatures.
- 9 *Dominate Monster*: As *dominate person*, but any creature.

FIENDISH CODEX 2 (3.5)

DIABOLIC

Deities: Asmodeus, Baalzebul, Mammon, Mephistopheles.

Granted Power: Once per day, as an immediate action, add your class level as a bonus on a single Bluff, Diplomacy, Intimidate, or Sense Motive check.

Diabolic Domain Spells

- 1 *Protection from Good*: +2 to AC and saves, counter mind control, hedge out good elementals and outsiders.
- 2 *Devil's Eye*: See through magical darkness up to 30 ft.
- 3 *Devil's Ego*: Gain +4 to Cha and change type to outsider for 1 min./level
- 4 *Hellfire*: Explosion of infernal fire deals 1d8 damage/2 levels in 10-ft. radius.
- 5 *Planar Binding, Lesser*: Traps extraplanar creature of 6 HD or less until it performs a task.

- 6 *Planar Binding*: As *lesser planar binding*, but up to 12 HD.
- 7 *Hellfire Storm*: Explosion of infernal fire deals 1d8 damage/level in 20-ft. radius
- 8 *Demand*: As *sending*, plus you can send *suggestion*.
- 9 *Investiture of the Pit Fiend*: Target gains powerful claw attacks, ability to inflict disease, or ability to inflict terror.

FORGOTTEN REALMS CAMPAIGN SETTING (3.0)

CAVERN

Deities: Callarduran Smoothhands, Dumathoin, Geb, Ghaunadaur, Grumbar, Gruumsh, Luthic, Segojan Earthcaller, Shar.

Granted Power: You gain the dwarven ability of stonecunning.

If you already have stonecunning, your racial bonus for stonecunning increases from +2 to +4 on checks to notice unusual stonework.

Cavern Domain Spells

- 1 *Detect secret doors*
- 2 *Darkness*
- 3 *Meld into stone*
- 4 *Leomund's secure shelter*
- 5 *Passwall*
- 6 *Find the path*
- 7 *Maw of stone*
- 8 *Earthquake*
- 9 *Imprisonment*

CHARM

Deities: Eilistraee, Finder Wyvernspur, Gargauth, Hanali Celanil, Lliira, Milil, Oghma, Sharess, Sharindlar, Sheela Peryroyl, Sune.

Granted Power: You can boost your Charisma by 4 points once per day.

Activating this power is a free action.

The Charisma increase lasts 1 minute.

Charm Domain Spells

- 1 *Charm person*
- 2 *Calm emotions*
- 3 *Suggestion*
- 4 *Emotion*
- 5 *Charm monster*
- 6 *Geas/quest*
- 7 *Insanity*
- 8 *Demand*
- 9 *Dominate monster*

CRAFT

Deities: Callarduran Smoothhands, Dugmaren Brightmantle, Dumathoin, Flandal Steelskin, Garl Glittergold, Geb, Gond, Laduguer, Moradin, Thoth.

Granted Power: You cast creation spells at +1 caster level and gain Skill Focus (a +2 bonus) in the Craft skill of your choice.

Craft Domain Spells

- 1 *Animate rope*

- 2 Wood shape
- 3 Stone shape
- 4 Minor creation
- 5 Wall of stone
- 6 Fantastic machine
- 7 Major creation
- 8 Forcecage
- 9 Greater fantastic machine

DARKNESS

Deities: Lolth, Mask, Set, Shar, Shargaas

Granted Power: Free Blind-Fight feat.

Darkness Domain Spells

- 1 Obscuring mist
- 2 Blindness/deafness
- 3 Blacklight
- 4 Armor of darkness
- 5 Darkbolt
- 6 Prying eyes
- 7 Nightmare
- 8 Power word, blind
- 9 Power word, kill

DROW

Deities: Eilistraee, Chaunadaur, Kiaransalee, Lolth, Selvetarm, Vhaeraun.

Granted Power: Free Lightning Reflexes feat.

Drow Domain Spells

- 1 Cloak of dark power
- 2 Clairaudience/clairvoyance
- 3 Suggestion
- 4 Discern lies
- 5 Spiderform
- 6 Greater dispelling
- 7 Word of chaos
- 8 Greater planar ally
- 9 Gate

DWARF

Deities: Abbathor, Berronar Truesilver, Clangeddin, Deep Duerra, Dugmaren Brightmantle, Dumathoin, Gorm Gulthyn, Haela Brightaxe, Laduguer, Marthammor Duin, Moradin, Sharindlar, Thard Harr, Vergadain.

Granted Power: Free Great Fortitude feat.

Dwarf Domain Spells

- 1 Magic weapon
- 2 Endurance
- 3 Glyph of warding
- 4 Greater magic weapon
- 5 Fabricate
- 6 Stone tell
- 7 Dictum
- 8 Protection from spells
- 9 Elemental swarm (earth spell only)

ELF

Deities: Aerdrie Faenya, Angharradh, Corellon Larethian, Deep Sashelas, Eilistraee, Erevan Ilesere, Fenmarel Mestarine, Hanali Celanil, Labelas Enoreth, Rillifane

Rallathil, Sehanine Moonbow, Shevarash, Solonor Thelandira.

Granted Power: Free Point Blank Shot feat.

Elf Domain Spells

- 1 True strike
- 2 Cat's grace
- 3 Snare
- 4 Tree stride
- 5 Commune with nature
- 6 Find the path
- 7 Liveoak
- 8 Sunburst
- 9 Antipathy

FAMILY

Deities: Berronar Truesilver, Cyrollalee, Eldath, Hathor, Isis, Lliira, Luthic, Yondalla.

Granted Power: Once per day as a free action, you may protect a number of creatures equal to your Charisma modifier, (minimum one creature) with a +4 dodge bonus to AC.

This supernatural ability lasts 1 round per level.

An affected creature loses this protection if it moves more than 10 feet from you.

You may affect yourself with this ability.

Family Domain Spells

- 1 Bless
- 2 Shield other
- 3 Helping hand
- 4 Imbue with spell ability
- 5 Rary's telepathic bond
- 6 Heroes' feast
- 7 Refuge
- 8 Protection from spells
- 9 Prismatic sphere

FATE

Deities: Beshaba, Hathor, Hoar, Jergal, Kelemvor, Savras.

Granted Power: You gain the uncanny dodge ability of a 3rd-level rogue.

If you have another class that grants the uncanny dodge ability, treat your level in that class as three higher for determining your uncanny dodge ability.

Fate Domain Spells

- 1 True strike
- 2 Augury
- 3 Bestow curse
- 4 Status
- 5 Mark of justice
- 6 Geas/quest
- 7 Vision
- 8 Mind blank
- 9 Foresight

GNOME

Deities: Baervan Wildwanderer, Baravar Cloakshadow, Callarduran Smoothhands, Flandal Steelskin, Gaerdal Ironhand, Garl Glittergold, Segojan Earthcaller, Urdlen.

Granted Power: You cast all illusion spells at +1 caster level.

Gnome Domain Spells

- 1 Silent image
- 2 Gembomb
- 3 Minor image
- 4 Minor creation
- 5 Hallucinatory terrain
- 6 Fantastic machine
- 7 Screen
- 8 Otto's irresistible dance
- 9 Summon nature's ally (earth elementals or animals only)

HALFLING

Deities: Arvoreen, Brandobaris, Cyrrollalee, Sheela Peryroyl, Urogalan, Yondalla.

Granted Power: You gain the ability to add your Charisma modifier to your Climb, Jump, Move Silently, and Hide checks.

This extraordinary ability is a free action that lasts 10 minutes.

It can be used once a day.

Halfling Domain Spells

- 1 Magic stone
- 2 Cat's grace
- 3 Magic vestment
- 4 Freedom of movement
- 5 Mordenkainen's faithful hound
- 6 Move earth
- 7 Shadow walk
- 8 Word of recall
- 9 Foresight

HATRED

Deities: Bane, Ghaunadaur, Gruumsh, Set, Urdlen.

Granted Power: Once per day, as a free action, choose one opponent.

Against that opponent you gain a +1 profane bonus on attack rolls, saving throws, and Armor Class.

This supernatural ability lasts 1 minute.

Hatred Domain Spells

- 1 Doom
- 2 Scare
- 3 Bestow curse
- 4 Emotion (hate effect only)
- 5 Righteous might
- 6 Forbiddance
- 7 Blasphemy
- 8 Antipathy
- 9 Wail of the banshee

ILLUSION

Deities: Akadi, Azuth, Baravar Cloakshadow, Cyric, Mystra, Sehanine Moonbow.

Granted Power: You cast all illusion spells at +1 caster level.

Illusion Domain Spells

- 1 Silent image
- 2 Minor image
- 3 Displacement
- 4 Phantasmal killer
- 5 Persistent image

- 6 Mislead
- 7 Project image
- 8 Screen
- 9 Weird

MENTALISM

Deity: Deep Duerra.

Granted Power: You can generate a mental ward, a spell-like ability to grant someone you touch a resistance bonus on her next Will saving throw equal to your level +2.

Activating this power is a standard action.

The mental ward is an abjuration effect with a duration of 1 hour that is usable once per day.

Mentalism Domain Spells

- 1 Random action
- 2 Detect thoughts
- 3 Clairaudience/clairvoyance
- 4 Modify memory
- 5 Mind fog
- 6 Rary's telepathic bond
- 7 Antipathy
- 8 Mind blank
- 9 Astral projection

METAL

Deities: Dumathoin, Flandal Steelskin, Gond, Grumbar, Laduguer.

Granted Power: Free Martial or Exotic Weapon Proficiency and Weapon Focus with your choice of hammer.

Metal Domain Spells

- 1 Magic weapon
- 2 Heat metal
- 3 Keen edge
- 4 Rusting grasp
- 5 Wall of iron
- 6 Blade barrier
- 7 Transmute metal to wood
- 8 Iron body
- 9 Repel metal or stone

MOON

Deities: Eilistraee, Hathor, Malar, Sehanine Moonbow, Selûne, Sharindlar.

Granted Power: Turn or destroy lycanthropes as a good cleric turns or destroys undead.

You can use this ability a total number of times per day equal to three + your Charisma modifier.

Moon Domain Spells

- 1 Faerie fire
- 2 Moon beam
- 3 Moon blade
- 4 Emotion
- 5 Moon path
- 6 Permanent image
- 7 Insanity
- 8 Animal shapes
- 9 Moonfire

NOBILITY

Deities: Horus-Re, Lathander, Milil, Nobanion, Red Knight, Siamorphe.

Granted Power: You have the spell-like ability to inspire allies, giving them a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

Allies must be able to hear you speak for 1 round.

Using this ability is a standard action.

It lasts a number of rounds equal to your Charisma bonus and can be used once per day.

Nobility Domain Spells

- 1 Divine favor
- 2 Enthral
- 3 Magic vestment
- 4 Discern lies
- 5 Greater command
- 6 Geas/quest
- 7 Repulsion
- 8 Demand
- 9 Storm of vengeance

OCEAN

Deities: Deep Sashelas, Istishia, Ulutiu, Umberlee, Valkur.

Granted Power: You have the supernatural ability to breathe water as if under the effect of a *water breathing* spell, for up to 10 rounds per level.

This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds).

Ocean Domain Spells

- 1 Endure elements
- 2 Sound burst
- 3 Water breathing
- 4 Freedom of movement
- 5 Wall of ice
- 6 Otiluke's freezing sphere
- 7 Waterspout
- 8 Maelstrom
- 9 Elemental swarm (cast as a water spell only)

ORC

Deities: Bahgtru, Gruumsh, Ilneval, Luthic, Shargaas, Yurtrus,

Granted Power: You gain the smite power, the supernatural ability to make a single melee attack with a damage bonus equal to your cleric level (if you hit).

You must declare the smite before making the attack.

It is usable once per day.

If used against a dwarf or an elf, you get a +4 bonus on the smite attack roll.

Orc Domain Spells

- 1 Cause fear
- 2 Produce flame
- 3 Prayer
- 4 Divine power
- 5 Prying eyes
- 6 Eyebite

- 7 Blasphemy
- 8 Cloak of chaos
- 9 Power word, kill

PLANNING

Deities: Gond, Helm, Ilneval, Red Knight, Siamorphe, Ubtao,

Granted Power: Free Extend Spell feat.

Planning Domain Spells

- 1 Deathwatch
- 2 Augury
- 3 Clairaudience/clairvoyance
- 4 Status
- 5 Detect scrying
- 6 Heroes' feast
- 7 Greater scrying
- 8 Discern location
- 9 Time stop

PORTAL

Deities: Eilistraee, Shaundakul.

Granted Power: You can detect an active or inactive portal as if it were a normal secret door (DC 20).

Portal Domain Spells

- 1 Summon monster I
- 2 Analyze portal
- 3 Dimensional anchor
- 4 Dimension door
- 5 Teleport
- 6 Banishment
- 7 Etherealness
- 8 Maze
- 9 Gate

RENEWAL

Deities: Angharradh, Chauntea, Finder Wyvernspur, Kossuth, Lathander, Shiallia, Silvanus.

Granted Power: If you fall below 0 hit points, you regain a number of hit points equal to 1d8 + your Charisma modifier.

This supernatural ability functions once per day.

If an attack brings you to -10 hit points or less, you die before this power takes effect.

Renewal Domain Spells

- 1 Charm person
- 2 Lesser restoration
- 3 Remove disease
- 4 Reincarnate
- 5 Atonement
- 6 Heroes' feast
- 7 Greater restoration
- 8 Polymorph any object
- 9 Freedom

RETRIBUTION

Deities: Hoar, Horus-Re, Kiaransalee, Loviatar, Osiris, Shevarash, Tyr, Uthgar.

Granted Power: If you have been harmed by someone in combat, you may make a strike of vengeance with a

melee or ranged weapon against that individual on your next action.
If this attack hits, you deal maximum damage. You may use this supernatural ability once per day.

Retribution Domain Spells

- 1 *Shield of faith*
- 2 *Endurance*
- 3 *Speak with dead*
- 4 *Fire shield*
- 5 *Mark of justice*
- 6 *Banishment*
- 7 *Spell turning*
- 8 *Discern location*
- 9 *Storm of vengeance*

RUNE

Deities: Deneir, Dugmaren Brightmantle, Jergal, Mystra, Thoth.

Granted Power: Free Scribe Scroll feat.

Rune Domain Spells

- 1 *Erase*
- 2 *Secret page*
- 3 *Glyph of warding*
- 4 *Explosive runes*
- 5 *Lesser planar binding*
- 6 *Greater glyph of warding*
- 7 *Drawmij's instant summons*
- 8 *Symbol*
- 9 *Teleportation circle*

SCALYKIND

Deities: Finder Wyvernspur, Sebek, Set, Tiamat, Ubtao.

Granted Power: Rebuke or command animals (reptilian creatures and snakes only) as an evil cleric rebukes or commands undead.

Use this ability a total number of times per day equal to three + your Charisma modifier.

Scalykind Domain Spells

- 1 *Magic fang*
- 2 *Animal trance**
- 3 *Greater magic fang*
- 4 *Poison*
- 5 *Animal growth**
- 6 *Eyebite*
- 7 *Creeping doom* (composed of tiny snakes)
- 8 *Animal shapes**
- 9 *Shape/change*

* Affects ophidian and reptilian creatures only.

SLIME

Deity: Ghaunadaur.

Granted Power: Rebuke or command oozes as an evil cleric rebukes or commands undead.

Use this ability a total number of times per day equal to three + your Charisma modifier.

Slime Domain Spells

- 1 *Grease*
- 2 *Melf's acid arrow*
- 3 *Poison*
- 4 *Rusting grasp*

- 5 *Evard's black tentacles*
- 6 *Transmute rock to mud*
- 7 *Destruction*
- 8 *Power word, blind*
- 9 *Implosion*

SPELL

Deities: Azuth, Mystra, Savras, Thoth.

Granted Power: You get a +2 bonus on Concentration and Spellcraft checks.

Spell Domain Spells

- 1 *Mage armor*
- 2 *Silence*
- 3 *Anyspell*
- 4 *Rary's mnemonic enhancer*
- 5 *Break enchantment*
- 6 *Greater anyspeak*
- 7 *Limited wish*
- 8 *Antimagic field*
- 9 *Mordenkainen's disjunction*

SPIDER

Deities: Lolth, Selvetarm.

Granted Power: Rebuke or command spiders as an evil cleric rebukes or commands undead.

Use this ability a total number of times per day equal to three + your Charisma modifier.

Spider Domain Spells

- 1 *Spider climb*
- 2 *Summon swarm*
- 3 *Phantom steed* (has a vermin shape)
- 4 *Giant vermin*
- 5 *Insect plague*
- 6 *Spider curse*
- 7 *Stone spiders*
- 8 *Creeping doom*
- 9 *Spider shapes*

STORM

Deities: Aerdrie Faenya, Anhur, Auril, Isis, Istishia, Talos, Umberlee.

Granted Power: You gain electricity resistance 5.

Storm Domain Spells

- 1 *Entropic shield*
- 2 *Gust of wind*
- 3 *Call lightning*
- 4 *Sleet storm*
- 5 *Ice storm*
- 6 *Summon monster VI* (air spell only)
- 7 *Control weather*
- 8 *Whirlwind*
- 9 *Storm of vengeance*

SUFFERING

Deities: Ilmater, Jergal, Kossuth, Loviatar, Talona, Yurtrus.

Granted Power: You may use a pain touch once per day.

Make a melee touch attack against a living creature, which bestows on that creature a -2 enhancement penalty to Strength and Dexterity for 1 minute on a successful attack. This spell-like ability does not affect creatures immune to critical hits.

Suffering Domain Spells

- 1 Bane
- 2 Endurance
- 3 Bestow curse
- 4 Enervation
- 5 Feeblemind
- 6 Harm
- 7 Eyebite (sicken effect only)
- 8 Symbol (pain effect only)
- 9 Horrid wilting

TIME

Deities: Grumbar, Labelas Enoreth.

Granted Power: Free Improved Initiative feat.

Time Domain Spells

- 1 True strike
- 2 Gentle repose
- 3 Haste
- 4 Freedom of movement
- 5 Permanency
- 6 Contingency
- 7 Mass haste
- 8 Foresight
- 9 Time stop

TRADE

Deities: Abbathor, Nephthys, Shaundakul, Vergadain, Waukeen.

Granted Power: You may use *detect thoughts* once per day as a spell-like ability, affecting one target and lasting a number of minutes equal to your Charisma bonus.

Activating this power is a free action.

Trade Domain Spells

- 1 Message
- 2 Gembomb
- 3 Eagle's splendor
- 4 Sending
- 5 Fabricate
- 6 True seeing
- 7 Mordenkainen's magnificent mansion
- 8 Mind blank
- 9 Discern location

TYRANNY

Deities: Bane, Tiamat.

Granted Power: Add +2 to the saving throw DC of any compulsion spell you cast.

Tyranny Domain Spells

- 1 Command
- 2 Enthrall
- 3 Discern lies
- 4 Fear
- 5 Greater command
- 6 Geas/quest
- 7 Bigby's grasping hand

8 Mass charm

9 Dominate monster

UNDEATH

Deities: Kiaransalee, Velsharoon.

Granted Power: Free Extra Turning feat.

Undeath Domain Spells

- 1 Detect undead
- 2 Desecrate
- 3 Animate dead
- 4 Death ward
- 5 Circle of doom
- 6 Create undead
- 7 Control undead
- 8 Create greater undead
- 9 Energy drain

FROSTBURN (3.5)

COLD

Deities: Auril, Iborighu, Levistus, Telchur, Thrym, Ulutiu.

Granted Power: You can turn or destroy fire creatures as a good cleric turns undead.

You can also rebuke or command cold creatures as an evil cleric rebukes undead.

Cold Domain Spells

- 1 *Chill Touch*: One touch/level deals 1d6 damage and possibly 1 Str damage.
- 2 *Chill Metal*: Cold metal damages those who touch it.
- 3 *Sleet Storm*: Hampers vision and movement.
- 4 *Ice Storm*: Hail deals 5d6 damage in cylinder 40 ft. across.
- 5 *Wall of Ice*: Ice plane creates wall with 15 hp +1/level, or hemisphere can trap creatures inside.
- 6 *Cone of Cold*: 1d6/level cold damage.
- 7 *Control Weather*: Changes weather in local area.
- 8 *Polar Ray*: Ranged touch attack deals 1d6/level cold damage.
- 9 *Obedient Avalanche**: Snowy avalanche crushes and buries your foes.

* New spell described in this chapter.

WINTER

Deities: Aengrist, Auril, Hleid, Telchur.

Granted Power: During the winter season, you gain a +2 sacred bonus on all Wisdom-based skill checks.

Winter Domain Spells

- 1 *Snowsight**: Normal vision in winter weather conditions.
- 2 *Snow Walk**: Increase your speed and walk effortlessly on top of snow without leaving tracks or scent.
- 3 *Winter's Embrace**: Subject takes 1d8 damage/round; can cause fatigue.
- 4 *Ice Storm*: Hail deals 5d6 damage in cylinder 40 ft. across.
- 5 *Blizzard**: Temperature drops and powerful blizzard reduces visibility to zero.
- 6 *Death Hail**: Summons a storm of death hail.
- 7 *Control Weather*: Changes weather in local area.
- 8 *Summon Giants (Frost Giants Only)**: Summons outsider giants to fight for you.

9 *Fimbulwinter**: Creates winter weather for miles around you that lasts for months.

* New spell described in this chapter.

GHOSTWALK (3.0)

GHOST

Deities: Aluvan.

Granted Power: Cast ectomancy spells at +1 caster level.

Ghost Domain Spells

- 1 *Protection from Possession*: Warded creature cannot be possessed or mentally controlled.
- 2 *Hold Person or Ghost*: As *hold person*, but also affecting ghosts.
- 3 *Undead Bane Weapon*: Weapon gains the undead bane property and is considered blessed.
- 4 *Proper State*: Transforms willing incorporeal undead into a ghost.
- 5 *Contingent Spell Lock*: You store prepared spells or slots to use immediately if you become a ghost.
- 6 *Undeath to Death*: As *circle of death*, but affecting only undead.
- 7 *Repel Ectoplasm*: As *repel wood*, but affecting only ectoplasm.
- 8 *Trap the Soul*: Imprisons subject within gem (works on ghosts only).
- 9 *Forcecage*: Cube of force imprisons all inside.

REPOSE

Deities: Aluvan, Dracanish.

Granted Power: You may use a *death touch* once per day as a spell-like ability that is a death effect.

You must succeed on a melee touch attack against a living creature (using the rules for touch spells).

When you touch, roll 1d6 for each of your cleric levels.

If the total at least equals the creature's current hit points, it dies.

This domain first appeared in *Oriental Adventures*.

Repose Domain Spells

- 1 *Deathwatch*: See how near death subjects within 30 ft. are.
- 2 *Gentle Repose*: Preserves one corpse or keeps ectoplasm from dissolving.
- 3 *Speak with Dead*: Corpse answers one question/two levels.
- 4 *Death Ward*: Grants immunity to death spells and effects.
- 5 *Slay Living*: Touch attack kills subject.
- 6 *Undeath to Death*: As *circle of death*, but affecting only undead.
- 7 *Destruction*: Kills subject and destroys remains.
- 8 *Surelife*: Protects you from a deadly condition.
- 9 *Wail of the Banshee*: Kills one creature/level.

SCALYKIND

Deities: Yuan-ti only (regardless of deity worshiped).

Granted Power: Rebuke or command animals (reptilian creatures and snakes only) as an evil cleric rebukes or commands undead.

Use this ability a total number of times per day equal to 3 + your Charisma modifier.

This domain first appeared in the FORGOTTEN REALMS Campaign Setting.

Scalykind Domain Spells

- 1 *Magic Fang*: One natural weapon of subject creature gets +1 bonus on attacks and damage.
 - 2 *Animal Trance**: Fascinates 2d6 HD of animals.
 - 3 *Greater Magic Fang*: One natural weapon of subject creature gets +1 bonus on attacks and damage per three caster levels (max +5).
 - 4 *Poison*: Touch deals 1d10 Con damage, repeats in 1 minute.
 - 5 *Animal Growth**: One animal/two levels doubles in size, HD.
 - 6 *Eyebite*: Charm, fear, sicken, or sleep one subject.
 - 7 *Creeping Doom*: Carpet of tiny snakes attacks at your command.
 - 8 *Animal Shapes**: One ally/level polymorphs into chosen animal.
 - 9 *Shapechange*: Transforms you into any creature, and change forms once per round.
- * Affects ophidian and reptilian creatures only.

UNDEATH

Deities: Orcus.

Granted Power: Free Extra Turning feat.

This domain first appeared in the FORGOTTEN REALMS Campaign Setting.

Undeath Domain Spells

- 1 *Detect Undead*: Reveals undead within 60 ft.
- 2 *Desecrate*: Fills area with negative energy, making undead stronger.
- 3 *Animate Dead*: Creates undead skeletons and zombies.
- 4 *Death Ward*: Grants immunity to death spells and effects.
- 5 *Circle of Doom*: Deals 1d8 +1/level damage in all directions.
- 6 *Create Undead*: Ghouls, shadows, ghosts, wights, or wraiths.
- 7 *Control Undead*: Undead don't attack you while under your command.
- 8 *Create Greater Undead*: Mummies, spectres, or vampires (but not ghosts).
- 9 *Energy Drain*: Subject gains 2d4 negative levels.

HEROES OF HORROR (3.5)

DREAM

Deities: A few deities include dreams in their portfolios. The following domain is available to clerics of such deities, who often take the Dreamtelling and Oneiromancy feats.

Granted Power: Because you have long delved into dreams and nightmares, you are immune to fear effects.

Dream Domain Spells

- 1 *Sleep*: Puts 4 HD of creatures into magical slumber.
- 2 *Augury*: Learns whether an action will be good or bad.
- 3 *Deep Slumber*: Puts 10 HD of creatures to sleep.
- 4 *Phantasmal Killer*: Fearsome illusion kills subject or deals 3d6 damage.
- 5 *Nightmare*: Sends vision dealing 1d10 damage, fatigue.
- 6 *Dream Sight**: Your spirit can leave your body and explore for 1 min./level.
- 7 *Scrying, Greater*: As *scrying*, but faster and longer.

- 8 *Power Word Stun*: Stuns creature with 150 hp or less.
9 *Weird*: As *phantasmal killer*, but affects all within 30 ft.
* New spell described in this chapter.

SPITE

Deities: Cas

Granted Power: Sympathetic strike.

You can force opponents to take damage they have dealt you.

Once per day, you can make a melee touch attack on the target, and deal damage equal to the damage the target dealt to you in the last round, to a maximum of 5 hp per divine caster level you possess.

Spite Domain Spells

- 1 *Bestow Wound**: Transfer 1 hp/level of wounds to another.
 - 2 *Rage*: Gain +2 to Str and Con, +1 on Will saves, -2 to AC.
 - 3 *Vampiric Touch*: Touch deals 1d6/two levels in damage; you gain damage as hp.
 - 4 *Pronouncement of Fate**: Impose a -4 penalty on an offender's attacks, damage, saves, and checks; target loses actions.
 - 5 *Fire in the Blood**: Your blood becomes a potent corrosive that burns attackers.
 - 6 *Cloak of Hate**: Target provokes hostile reactions, takes -10 penalty to Diplomacy checks.
 - 7 *Pact of Return**: If you die as you predict, you are *resurrected* instantly.
 - 8 *Mantle of Pure Spite**: Gain a cumulative DR 1/- and a cumulative +1 bonus on attacks, damage, and AC each time a foe strikes you.
 - 9 *Imprison Soul**: Traps soul in a small object; target takes 1d4 Con damage/day.
- * New spell described in this chapter.

LIBRIS MORTIS (3.5)

DEATHBOUND

Deity: Afflux.

Granted Power: Your limit for controlling undead animated with spells increases to three times your caster level instead of the normal two times caster level.

Deathbound Domain Spells

- 1 *Chill of the Grave*: Ray causes cold damage.
 - 2 *Blade of Pain and Fear*: Creates blade of gnashing teeth.
 - 3 *Fangs of the Vampire King*: Grow vampire fangs.
 - 4 *Wither Limb*: Cause enemy's limbs to wither.
 - 5 *Revive Undead*: Restores undeath to undead that was destroyed up to 1 day/level ago.
 - 6 *Awaken Undead*: Grant sentience to otherwise mindless undead.
 - 7 *Avasculate*: Reduce foe to 0 hp and stun foe for 1 round by purging blood vessels.
 - 8 *Avascular Mass*: Reduce foe to 0 hp and stun foe for 1 round by purging blood vessels, which can trap creatures in 20-ft. radius from victim.
 - 9 *Wail of the Banshee**: Kills one creature/level.
- * See the *Player's Handbook*.

HUNGER

Deity: Doresain.

Granted Power: You gain a bite attack.

If you are Small, your bite attack deals 1d4 points of damage; Medium, 1d6; or Large, 1d8.

You are proficient with your bite, and considered armed. If you already have a natural bite attack, use the higher of the two damage values.

This is considered a secondary natural attack.

Hunger Domain Spells

- 1 *Ghoul Light*: Light provides turn resistance.
 - 2 *Ghoul Glyph*: Glyph wards area, paralyzes victims.
 - 3 *Ghoul Gesture*: Ray paralyzes target.
 - 4 *Enervation**: Subject gains 1d4 negative levels.
 - 5 *Ghoul Gauntlet*: Convert victim to a ghoul under your control.
 - 6 *Eyes of the King*: Summon fiendish dire bats.
 - 7 *Field of Ghouls*: Transform dying creatures into ghouls.
 - 8 *Bite of the King*: Swallow enemies whole.
 - 9 *Energy Drain**: Subject gains 2d4 negative levels.
- * See the *Player's Handbook*.

UNDEATH

Deity: Afflux.

Granted Power: You gain Extra Turning as a bonus feat.

Undeath Domain Spells

- 1 *Detect Undead**: Reveals undead within 60 ft.
 - 2 *Desecrate**: Fills area with negative energy, making undead stronger.
 - 3 *Animate Dead**: Creates undead skeletons and zombies.
 - 4 *Death Ward**: Grants immunity to death spells and negative energy effects.
 - 5 *Circle of Death**: Kills 1d4/level HD of creatures.
 - 6 *Create Undead**: Creates ghouls, ghosts, mummies, or mohrgs.
 - 7 *Control Undead**: Undead don't attack you while under your command.
 - 8 *Create Greater Undead**: Create shadows, wraiths, specters, or devourers.
 - 9 *Energy Drain**: Subject gains 2d4 negative levels.
- * See the *Player's Handbook*.

LORDS OF MADNESS (3.5)

CORRUPTION

Deities: Ghaunadaur, the Patient One.

Granted Power: Once per day, as a standard action, you can use corrupting touch by making a melee touch attack. Corrupting touch deals 1d6 points of damage per two levels and causes the target to become sickened for 1 round. Corrupting touch works only on living creatures.

Corruption Domain Spells

- 1 *Doom*: One subject takes -2 penalty on attacks, damage, saves, and checks.
- 2 *Blindness/Deafness*: Makes subject blind or deaf.
- 3 *Contagion*: Infects subject with chosen disease.
- 4 *Morality Undone*: Subject becomes evil.
- 5 *Feeblemind*: Subject's Int drops to 1.
- 6 *Pox*: One creature/level takes 1d4 Con drain.

- 7 *Insanity*: Subject suffers from continuous *confusion*.
- 8 *Befoul*: Large amount of water becomes poisonous.
- 9 *Despoil*: Kills plants, damages objects in 100-ft. radius/level.

FORCE

Deity: Tharizdun.

Granted Power: By manipulating cosmic forces of inertia and force, once per day you can reroll any damage roll (for a weapon, a spell, or an ability) and take the better of the two rolls.

This granted power is considered a supernatural ability.

Force Domain Spells

- 1 *Mage Armor*: Gives subject +4 armor bonus.
- 2 *Magic Missile*: 1d4+1 damage; +1 missile per two levels above 1st (max 5).
- 3 *Blast of Force*: Ray deals 1d6 damage/2 caster levels (max 5d6).
- 4 *Otiluke's Resilient Sphere*: Force globe protects but traps one subject.
- 5 *Wall of Force*: Wall is immune to damage.
- 6 *Repulsion*: Creatures can't approach you.
- 7 *Forcecage*: Cube or cage of force imprisons all inside.
- 8 *Otiluke's Telekinetic Sphere*: As *Otiluke's resilient sphere*, but you move sphere telekinetically.
- 9 *Bigby's Crushing Hand*: Large hand provides cover, pushes, or crushes your foes.

HATRED

Deities: Ghaunadaur, the Great Mother.

Granted Power: Choose one opponent.

Against that opponent you gain a +2 profane bonus on attack rolls, saving throws, and Armor Class for 1 minute. This supernatural ability is usable once per day as a free action.

Hatred Domain Spells

- 1 *Doom*: One subject takes -2 on attack rolls, damage rolls, saves, and checks.
- 2 *Scare*: Panics creatures of less than 6 HD.
- 3 *Bestow Curse*: Subject takes -6 penalty to an ability score; -3 penalty on attack rolls, saves and checks; or 50% chance of losing each action.
- 4 *Song of Discord*: Forces targets to attack each other.
- 5 *Righteous Might*: Your size increases, and you gain combat bonuses.
- 6 *Forbiddance*: Blocks planar travel, damages creatures of different alignment.
- 7 *Blasphemy*: Kills, paralyzes, weakens, or dazes nonevil subjects.
- 8 *Antipathy*: Object or location affected by spell repels certain creatures.
- 9 *Wail of the Banshee*: Kills one creature/level.

MADNESS

Deities: Erythnul, Mak Thuum Ngatha, Tharizdun, Vecna.

Granted Power: You are slowly going insane.

Subtract 1 from all Wisdom-based skill checks (such as Listen checks) and all Will saves.

Once per day, you can act with the clarity of true madness.

Add half your level to a single Wisdom-based skill check or Will save.

Choose to use this power before the roll is made.

Madness Domain Spells

- 1 *Confusion, Lesser*: One creature acts randomly for 1 round.
- 2 *Touch of Madness*: Dazes one creature for 1 round/level.
- 3 *Rage*: Subject gains +2 to Str and Con, +1 on Will saves, -2 to AC.
- 4 *Confusion*: Makes subject behave oddly for 1 round/level.
- 5 *Bolts of Bedevilment*: One ray/round, dazes 1d3 rounds.
- 6 *Phantasmal Killer*: Fearsome illusion kills one creature or deals 3d6 damage.
- 7 *Insanity*: Subject suffers from continuous *confusion*.
- 8 *Maddening Scream*: Subject has -4 AC, no shield, Reflex save on 20 only.
- 9 *Weird*: As *phantasmal killer*, but affects all within 30 feet.

MIND

Deities: Boccob, Ilsensine, Olidammara, Wee Jas.

Granted Power: You gain a +2 bonus on Bluff, Diplomacy, and Sense Motive checks.

Mind Domain Spells

- 1 *Comprehend Languages*: Understand all spoken and written languages.
- 2 *Detect Thoughts*: Allows "listening" to surface thoughts.
- 3 *Lesser Telepathic Bond*: Link with subject within 30 ft. for 10 min./level.
- 4 *Discern Lies*: Reveals deliberate falsehoods.
- 5 *Rary's Telepathic Bond*: Lets all allies communicate.
- 6 *Probe Thoughts*: Read subject's memories, one question/round.
- 7 *Brain Spider*: Eavesdrop on thoughts of up to eight other creatures.
- 8 *Mind Blank*: Subject is immune to mental/emotional magic and scrying.
- 9 *Weird*: As *phantasmal killer*, but affects all within 30 feet.

VILE DARKNESS

Deity: The Patient One.

Granted Power: You gain the Blind-fight feat.

Note: This domain description is a revision of the Darkness domain presented in *Book of Vile Darkness*.

Vile Darkness Domain Spells

- 1 *Darkvision*: See 60 ft. in total darkness.
- 2 *Darkbolt*: Deals 1d8 damage/2 levels and stuns 1 round.
- 3 *Deeper Darkness*: Object sheds absolute darkness in a 60-ft. radius.
- 4 *Damning Darkness*: Darkness deals either 2d6 or 1d6 damage per round.
- 5 *Evard's Black Tentacles*: 1d4+1/level tentacles grapple randomly within 15 ft.
- 6 *Wall of Force*: Wall manifests as an opaque black wall, is immune to damage.
- 7 *Shadow Walk*: Step into shadow to travel rapidly.
- 8 *Utterdark*: 100-ft./level radius of darkness that evil creatures can see through.
- 9 *Screen*: Illusion hides area from vision, scrying.

MAGIC OF INCARNUM

(3.5)

INCARNUM

Deities: None.

Clerics of any deity can select this domain, as well as clerics who venerate a pantheon or no deity at all.

Granted Power: You gain Incarnum Spellshaping (see page 38) as a bonus feat.

Special: Neutral clerics—those without an alignment component of chaotic, evil, good, or lawful—may not choose this domain.

Incarnum Domain Spells

- 1 *Detect Incarnum*: Detect soulmelds and essentia within 60 ft.
- 2 *Soul Boon*: Grant 1 point of essentia per three caster levels to subject.
- 3 *Wall of Incarnum*: Creates wall of incarnum that deals essentia or Wis damage to those attempting to pass through.
- 4 *Essentia Lock*: Target can't reallocate essentia.
- 5 *Incarnum Weapon*: Weapon shaped of incarnum attacks foe.
- 6 *Incarnum Vigor*: Subject gains fast healing; his healing spells cure extra damage.
- 7 *Incarnum Bladestorm*: Storm of blades deals Wisdom damage to living creatures within.
- 8 *Incarnum Apotheosis*: Target's incarnum receptacles are treated as if invested with maximum essentia; target is immune to effects that reduce his essentia pool or unshape his soulmelds.
- 9 *Soulmeld Disjunction*: One or more of target's soulmelds are destroyed.

ORIENTAL ADVENTURES

(3.0)

ANCESTOR

Granted Power: A number of times per day equal to your Charisma bonus (minimum once, even with a Charisma penalty), you can summon an ancestor and channel some of the ancestor's karmic power into yourself. This guidance grants you a +4 insight bonus on any skill check.

Ancestor Domain Spells

- 1 *Detect Undead*: Reveals undead within 60 ft.
- 2 *Ancestral Vengeance*: Ancestral spirit deals 1d6/two levels damage (maximum 5d6), 1d6/level (maximum 10d6) to undead.
- 3 *Speak with Dead*: Corpse answers one question/two levels.
- 4 *Divination*: Provides useful advice for specific proposed actions.
- 5 *Atonement*: Removes burden of misdeeds from subject.
- 6 *Geas/Quest*: As *lesser geas*, plus it affects any creature.
- 7 *Legend Lore*: Learn tales about a person, place, or thing.
- 8 *Compel*: Changes the alignment of one creature.

9 *Foresight*: "Sixth sense" warns of impending danger.

CELESTIAL

Granted Power: Rebuke or command spirits as an evil cleric rebukes undead.

Use this ability a number of times per day equal to 3 + your Charisma modifier.

Celestial Domain Spells

- 1 *Bless*: Allies gain +1 attack and +1 on saves against fear.
- 2 *Commune with Lesser Spirit*: Lesser spirit answers one question/two levels.
- 3 *Substitution*: Half the damage you take is transferred to a figure of a spirit or deity.
- 4 *Lesser Spirit Ally*: Exchange services with an 8 HD spirit.
- 5 *Commune with Greater Spirit*: Ask any spirit 1 question/level.
- 6 *Spirit Ally*: As *lesser spirit ally*, but up to 16 HD.
- 7 *Dictum*: Kills, paralyzes, weakens, or dazes nonlawful subjects.
- 8 *Greater Spirit Ally*: As *lesser spirit ally*, but up to 24 HD.
- 9 *Gate*: Connects two planes for travel or summoning.

COMMUNITY

Granted Power: Use *calm emotions* as a spell-like ability once per day.

Gain +2 competence bonus on Diplomacy checks.

Community Domain Spells

- 1 *Bless*: Allies gain +1 attack and +1 on saves against fear.
- 2 *Shield Other*: You take half of subject's damage.
- 3 *Prayer*: Allies gain +1 on most rolls, and enemies suffer -1.
- 4 *Status*: Monitors condition, position of allies.
- 5 *Rary's Telepathic Bond*: Link lets allies communicate.
- 6 *Heroes' Feast*: Food for one creature/level cures and blesses.
- 7 *Refuge*: Alters item to transport its possessor to you.
- 8 *Mass Heal*: As *heal*, but with several subjects.
- 9 *Miracle*: Request a deity's intercession.

DIVINATION

Granted Power: You cast divination spells at +2 caster levels.

Divination Domain Spells

- 1 *Identify*: Determines single feature of magic item.
- 2 *Augury*: Learns whether an action will be good or bad.
- 3 *Divination*: Provides useful advice for specific proposed actions.
- 4 *Spying*: Spies on subject from a distance.
- 5 *Commune with Greater Spirit*: Ask any spirit 1 question/level.
- 6 *Legend Lore*: Learn tales about a person, place, or thing.
- 7 *Greater Srying*: As *srying*, but faster and longer.
- 8 *Discern Location*: Exact location of creature or object.
- 9 *Foresight*: "Sixth sense" warns of impending danger.

FLAME

Granted Power: You can generate a *flame ward*, a spell-like ability to grant yourself or someone you touch a resistance bonus equal to your shaman level on all saving throws against fire spells and effects.

Activating this power is a standard action.

The *flame ward* is an abjuration effect with a duration of 1 minute + 1 minute/level that is usable once per day.

Flame Domain Spells

- 1 *Burning Hands*: 1d4 fire damage/level (max 5d4).
- 2 *Produce Flame*: 1d4 +1/two levels damage, touch or thrown.
- 3 *Animate Fire*: Turn a Small or smaller quantity of fire into an animated object.
- 4 *Wall of Fire*: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 +1/level.
- 5 *Fire Breath*: You can breathe fire once/round; flame deals 1d8/two levels (maximum 10d8) damage to one target within 15 ft.
- 6 *Fire Seeds*: Acorns and berries become grenades and bombs.
- 7 *Fire Storm*: Deals 1d6 fire damage/level.
- 8 *Incendiary Cloud*: Cloud deals 4d6 fire damage/round.
- 9 *Internal Fire*: Subjects burst into flame from the inside out.

FORTUNE

Granted Power: You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made. You must take the result of the reroll, even if it's worse than the original roll.

Fortune Domain Spells

- 1 *Entropic Shield*: Ranged attacks against you suffer 20% miss chance.
- 2 *Aid*: +1 attack, +1 on saves against fear, 1d8 temporary hit points.
- 3 *Substitution*: Half the damage you take is transferred to a figure of a spirit or deity.
- 4 *Freedom of Movement*: Subject moves normally despite impediments.
- 5 *Break Enchantment*: Frees subjects from enchantments, alterations, curses, and petrification.
- 6 *Mislead*: Turns you invisible and creates illusory double.
- 7 *Spell Turning*: Reflect 1d4+6 spell levels back at caster.
- 8 *Surelife*: Protects you from one kind of certain death.
- 9 *Miracle*: Requests a deity's intercession.

FURY

Granted Power: You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your shaman level (if you hit).

You must declare the smite before making the attack. It is usable once per day.

Fury Domain Spells

- 1 *Weapon Bless*: Prepare one weapon for combat against a particular foe.
- 2 *Shatter*: Sonic vibration damages objects or crystalline creatures.
- 3 *Castigate*: Creatures of different alignment take 2d6 or 5d6 damage and are deafened for 1d4 rounds.
- 4 *Shout*: Deafens all within cone and deals 2d6 damage.
- 5 *Circle of Doom*: Deals 1d8 +1/level damage in all directions.
- 6 *Harm*: Subject loses all but 1d4 hp.
- 7 *Destruction*: Kills subject and destroys remains.

8 *Earthquake*: Intense tremor shakes 5-ft./level radius.

9 *Implosion*: Kills one creature/round.

GRAVE

Granted Power: You may use a death touch once per day.

Your death touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells).

When you touch, roll 1d6 per your shaman level.

If the total at least equals the creature's current hit points, it dies.

Grave Domain Spells

- 1 *Ghost Light*: Ghostly green radiance causes fear.
- 2 *Death Knell*: Kill dying creature and gain 1d8 temporary hp, +2 Str, and +1 caster level.
- 3 *Animate Dead*: Creates undead skeletons and zombies.
- 4 *Wall of Bones*: Creates a bone wall that can be shaped.
- 5 *Slay Living*: Touch attack kills subject.
- 6 *Create Undead*: Ghouls, shadows, ghouls, wights, or wraiths.
- 7 *Destruction*: Kills subject and destroys remains.
- 8 *Create Greater Undead*: Mummies, spectres, vampires, or ghosts.
- 9 *Wail of the Banshee*: Kills one creature/level.

GUARDIAN

Granted Power: Once per day, you can add your shaman level to a single saving throw you make.

Guardian Domain Spells

- 1 *Shield of Faith*: Aura grants +2 or higher deflection bonus.
- 2 *Warning*: Subject gets +4 to Listen and Spot and retains Dex bonus to AC when flat-footed.
- 3 *Substitution*: Half the damage you take is transferred to a figure of a spirit or deity.
- 4 *Snake Barrier*: Keeps reptiles at bay.
- 5 *Dispel Chaos/Evil/Good/Law*: +4 bonus against attacks.
- 6 *Stoneskin*: Stops blows, cuts, stabs, and slashes.
- 7 *Repulsion*: Creatures can't approach you.
- 8 *Surelife*: Protects you from one kind of certain death.
- 9 *Antipathy*: Object or location affected by spell repels certain creatures.

HEALING

Granted Power: You cast healing spells at +1 caster level.

Healing Domain Spells

- 1 *Cure Light Wounds*: Cures 1d8 +1/level damage (max +5).
- 2 *Cure Moderate Wounds*: Cures 2d8 +1/level damage (max +10).
- 3 *Cure Serious Wounds*: Cures 3d8 +1/level damage (max +15).
- 4 *Cure Critical Wounds*: Cures 4d8 +1/level damage (max +20).
- 5 *Healing Circle*: Cures 1d8 +1/level damage in all directions.
- 6 *Heal*: Cures all damage, diseases, and mental conditions.
- 7 *Regenerate*: Subject's severed limbs grow back.
- 8 *Mass Heal*: As *heal*, but with several subjects.
- 9 *True Resurrection*: As *resurrection*, plus remains aren't needed.

HERO

Granted Power: Once per day, you can add your shaman level to a single attack roll.

Hero Domain Spells

- 1 *Divine Favor*: You gain attack, damage bonus, +1/three levels.
- 2 *Bull's Strength*: Subject gains 1d4+1 Str for 1 hr./level.
- 3 *Protection from Elements*: Absorb 12 damage/level from one kind of energy.
- 4 *Divine Power*: You gain attack bonus, 18 Str, and 1 hp/level.
- 5 *Righteous Might*: Your size increases, and you gain +4 Str.
- 6 *Stoneskin*: Stops blows, cuts, stabs, and slashes.
- 7 *Tenser's Transformation*: You gain combat bonuses.
- 8 *Giant Size*: You become Huge or larger.
- 9 *Shapechange*: Transforms you into any creature, and change forms once per round.

KNOWLEDGE

Granted Power: All Knowledge skills are class skills. You cast divinations at +1 caster level.

Knowledge Domain Spells

- 1 *Detect Secret Doors*: Reveals hidden doors within 60 ft.
- 2 *Detect Thoughts*: Allows "listening" to surface thoughts.
- 3 *Clairaudience/Clairvoyance*: Hear or see at a distance for 1 min./level.
- 4 *Divination*: Provides useful advice for specific proposed actions.
- 5 *True Seeing*: See all things as they really are.
- 6 *Find the Path*: Shows most direct way to a location.
- 7 *Legend Lore*: Learn tales about a person, place, or thing.
- 8 *Discern Location*: Exact location of creature or object.
- 9 *Foresight*: "Sixth sense" warns of impending danger.

MEDITATION

Granted Power: Each day, you can prepare one spell as though it had the Empower Spell feat applied to it. However, this spell is at its normal level, not at two levels higher (as with the regular metamagic feat). You need not know the Empower Spell feat to use this ability.

Meditation Domain Spells

- 1 *Trance*
- 2 *Protection from charm*
- 3 *That art thou* (see below)
- 4 *Dream sight*
- 5 *Aiming at the target*
- 6 *True seeing*
- 7 *Greater scrying*
- 8 *Finding the center*
- 9 *Astral projection*

METAL

Granted Power: You can generate a *metal ward*, a spell-like ability to grant yourself or someone you touch damage reduction 1/- against attacks from metal weapons or spell effects. This reduces the damage taken from such attacks by 1 each time damage is dealt.

Activating this power is a standard action.

The *metal ward* is an abjuration effect with a duration of 1 minute +1 minute/level that is usable once per day.

Metal Domain Spells

- 1 *Iron Scarf*: Silk scarf becomes ranged weapon dealing 1d8+1/level damage.
- 2 *Heat Metal*: Hot metal damages those who touch it.
- 3 *Magnetism*: Draw iron or steel objects to yourself.
- 4 *Rusting Grasp*: Your touch corrodes iron and alloys.
- 5 *Wall of Iron*: 30 hp/four levels; can topple onto foes.
- 6 *Blade Barrier*: Blades encircling you deal 1d6 damage/level.
- 7 *Move Earth*: Digs trenches and builds hills.
- 8 *Repel Metal or Stone*: Pushes away metal and stone.
- 9 *Iron Body*: Your body becomes living iron.

NATURE

Granted Power: Rebuke or command normal animals or plant creatures as an evil cleric rebukes or commands undead.

Use this ability a total number of times per day equal to 3 + your Charisma modifier.

Nature Domain Spells

- 1 *Trance*: Meditate to learn about nearby spirits.
- 2 *Commune with Lesser Spirit*: Lesser spirit answers one question/2 levels.
- 3 *Possess Animal*: Your soul inhabits and controls an animal's body.
- 4 *Elemental Ward*: Drive elementals away.
- 5 *Commune with Greater Spirit*: Ask any spirit 1 question/level.
- 6 *Transport via Plants*: Move instantly from one plant to another of the same species.
- 7 *Control Weather*: Changes weather in local area.
- 8 *Animal Shapes*: One ally/level *polymorphs* into chosen animal.
- 9 *Shapechange*: Transforms you into any creature, and change forms once per round.

RIVER

Granted Power: You can swim with great skill (though you cannot breathe water without further magical assistance).

You have a base swimming speed of 30 feet.

You do not need to make Swim checks to swim normally.

You gain a +8 bonus on any Swim check to perform some special action or avoid a hazard, and you can always choose to take 10 on these checks, even if rushed or threatened when swimming.

You can use the run action while swimming, provided you swim in a straight line.

River Domain Spells

- 1 *Obscuring Mist*: Fog surrounds you.
- 2 *Animate Water*: Turn a Small or smaller quantity of water into an animated object.
- 3 *Water Breathing*: Subjects can breathe underwater.
- 4 *Control Water*: Raises or lowers bodies of water.
- 5 *Ice Storm*: Hail deals 5d6 damage in cylinder 40 ft. across.
- 6 *Master of the Rolling River*: Wave of water deals 1d8/two levels damage and bull rush.
- 7 *Acid Fog*: Fog deals acid damage.

- 8 *Horrid Wilting*: Deals 1d8 damage/level within 30 ft.
 9 *Elemental Swarm*†: Summons multiple elementals.
 † Cast as a water spell only.

SERPENT

Granted Power: Rebuke or command snakes as an evil cleric rebukes or commands undead.
 Use this ability a total number of times per day equal to 3 + your Charisma modifier.

Serpent Domain Spells

- 1 *Cobra's breath**
 - 2 *Chameleon**
 - 3 *Greater magic fang*
 - 4 *Snake barrier**
 - 5 *Animal growth*
 - 6 *Eyebite*
 - 7 *Creeping doom* (composed of tiny snakes)
 - 8 *Animal shapes*
 - 9 *Shapechange*
- * These spells affect snakes only.

STONE

Granted Power: You can generate a *stone ward*, a spell-like ability to grant yourself or someone you touch damage reduction 5/- against attacks from stone weapons, creatures (such as earth elementals, gargoyles, clay golems, and stone golems), or spell effects, or against damage from falling onto earth or stone.

This reduces the damage taken from such attacks by 5 each time damage is dealt.

Activating this power is a standard action.

The *stone ward* is an abjuration effect with a duration of 1 minute + 1 minute/level that is usable once per day.

Stone Domain Spells

- 1 *Magic Stone*: Three stones become +1 projectiles, 1d6+1 damage.
 - 2 *Hail of Stone*: Rain of stone makes ranged attack dealing 1d3/level.
 - 3 *Stone Shape*: Sculpts stone into any shape.
 - 4 *Spike Stones*: Creatures in area take 1d8 damage, may be slowed.
 - 5 *Wall of Stone*: Creates a stone wall that can be shaped.
 - 6 *Stoneskin*: Stops blows, cuts, stabs, and slashes.
 - 7 *Statue*: Subject can become a statue at will.
 - 8 *Earthquake*: Intense tremor shakes 5-ft./level radius.
 - 9 *Elemental Swarm*†: Summons multiple elementals.
- † Cast as an earth spell only.

TRAVEL

Granted Powers: For a total time per day of 1 round per your shaman level, you can act normally regardless of magical effects that impede movement (similar to the effect of the spell *freedom of movement*).

This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds).

This is a supernatural ability.

Wilderness Lore is a class skill.

Travel Domain Spells

- 1 *Expeditious Retreat*: Doubles your speed.
- 2 *Locate Object*: Senses direction toward object (specific or type).
- 3 *Fly*: Subject flies at speed of 90 ft.
- 4 *Dimension Door*: Teleports you and up to 500 lb.
- 5 *Teleport*: Instantly transports you anywhere.
- 6 *Find the Path*: Shows most direct way to a location.
- 7 *Teleport without Error*: As *teleport*, but no off-target arrival.
- 8 *Phase Door*: Invisible passage through wood or stone.
- 9 *Astral Projection*: Projects you and companions into Astral Plane or Spirit World.

TRICKERY

Granted Power: Bluff, Disguise, and Hide are class skills.

Trickery Domain Spells

- 1 *Change Self*: Change own appearance.
- 2 *Invisibility*: Subject invisible 10 min./level or until it attacks.
- 3 *Nondetection*: Hides subject from divination, scrying.
- 4 *Confusion*: Makes subjects behave oddly for 1 round/level.
- 5 *False Vision*: Fools scrying with an illusion.
- 6 *Mislead*: Turns you invisible and creates illusory double.
- 7 *Screen*: Illusion hides area from vision, scrying.
- 8 *Polymorph Any Object*: Changes any subject into anything else.
- 9 *Time Stop*: You act freely for 1d4+1 rounds.

WAR

Granted Power: Free Martial Weapon Proficiency (if necessary) and Weapon Focus with a Small or Medium-size simple or martial melee weapon of your choice.

War Domain Spells

- 1 *Magic Weapon*: Weapon gains +1 bonus.
- 2 *Spiritual Weapon*: Magical weapon attacks on its own.
- 3 *Magic Vestment*: Armor or shield gains +1 enhancement/three levels.
- 4 *Divine Power*: You gain attack bonus, 18 Str, and 1 hp/level.
- 5 *Flame Strike*: Smite foes with divine fire (1d6 damage/level).
- 6 *Blade Barrier*: Blades encircling you deal 1d6 damage/level.
- 7 *Power Word, Stun*: Stuns creature with up to 150 hp.
- 8 *Power Word, Blind*: Blinds 200 hp worth of creatures.
- 9 *Power Word, Kill*: Kills one tough subject or many weak ones.

WOOD

Granted Power: Move through natural thorns, briars, overgrown areas, and similar terrain at your normal speed and without taking damage or other impairment.
 Any such terrain that is magically manipulated to impede motion still impedes anyone with this granted power.

Wood Domain Spells

- 1 *Animate Wood*: As *animate objects*, but Small or smaller wooden object.
- 2 *Tree Shape*: You look exactly like a tree for 1 hour/level.
- 3 *Speak with Plants*: You can talk to normal plants and plant creatures.

- 4 *Control Plants*: Talk to and control plants and fungi.
- 5 *Tree Stride*: Step from one tree to another far away.
- 6 *Repel Wood*: Pushes away wooden objects.
- 7 *Ironwood*: Magical wood is as strong as steel.
- 8 *Changestaff*: Your staff becomes a treant on command.
- 9 *Command Plants*: Plants animate and vegetation entangles.

PLANAR HANDBOOK (3.5)

ARBOREA

Requirement: Must be chaotic good.

Deities: Corellon Larethian.

Granted Power: Once per day as a free action, you can channel the glory of the eladrin to grant yourself a morale bonus on weapon damage rolls and saves against charm and fear effects.

This bonus is equal to your Charisma bonus (if any) and lasts for 1 minute.

This is a supernatural ability.

Add Survival to your list of cleric class skills.

Arborea Domain Spells

1 *Endure Elements*: Exist comfortably in hot or cold environments.

Longstrider: Increases your speed.

2 *Aid*: +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max. +10).

Eagle's Splendor: Subject gains +4 to Charisma for 1 min./level.

3 *Heroism*: Gives +2 on attack rolls, saves, and skill checks.

Summon Monster III: Calls extraplanar creature to fight for you (CG creatures only).

4 *Neutralize Poison*: Immunizes subject against poison, detoxifies venom in or on subject.

Opalescent Glare: Kill evil creatures with a look, or make them very afraid.

5 *Break Enchantment*: Frees subjects from enchantments, alternations, curses, and petrification.

Summon Monster V: Calls extraplanar creature to fight for you (CG creatures only).

6 *Heroes' Feast*: Food for one creature/level cures and grants combat bonuses.

Eagle's Splendor, Mass: As *eagle's splendor*, affects one subject/level.

7 *Spell Turning*: Reflect 1d4+6 spell levels back at caster.

Summon Monster VII: Calls extraplanar creature to fight for you (CG creatures only).

8 *Heroism, Greater*: Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.

Mind Blank: Subject is immune to mental/emotional magic and scrying.

9 *Freedom*: Frees one creature from spells/effects that restrict movement.

Summon Monster IX: Calls extraplanar creature to fight for you (CG creatures only).

BAATOR

Requirement: Must be lawful evil.

Deities: Kurtulmak (kobolds), Sekolah (sahuagin), Tiamat (evil dragons).

Granted Power: You have the supernatural ability to see perfectly in darkness of any kind, even that created by a deeper darkness spell.

Add Bluff to your list of cleric class skills.

Baator Domain Spells

1 *Bane*: Enemies take -1 on attack rolls and saves against fear.

Disguise Self: Changes your appearance.

2 *Darkness*: 20-ft. radius of supernatural shadow.

Fox's Cunning: Subject gains +4 to Intelligence for 1 min./level.

3 *Detect Thoughts*: Allows "listening" to surface thoughts.

Summon Monster III: Calls extraplanar creature to fight for you (LE creatures only).

4 *Deeper Darkness*: Object sheds supernatural shadow in 60-ft. radius.

Suggestion: Compels subject to follow stated course of action.

5 *Spell Resistance*: Subject gains SR 12 + level.

Summon Monster V: Calls extraplanar creature to fight for you (LE creatures only).

6 *Dominate Person*: Controls humanoid telepathically.

Fox's Cunning, Mass: As *fox's cunning*, but affects one subject/level.

7 *Repulsion*: Creatures can't approach you.

Summon Monster VII: Calls extraplanar creature to fight for you (LE creatures only).

8 *Demand*: As *sending*, plus you can send *suggestion*.

Spell Turning: Reflect 1d4+6 spell levels back at caster.

9 *Imprisonment*: Entombs subject beneath the earth.

Summon Monster IX: Calls extraplanar creature to fight for you (LE creatures only).

CELESTIA

Requirement: Must be lawful good.

Deities: Bahamut (good dragons), Heironeous, Moradin, Yondalla.

Granted Power: Once per day, as a free action, you can generate an aura of menace similar to that of the archons. The aura lasts for 1 minute.

Any hostile enemy within a 20-foot radius of you must succeed on a Will save (DC 10 + 1/2 your cleric level + your Cha modifier) to resist its effects.

Those who fail take a -2 penalty on attack rolls, Armor Class, and saves for 24 hours or until they successfully hit you.

A creature that has resisted or broken the effect cannot be affected again by your aura for 24 hours.

This is a supernatural ability.

Add Sense Motive to your list of cleric class skills.

Celestia Domain Spells

1 *Light of Lunia*: You radiate silvery light, which you can expend as two bolts that deal 1d6 damage.

Shield of Faith: Aura grants +2 or higher deflection bonus.

2 *Bear's Endurance*: Subject gains +4 to Constitution for 1 min./level.

Shield Other: You take half of subject's damage.

3 *Magic Vestment*: Armor or shield gains +1 enhancement per four levels.

Summon Monster III: Calls extraplanar creature to fight for you (LG creatures only).

4 *Divine Power*: You gain attack bonus, +6 to Strength, and 1 hp/level.

Magic Weapon, Greater: +1 bonus/four levels (max +5).
 5 *Righteous Might*: Your size increases, and you gain combat bonuses.
Summon Monster V: Calls extraplanar creature to fight for you (LG creatures only).
 6 *Blade Barrier*: Wall of blades deals 1d6/level damage.
Bear's Endurance, Mass: As *bear's endurance*, affects one subject/level.
 7 *Regenerate*: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).
Summon Monster VII: Calls extraplanar creature to fight for you (LG creatures only).
 8 *Power Word Stun*: Stuns creatures with 150 or fewer hp.
Shield of Law: +4 to AC, +4 resistance, and SR 25 against chaotic spells.
 9 *Foresight*: "Sixth sense" warns of impending danger.
Summon Monster IX: Calls extraplanar creature to fight for you (LG creatures only).

ELYSIUM

Requirement: Must be neutral good.

Deities: Pelor.

Granted Power: You gain the supernatural ability to smite evil with a single melee attack once per day. You add your Charisma bonus (if any) to your attack roll and deal an extra 1 point of damage per class level. This smite attack is treated as good-aligned for the purpose of overcoming damage reduction. At 5th level, and every five levels thereafter, you can use this smite attack one additional time per day.

Elysium Domain Spells

1 *Charm Person*: Makes one person your friend.
Protection from Evil: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
 2 *Enthrall*: Captivates all within 100 ft. + 10 ft./level.
Planar Tolerance: Provides long-term protection against overtly damaging planar traits.
 3 *Magic Circle against Evil*: As *protection* spell, but 10-ft. radius and 10 min./level.
Mantle of Good: You gain SR 12 + caster level against spells with the evil descriptor.
 4 *Charm Monster*: Makes monster believe it is your ally.
Holy Smite: Damages and blinds evil creatures.
 5 *Dispel Evil*: +4 bonus against attacks.
Cure Light Wounds, Mass: Cures 1d8 damage +1/level for many creatures.
 6 *Find the Path*: Shows most direct way to a location.
Mind Fog: Subjects in fog get -10 to Wisdom and Will checks.
 7 *Control Weather*: Changes weather in local area.
Holy Word: Kills, paralyzes, blinds, or deafens nongood subjects.
 8 *Holy Aura*: +4 to AC, +4 resistance and SR 25 against chaotic spells.
Sunburst: Blinds all within 80 ft., deals 6d6 damage.
 9 *Heal, Mass*: As *heal*, but with several subjects.
Moment of Prescience: You gain insight bonus on single attack roll, check, or save.

HADES

Requirement: Must be neutral evil.

Deities: None.

Granted Power: You gain the supernatural ability to smite good with a single melee attack once per day. You add your Charisma bonus (if any) to your attack roll and deal an extra 1 point of damage per class level. This smite attack is treated as evil-aligned for the purpose of overcoming damage reduction. At 5th level, and every five levels thereafter, you can use this smite attack one additional time per day.

Hades Domain Spells

1 *Doom*: Subject is shaken by feeling of horrible dread.
Protection from Good: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
 2 *Resist Planar Alignment*: Subject can resist penalties for being of an opposed alignment on an aligned Outer Plane.
 3 *Magic Circle against Good*: As *protection* spell, but 10-ft. radius and 10 min./level.
Mantle of Evil: You gain SR 12 + caster level against spells with the good descriptor.
 4 *Contagion*: Infects subject with chosen disease.
Unholy Blight: Damages and sickens good creatures.
 5 *Crushing Despair*: Subject take -2 on attack rolls, damage rolls, saves, and checks.
Dispel Good: +4 bonus against attacks by good creatures.
 6 *Mind Fog*: Subjects in fog get -10 to Wisdom and Will checks.
Waves of Fatigue: Several targets become fatigued.
 7 *Blasphemy*: Kills, paralyzes, weakens, or dazes nonevil subject.
Plane Shift: As many as eight subjects travel to another plane.
 8 *Unholy Aura*: +4 to AC, +4 resistance and SR 25 against good spells.
Waves of Exhaustion: Several targets become exhausted.
 9 *Energy Drain*: Subject gains 2d4 negative levels.
Gate: Connects two planes for travel or summoning.

LIMBO

Requirement: Must be chaotic neutral.

Deities: None.

Granted Power: You gain the supernatural ability to smite law with a single melee attack once per day. You add your Charisma bonus (if any) to your attack roll and deal an extra 1 point of damage per class level. This smite attack is treated as chaotic-aligned for the purpose of overcoming damage reduction. At 5th level, and every five levels thereafter, you can use this smite attack one additional time per day.

Limbo Domain Spells

1 *Lesser Confusion*: One creature is *confused* for 1 round.
Protection from Law: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
 2 *Entropic Shield*: Ranged attacks against you have 20% miss chance.
Resist Planar Alignment: Subject can resist penalties for being of an opposed alignment on an aligned Outer Plane.
 3 *Magic Circle against Law*: As *protection* spell, but 10-ft. radius and 10 min./level.
Mantle of Chaos: You gain SR 12 + caster level against spells with the lawful descriptor.

4 **Chaos Hammer:** Damage and slow lawful creatures.
Perinarch: Gain greater control over Limbo's morphic essence.
 5 **Baleful Polymorph:** Transforms subject into harmless animal.
Dispel Law: +4 bonus against attacks by lawful creatures.
 6 **Animate Objects:** Objects attack your foes.
Insanity: Subject suffers continuous *confusion* effect.
 7 **Song of Discord:** Forces targets to attack each other.
Word of Chaos: Kills, *confuses*, stuns, or deafens nonchaotic subject.
 8 **Cloak of Chaos:** +4 to AC, +4 resistance, and SR 25 against lawful spells.
Otto's Irresistible Dance: Forces subject to dance.
 9 **Perinarch, Planar:** Gain control over a small area of any divinely morphic plane.
Shapechange: Transforms you into any creature; change forms once per round.

MECHANUS

Requirement: Must be lawful neutral.

Deities: None.

Granted Power: You gain the supernatural ability to smite chaos with a single melee attack once per day. You add your Charisma bonus (if any) to your attack roll and deal an extra 1 point of damage per class level. This smite attack is treated as lawful-aligned for the purpose of overcoming damage reduction. At 5th level, and every five levels thereafter, you can use this smite attack one additional time per day.

Mechanus Domain Spells

1 **Command:** One subject obeys selected command for 1 round.
Protection from Chaos: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
 2 **Calm Emotions:** Calms creatures, negating emotion effects.
Mechanus Mind: Reformat subject's mind to be coldly calculating.
 3 **Magic Circle against Chaos:** As *protection* spell, but 10-ft. radius and 10 min./level.
Mantle of Law: You gain SR 12 + caster level against spells with the chaotic descriptor.
 4 **Discern Lies:** Reveals deliberate falsehoods.
Order's Wrath: Damages and dazes chaotic creatures.
 5 **Dispel Chaos:** +4 bonus against attacks by chaotic creatures.
Mark of Justice: Designates action that will trigger *curse* on subject.
 6 **Hold Monster:** As *hold person*, but any creature.
Wall of Gears: Creates wall of moving gears that deals 1d6 damage/2 levels to creatures within 10 ft.
 7 **Dictum:** Kills, paralyzes, slows, or deafens nonlawful subject.
Hold Person, Mass: As *hold person*, but all within 30 ft.
 8 **Iron Body:** Your body becomes living iron.
Shield of Law: +4 to AC, +4 resistance, and SR 25 against chaotic spells.
 9 **Call Marut:** A marut aids you in pursuing one seeking to cheat time.
Mordenkainen's Disjunction: Dispel magic, disenchant magic items.

THE ABYSS

Requirement: Must be chaotic evil.

Deities: Blibdoolpoolp (kuo-toa), Diirinka (derro), Great Mother (beholders), Hruggek (bugbears), Lolth (drow), Merrshaulk (yuan-ti).

Granted Power: Once per day as a free action, you may channel the furious power of the demons. This power grants you a +4 bonus to Strength but also gives you a -2 penalty to Armor Class. The effect lasts for 5 rounds and cannot be ended prematurely.

This is a supernatural ability.

Add Intimidate to your list of cleric class skills.

Abyss Domain Spells

1 **Align Weapon:** Weapon becomes evil or chaotic.
Cause Fear: One creature of 5 HD or fewer flees for 1d4 rounds.
 2 **Bull's Strength:** Subject gains +4 to Strength for 1 min./level.
Death Knell: Kills dying creature; you gain 1d8 temporary hp, +2 to Strength, and +1 level.
 3 **Babau Slime:** Secrete a body-covering acid that damages foes' weapons.
Summon Monster III: Calls extraplanar creature to fight for you (CE creatures only).
 4 **Balor Nimbus:** Subject's flaming body damages foes in grapple.
Poison: Touch deals 1d10 Constitution damage, repeats in 1 min.
 5 **Slay Living:** Touch attack kills subject.
Summon Monster V: Calls extraplanar creature to fight for you (CE creatures only).
 6 **Bull's Strength, Mass:** As *bull's strength*, affects one subject/level.
Harm: Deals 10 points/level damage to target.
 7 **Destruction:** Kills subject and destroys remains.
Summon Monster VII: Calls extraplanar creature to fight for you (CE creatures only).
 8 **Finger of Death:** Kills one subject.
Bodak's Glare: You slay a creature, which turns into a bodak 24 hours later.
 9 **Implosion:** Kills one creature/round.
Summon Monster IX: Calls extraplanar creature to fight for you (CE creatures only).

PLAYER'S GUIDE TO FAERÛN (3.5)

BALANCE

Deities: Grumbar, Oghma, Ubtao, Waukeen.

Granted Power: Once per day, as a free action, you may add your Wisdom modifier to your Armor Class. This bonus lasts for 1 round per cleric level.

Balance Domain Spells

1 **Make Whole:** Repairs an object.
 2 **Calm Emotions:** Calms creatures, negating emotion effects.
 3 **Clarity of Mind:** Grants +4 bonus on saves involving charm, compulsion, and glamor spells; reduces glamor miss chance by 10%.

- 4 *Dismissal*: Forces a creature to return to native plane.
- 5 *Sanctuary, Mass*: One touched creature/two levels can't be attacked, and can't attack.
- 6 *Banishment*: Banishes 2 HD/level of extraplanar creatures.
- 7 *Word of Balance*: Kills, paralyzes, weakens, or nauseates nonneutral creatures.
- 8 *Protection from Spells*: Confers +8 resistance bonus.
- 9 *Weighed in the Balance*: Harms or heals creatures within 30 feet of you.

CAVERN

Deities: Callarduran Smoothhands, Dumathoin, Geb, Ghaunadaur, Grumbar, Gruumsh, Luthic, Segojan Earthcaller, Shar.

Granted Power: You gain the dwarf ability of stonecunning.

If you already have stonecunning, your racial bonus increases from +2 to +4 on checks to notice unusual stonework.

Cavern Domain Spells

- 1 *Detect Secret Doors*: Reveals hidden doors within 60 ft.
- 2 *Darkness*: Creates supernatural shadow in a 20-ft. radius.
- 3 *Meld into Stone*: You and your gear merge with stone.
- 4 *Leomund's Secure Shelter*: Creates sturdy cottage.
- 5 *Passwall*: Creates passage through wood or stone wall.
- 6 *Find the Path*: Shows most direct way to a location.
- 7 *Maw of Stone*: Animates natural chamber to attack enemies.
- 8 *Earthquake*: Intense tremor shakes 5-ft./level radius.
- 9 *Imprisonment*: Entombs subject beneath the earth.

CHARM

Deities: Eilistraee, Finder Wyvernspur, Gargauth, Hanali Celanil, Lliira, Milil, Oghma, Sharess, Sharindlar, Sheela Peryroyl, Sune.

Granted Power: You can boost your Charisma by 4 points once per day.

Activating this power is a free action.

The Charisma increase lasts for 1 minute.

Charm Domain Spells

- 1 *Charm Person*: Makes one person your friend.
- 2 *Calm Emotions*: Calms creatures, negating emotion effects.
- 3 *Suggestion*: Compels subject to follow stated course of action.
- 4 *Good Hope*: Subjects gain +2 on attack rolls, damage rolls, saves, and checks.
- 5 *Charm Monster*: Makes monster believe it is your ally.
- 6 *Geas/Quest*: As *lesser geas*, plus it affects any creature.
- 7 *Insanity*: Subject suffers continuous *confusion*.
- 8 *Demand*: As *sending*, plus you can send *suggestion*.
- 9 *Dominate Monster*: As *dominate person*, but any creature.

COLD

Deities: Auril, Ulutiu.

Granted Power: You can turn or destroy fire creatures as a good cleric turns undead and rebuke or command cold creatures as an evil cleric rebukes undead.

Each use of this ability uses up one of your turn uses per day of your turn ability.

Cold Domain Spells

- 1 *Chill Touch*: One touch/level deals 1d6 damage and possibly 1 Str damage.
- 2 *Chill Metal*: Cold metal damages those who touch it.
- 3 *Sleet Storm*: Hampers vision and movement.
- 4 *Ice Storm*: Hail deals 5d6 damage in cylinder 40 ft. across.
- 5 *Wall of Ice*: Ice plane creates wall with 15 hp +1/level, or hemisphere that can trap creatures inside.
- 6 *Cone of Cold*: Deals 1d6/level cold damage.
- 7 *Control Weather*: Changes weather in local area.
- 8 *Polar Ray*: Ranged touch attack deals 1d6/level cold damage.
- 9 *Obedient Avalanche*: Creates avalanche to bury or bull rush foes, deals varying cold damage.

CRAFT

Deities: Callarduran Smoothhands, Dugmaren Brightmantle, Dumathoin, Flandal Steelskin, Garl Glittergold, Geb, Gond, Laduguer, Moradin, Thoth.

Granted Power: You cast creation spells at +1 caster level and gain Skill Focus (a +3 bonus) in the Craft skill of your choice as a bonus feat.

Craft Domain Spells

- 1 *Animate Rope*: Makes a rope move at your command.
- 2 *Wood Shape*: Rearranges wooden objects to suit you.
- 3 *Stone Shape*: Sculpts stone into any shape.
- 4 *Minor Creation*: Creates one cloth or wood object.
- 5 *Wall of Stone*: Creates a stone wall that can be shaped.
- 6 *Fantastic Machine*: Creates illusory many-armed machine that functions as Large animated object.
- 7 *Major Creation*: As *minor creation*, plus stone and metal.
- 8 *Forcecage*: Cube or cage of force imprisons all inside.
- 9 *Fantastic Machine, Greater*: As *fantastic machine*, but creates a more powerful illusory construct.

DARKNESS

Deities: Lolth, Mask, Set, Shar, Shargaas.

Granted Power: You gain Blind-Fight as a bonus feat.

Darkness Domain Spells

- 1 *Obscuring Mist*: Fog surrounds you.
- 2 *Blindness/Deafness*: Makes subject blinded or deafened.
- 3 *Blacklight*: Creates a 20-ft. radius of supernatural darkness you can see through.
- 4 *Armor of Darkness*: Shadowy shroud provides +3 deflection bonus +1/four levels (max +8) to AC and +2 bonus on saves against holy, good, or light effects.
- 5 *Darkbolt*: You hurl one/two levels beams of darkness dealing 2d8 damage/round and may daze target for 1 round.
- 6 *Prying Eyes*: Creates 1d4 +1/level floating eyes to scout for you.
- 7 *Nightmare*: Sends vision dealing 1d10 damage, fatigue.
- 8 *Power Word Blind*: Blinds creature with 200 or fewer hp.
- 9 *Power Word Kill*: Kills one creature with 100 or fewer hp.

DROW

Deities: Eilistraee, Ghaunadaur, Kiaransalee, Lolth, Selvetarm, Vhaeraun.

Granted Power: You gain Lightning Reflexes as a bonus feat.

Drow Domain Spells

1 *Cloak of Dark Power*: Protects subject from effects of sunlight, grants +4 resistance bonus on saves against light or darkness effects.

2 *Clairaudience/Clairvoyance*: You can hear or see at a distance for 1 min./level.

3 *Suggestion*: As *suggestion*, plus one subject/level.

4 *Discern Lies*: Reveals deliberate falsehoods.

5 *Spiderform*: You assume spider or rider form.

6 *Dispel Magic, Greater*: As *dispel magic*, but up to +20 on check.

7 *Word of Chaos*: Kills, confuses, stuns, or deafens nonchaotic subjects.

8 *Planar Ally, Greater*: As *lesser planar ally*, but up to 18 HD.

9 *Gate*: Connects two planes for travel or summoning.

DWARF

Deities: Abbathor, Berronar Truesilver, Clangeddin, Deep Duerra, Dugmaren Brightmantle, Dumathoin, Gorm Gulthyn, Haela Brightaxe, Laduguer, Marthammor Duin, Moradin, Sharindlar, Thard Harr, Vergadain.

Granted Power: You gain Great Fortitude as a bonus feat.

Dwarf Domain Spells

1 *Magic Weapon*: Weapon gains +1 bonus.

2 *Bear's Endurance*: Subject gains +4 to Con for 1 min./level.

3 *Glyph of Warding*: Inscription harms those who pass it.

4 *Magic Weapon, Greater*: Weapon gains +1 bonus/four levels (max +5).

5 *Fabricate*: Transforms raw materials into finished items.

6 *Stone Tell*: You talk to natural or worked stone.

7 *Dictum*: Kills, paralyzes, slows, or deafens nonlawful subjects.

8 *Protection from Spells*: Confers +8 resistance bonus.

9 *Elemental Swarm*: Summons multiple elementals (earth only).

ELF

Deities: Aerdrie Faenya, Angharradh, Corellon Larethian, Deep Sashelas, Eilistraee, Erevan Ilesere, Fenmarel Mestarine, Hanali Celanil, Labelas Enoreth, Rillifane Rallathil, Sehanine Moonbow, Shevarash, Solonor Thelandira.

Granted Power: You gain Point Blank Shot as a bonus feat.

Elf Domain Spells

1 *True Strike*: You gain +20 on your next attack roll.

2 *Cat's Grace*: Subject gains +4 to Dex for 1 min./level.

3 *Snares*: Creates a magic booby trap.

4 *Tree Stride*: You can step from one tree to another far away.

5 *Commune with Nature*: You learn about terrain for 1 mile/level.

6 *Find the Path*: Shows most direct way to a location.

7 *Liveoak*: Oak becomes treant guardian.

8 *Sunburst*: Blinds all within 10 ft., deals 6d6 damage.

9 *Antipathy*: Object or location affected by spell repels certain creatures.

FAMILY

Deities: Berronar Truesilver, Cyrrollalee, Eldath, Hathor, Isis,

Lliira, Luthic, Yondalla.

Granted Power: As a free action, you may protect a number of creatures equal to your Charisma modifier (minimum one creature) with a +2 dodge bonus to AC. This is a supernatural ability, and the effect lasts for 1 round per level.

An affected creature loses this protection if it moves more than 10 feet from you.

You may also affect yourself with this ability.

Family Domain Spells

1 *Bless*: Allies gain +1 on attack rolls and +1 on saves against fear.

2 *Shield Other*: You take half of subject's damage.

3 *Helping Hand*: Ghostly hand leads subject to you.

4 *Imbue with Spell Ability*: Transfers spells to subject.

5 *Rary's Telepathic Bond*: Link lets allies communicate.

6 *Heroes' Feast*: Food for one creature/level cures and grants combat bonuses.

7 *Refuge*: Alters item to transport its possessor to you.

8 *Protection from Spells*: Confers +8 resistance bonus.

9 *Prismatic Sphere*: As *prismatic wall*, but surrounds on all sides.

FATE

Deities: Beshaba, Hathor, Hoar, Jergal, Kelemvor, Savras.

Granted Power: You gain the uncanny dodge ability.

If you already have it, you gain improved uncanny dodge instead.

These abilities are identical to those described in the barbarian and rogue class descriptions in the *Player's Handbook*.

Fate Domain Spells

1 *True Strike*: You gain +20 on your next attack roll.

2 *Augury*: You learn whether an action will be good or bad.

3 *Bestow Curse*: Subject takes a -6 penalty to an ability score; -4 penalty on attack rolls, saves, and checks; or 50% chance of losing each action.

4 *Divination*: Provides useful advice for specific proposed actions.

5 *Mark of Justice*: Designates action that will trigger *curse* on subject.

6 *Geas/Quest*: As *lesser geas*, plus it affects any creature.

7 *Vision*: As *legend lore*, but quicker and strenuous.

8 *Moment of Prescience*: You gain insight bonus on single attack roll, check, or save.

9 *Foresight*: "Sixth sense" warns of impending danger.

GNOME

Deities: Baervan Wildwanderer, Baravar Cloakshadow, Callarduran Smoothhands, Flandral Steelskin, Gaerdal Ironhand, Garl Glittergold, Segojan Earthcaller, Urdlen.

Granted Power: You cast all illusion spells at +1 caster level.

Gnome Domain Spells

1 *Silent Image*: Creates minor illusion of your design.

2 *Gembomb*: Converts five gems into bombs that deal 1d8 force damage/two levels.

3 *Minor Image*: As *silent image*, plus some sound.

4 *Minor Creation*: Creates one cloth or wood object.

5 *Hallucinatory Terrain*: Makes one type of terrain appear like another (field into forest, or the like).

- 6 *Fantastic Machine*: Creates illusory many-armed machine that functions as Large animated object.
 7 *Screen*: Illusion hides area from vision, scrying.
 8 *Otto's Irresistible Dance*: Forces subject to dance.
 9 *Summon Nature's Ally IX*: Calls earth elemental or animal to fight.

HALFLING

Deities: Arvoreen, Brandobaris, Cyrrollalee, Sheela Peryroyl, Urogalan, Yondalla.

Granted Power: Once per day, you can add your Charisma modifier to your Climb, Jump, Move Silently, and Hide checks.

Using this extraordinary ability is a free action, and the effect lasts for 10 minutes.

Halfling Domain Spells

- 1 *Magic Stone*: Three stones gain +1 on attack, deal 1d6 +1 damage.
- 2 *Cal's Grace*: Subject gains +4 to Dex for 1 min./level.
- 3 *Magic Vestment*: Armor or shield gains +1 enhancement per four levels.
- 4 *Freedom of Movement*: Subject moves normally despite impediments.
- 5 *Mordenkainen's Faithful Hound*: Phantom dog can guard, attack.
- 6 *Move Earth*: Digs trenches and builds hills.
- 7 *Shadow Walk*: Step into shadow to travel rapidly.
- 8 *Word of Recall*: Teleports you back to designated place.
- 9 *Foresight*: "Sixth sense" warns of impending danger.

HATRED

Deities: Bane, Ghaunadaur, Gruumsh, Set, Urdlen.

Granted Power: Choose one opponent.

Against that opponent, you gain a +2 profane bonus on attack rolls, saving throws, and Armor Class for 1 minute. This supernatural ability is usable once per day as a free action.

Hatred Domain Spells

- 1 *Doom*: One subject takes -2 on attack rolls, damage rolls, saves, and checks.
- 2 *Scare*: Panics creatures of less than 6 HD.
- 3 *Bestow Curse*: Subject takes a -6 penalty to an ability score; -4 penalty on attack rolls, saves, and checks; or 50% chance of losing each action.
- 4 *Song of Discord*: Forces targets to attack each other.
- 5 *Righteous Might*: Your size increases, and you gain combat bonuses.
- 6 *Forbiddance*: Blocks planar travel, damages creatures of different alignment.
- 7 *Blasphemy*: Kills, paralyzes, weakens, or dazes nonevil subjects.
- 8 *Antipathy*: Object or location affected by spell repels certain creatures.
- 9 *Wail of the Banshee*: Kills one creature/level.

ILLUSION

Deities: Akadi, Azuth, Baravar Cloakshadow, Cyric, Mystra, Sehanine Moonbow.

Granted Power: You cast all illusion spells at +1 caster level.

Fate Domain Spells

- 1 *True Strike*: You gain +20 on your next attack roll.
- 2 *Augury*: You learn whether an action will be good or bad.
- 3 *Bestow Curse*: Subject takes a -6 penalty to an ability score; -4 penalty on attack rolls, saves, and checks; or 50% chance of losing each action.
- 4 *Divination*: Provides useful advice for specific proposed actions.
- 5 *Mark of Justice*: Designates action that will trigger curse on subject.
- 6 *Geas/Quest*: As lesser geas, plus it affects any creature.
- 7 *Vision*: As legend lore, but quicker and strenuous.
- 8 *Moment of Prescience*: You gain insight bonus on single attack roll, check, or save.
- 9 *Foresight*: "Sixth sense" warns of impending danger.

MENTALISM

Deity: Deep Duerra.

Granted Power: Once per day, you can generate a mental ward that grants any creature you touch a resistance bonus on its next Will saving throw equal to your level +2. Activating this power is a standard action, and the effect lasts for 1 hour.

The mental ward is a spell-like ability and an abjuration effect.

Mentalism Domain Spells

- 1 *Confusion, Lesser*: One creature is confused for 1 round.
- 2 *Detect Thoughts*: Allows "listening" to surface thoughts.
- 3 *Clairaudience/Clairvoyance*: You can hear or see at a distance for 1 min./level.
- 4 *Modify Memory*: Changes 5 minutes of subject's memories.
- 5 *Mind Fog*: Subjects in fog get -10 to Wis and Will checks.
- 6 *Rary's Telepathic Bond*: Link lets allies communicate.
- 7 *Antipathy*: Object or location affected by spell repels certain creatures.
- 8 *Mind Blank*: Subject is immune to mental/emotional magic and scrying.
- 9 *Astral Projection*: Projects you and companions onto Astral Plane.

METAL

Deities: Dumathoin, Flandal Steelskin, Gond, Grumbar, Laduguer.

Granted Power: You gain Martial Weapon Proficiency or Exotic Weapon Proficiency (as appropriate) and Weapon Focus with your choice of hammer as bonus feats. You need not meet the prerequisites for these feats.

Metal Domain Spells

- 1 *Magic Weapon*: Weapon gains +1 bonus.
- 2 *Heat Metal*: Make metal so hot it damages those who touch it.
- 3 *Keen Edge*: Doubles normal weapon's threat range.
- 4 *Rusting Grasp*: Your touch corrodes iron and alloys.
- 5 *Wall of Iron*: Creates an iron wall with 30 hp/four levels; can topple onto foes.
- 6 *Blade Barrier*: Wall of blades deals 1d6/level damage.
- 7 *Transmute Metal to Wood*: Metal within 40 ft. becomes wood.
- 8 *Iron Body*: Your body becomes living iron.
- 9 *Repel Metal or Stone*: Pushes away metal and stone.

MOON

Deities: Eilistraee, Hathor, Malar, Sehanine Moonbow, Selûne, Sharindlar.

Granted Power: You can turn or destroy lycanthropes as a good cleric turns or destroys undead. This ability is usable a number of times per day equal to 3 + your Charisma modifier.

Moon Domain Spells

- 1 *Faerie Fire*: Outlines subjects with light, canceling *blur*, concealment, and the like.
- 2 *Moonbeam*: Creates a cone of moonlight that causes lycanthropes to assume animal form, penetrates darkness spells of equal or lower level.
- 3 *Moon Blade*: Touch attack deals 1d8 damage +1/two levels, more to undead, plus scrambles spellcasting.
- 4 *Good Hope*: Subjects gain +2 on attack rolls, damage rolls, saves, and checks.
- 5 *Moon Path*: Grants sanctuary to 1 creature/level.
- 6 *Permanent Image*: Includes sight, sound, and smell.
- 7 *Insanity*: Subject suffers continuous *confusion*.
- 8 *Animal Shapes*: One ally/level polymorphs into chosen animal.
- 9 *Moonfire*: Cone of moonlight deals 1d8 damage/two levels (max 10d8, magical auras glow blue for 1 round/level, illuminates as full moon, negates electricity for 1 round/level).

NOBILITY

Deities: Horus-Re, Lathander, Milil, Nobanion, Red Knight, Siamorphe.

Granted Power: Once per day, you can inspire allies that hear you speak for 1 round.

Each such ally gains a +1 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

Using this spell-like ability is a standard action, and the effect lasts for a number of rounds equal to your Charisma bonus (minimum 1 round).

Nobility Domain Spells

- 1 *Divine Favor*: You gain +1 per three levels on attack and damage rolls.
- 2 *Enthrall*: Captivates all within 100 ft. + 10 ft./level.
- 3 *Magic Vestment*: Armor or shield gains +1 enhancement per four levels.
- 4 *Discern Lies*: Reveals deliberate falsehoods.
- 5 *Command, Greater*: As *command*, but affects one subject/level.
- 6 *Geas/Quest*: As *lesser geas*, plus it affects any creature.
- 7 *Repulsion*: Creatures can't approach you.
- 8 *Demand*: As *sending*, plus you can send *suggestion*.
- 9 *Storm of Vengeance*: Storm rains acid, lightning, and hail.

OCEAN

Deities: Deep Sashelas, Istishia, Ulutiu, Umberlee, Valkur.

Granted Power: You have the supernatural ability to breathe water as if under the effect of a *water breathing* spell for up to 10 rounds per cleric level.

This effect occurs automatically as soon as it becomes applicable and lasts until the duration expires or the effect is no longer needed.

This duration need not be consecutive—it can be used in increments as small as 1 round.

Ocean Domain Spells

- 1 *Endure Elements*: Exist comfortably in hot or cold environments.
- 2 *Sound Burst*: Deals 1d8 sonic damage to subjects; may stun them.
- 3 *Water Breathing*: Subjects can breathe underwater.
- 4 *Freedom of Movement*: Subject moves normally despite impediments.
- 5 *Wall of Ice*: Ice plane creates wall with 15 hp +1/level, or hemisphere can trap creatures inside.
- 6 *Otiluke's Freezing Sphere*: Freezes water or deals cold damage.
- 7 *Waterspout*: Creates waterspout that moves, damages creatures, sucks creatures upward.
- 8 *Maelstrom*: Waterspout sucks in and damages creatures.
- 9 *Elemental Swarm*: Summons multiple water elementals.

ORC

Deities: Bahgtru, Gruumsh, Ilneval, Luthic, Shargaas, Yurtrus.

Granted Power: You gain the smite ability.

Once per day, you may attempt to smite an opponent with one normal melee attack.

If you hit, you gain a bonus equal to your cleric level on your damage roll.

For example, a 4th-level cleric of Bahgtru armed with a longsword would deal 1d8+4 points of damage, plus any additional bonuses from high strength or magical effects that normally apply.

If you use this ability against a dwarf or an elf, you also gain a +4 bonus on the smite attack roll.

Smite is a supernatural ability.

Orc Domain Spells

- 1 *Cause Fear*: One creature of 5 or fewer HD or less flees for 1d4 rounds.
- 2 *Produce Flame*: Deals 1d6 fire damage +1/level, touch or thrown.
- 3 *Prayer*: Allies gain +1 bonus on most rolls, enemies –1 penalty.
- 4 *Divine Power*: You gain attack bonus, +6 to Str, and 1 hp/level.
- 5 *Prying Eyes*: Creates 1d4 +1/level floating eyes to scout for you.
- 6 *Eyebite*: Target becomes panicked, sickened, and comatose.
- 7 *Blasphemy*: Kills, paralyzes, weakens, or dazes nonevil subjects.
- 8 *Cloak of Chaos*: Grants +4 to AC, +4 resistance, and SR 25 against lawful spells.
- 9 *Power Word Kill*: Kills creature with 100 hp or less.

PLANNING

Deities: Gond, Helm, Ilneval, Red Knight, Siamorphe, Ubtao.

Granted Power: You gain *Extend Spell* as a bonus feat.

Planning Domain Spells

- 1 *Deathwatch*: Reveals how near death subjects within 30 ft. are.
- 2 *Augury*: You learn whether an action will be good or bad.
- 3 *Clairaudience/Clairvoyance*: You can hear or see at a distance for 1 min./level.
- 4 *Imbue with Spell Ability*: Transfers spells to subject.
- 5 *Detect Scrying*: Alerts you to magical eavesdropping.
- 6 *Heroes' Feast*: Food for one creature/level cures and grants combat bonuses.
- 7 *Scrying, Greater*: As *scrying*, but faster and longer.
- 8 *Discern Location*: Reveals exact location of creature or object.
- 9 *Time Stop*: You act freely for 1d4+1 rounds.

PORTAL

Deities: Eilistraee, Shaundakul.

Granted Power: You can detect an active or inactive portal as if it were a normal secret door (DC 20).

Portal Domain Spells

- 1 *Summon Monster I*: Calls extraplanar creature to fight for you.
- 2 *Analyze Portal*: Detects magic portals.
- 3 *Dimensional Anchor*: Bars extradimensional movement.
- 4 *Dimension Door*: Teleports you short distance.
- 5 *Teleport*: Instantly transports you as far as 100 miles/level.
- 6 *Banishment*: Banishes 2 HD/level of extraplanar creatures.
- 7 *Etherealness*: Travel to Ethereal Plane with companions.
- 8 *Dimensional Lock*: Teleportation and interplanar travel blocked for one day/level.
- 9 *Gate*: Connects two planes for travel or summoning.

RENEWAL

Deities: Angharradh, Chauntea, Finder Wyvernspur, Kossuth, Lathander, Shiallia, Silvanus.

Granted Power: If you fall below 0 hit points, you regain a number of hit points equal to 1d8 + your Charisma modifier.

This supernatural ability functions once per day.

If an attack brings you to -10 or fewer hit points, you die before this power takes effect.

Renewal Domain Spells

- 1 *Charm Person*: Makes one person your friend.
- 2 *Restoration, Lesser*: Dispels magical ability penalty or repairs 1d4 ability damage.
- 3 *Remove Disease*: Cures all diseases affecting subject.
- 4 *Reincarnate*: Brings dead subject back in a random body.
- 5 *Atonement*: Removes burden of misdeeds from subject.
- 6 *Heroes' Feast*: Food for one creature/level cures and grants combat bonuses.
- 7 *Restoration, Greater*: As *restoration*, plus restores all levels and ability scores.
- 8 *Polymorph Any Object*: Changes any subject into anything else.
- 9 *Freedom*: Releases creature from imprisonment.

REPOSE

Deities: Jergal, Kelemvor, Osiris, Uroalan.

Granted Power: You may use death touch once per day.

To deliver a death touch, you must succeed on a melee touch attack against a living creature (using the rules for touch spells).

When you touch, roll 1d6 per cleric level you possess. If the result equals or exceeds the creature's current hit points, it dies (no save).

Death touch is a supernatural ability and a death effect.

Repose Domain Spells

- 1 *Hide from Undead*: Undead can't perceive one subject/level.
- 2 *Gentle Repose*: Preserves one corpse.
- 3 *Speak with Dead*: Corpse answers one question per two levels.
- 4 *Death Ward*: Grants immunity to death spells and negative energy effects.
- 5 *Slay Living*: Touch attack kills subject.
- 6 *Undeath to Death*: Destroys 1d4/level HD of undead (max 20d4).
- 7 *Destruction*: Kills subject and destroys remains.
- 8 *Surelife*: Protects you from one kind of certain death.
- 9 *Wail of the Banshee*: Kills one creature/level.

RETRIBUTION

Deities: Hoar, Horus-Re, Kiaransalee, Loviatar, Osiris, Shevarash, Tyr, Uthgar.

Granted Power: If you have been harmed by someone in combat, you may make a strike of vengeance with a melee or ranged weapon against that individual on your next action.

If this attack hits, you deal maximum damage.

You can use this supernatural ability once per day.

Retribution Domain Spells

- 1 *Shield of Faith*: Aura grants +2 or higher deflection bonus.
- 2 *Bear's Endurance*: Subject gains +4 to Con for 1 min./level.
- 3 *Speak with Dead*: Corpse answers one question/two levels.
- 4 *Fire Shield*: Creatures attacking you take fire damage; you're protected from heat or cold.
- 5 *Mark of Justice*: Designates action that will trigger *curse* on subject.
- 6 *Banishment*: Banishes 2 HD/level of extraplanar creatures.
- 7 *Spell Turning*: Reflects 1d4+6 spell levels back at caster.
- 8 *Discern Location*: Reveals exact location of creature or object.
- 9 *Storm of Vengeance*: Storm rains acid, lightning, and hail.

RUNE

Deities: Deneir, Dugmaren Brightmantle, Jergal, Mystra, Thoth.

Granted Power: You gain Scribe Scroll as a bonus feat.

Rune Domain Spells

- 1 *Erase*: Mundane or magical writing vanishes.
- 2 *Secret Page*: Changes one page to hide its real content.
- 3 *Glyph of Warding*: Inscription harms those who pass it.
- 4 *Explosive Runes*: Deals 6d6 damage when read.
- 5 *Planar Binding, Lesser*: Traps extraplanar creature of 6 or fewer HD until it performs a task.
- 6 *Glyph of Warding, Greater*: As *glyph of warding*, but up to 10d8 damage or 6th-level spell.
- 7 *Drawmij's Instant Summons*: Prepared object appears in your hand.

- 8 *Transcribe Symbol*: Safely moves an untriggered magical symbol to another location.
 9 *Teleportation Circle*: Circle teleports any creature inside to designated spot.

SCALYKIND

Deities: Finder Wyvernspur, Sebek, Set, Tiamat, Ubtao.

Granted Power: You can rebuke or command animals (reptilian creatures and snakes only) as an evil cleric rebukes or commands undead.

This ability is usable a number of times per day equal to 3 + your Charisma modifier.

Scalykind Domain Spells

- 1 *Magic Fang*: One natural weapon of subject creature gets +1 on attack and damage rolls.
- 2 *Animal Trance**: Fascinates 2d6 HD of animals.
- 3 *Magic Fang, Greater*: One natural weapon of subject creature gets +1/three levels on attack and damage rolls (max +5).
- 4 *Poison*: Touch deals 1d10 Con damage, repeats in 1 min.
- 5 *Animal Growth**: One animal/two levels doubles in size.
- 6 *Eyebite*: Target becomes panicked, sickened, and comatose.
- 7 *Vipergout*: You spit forth celestial or fiendish vipers that attack your foes.
- 8 *Animal Shapes**: One ally/level polymorphs into chosen animal.
- 9 *Shapechange*: Transforms you into any creature, and change forms once per round.

* Affects ophidian and reptilian creatures only.

SLIME

Deity: Ghaunadaur.

Granted Power: You can rebuke or command oozes as an evil cleric rebukes or commands undead.

This ability is usable a number of times per day equal to 3 + your Charisma modifier.

Slime Domain Spells

- 1 *Grease*: Makes 10-ft. square or one object slippery.
- 2 *Melf's Acid Arrow*: Ranged touch attack deals 2d4 damage for 1 round +1 round/three levels.
- 3 *Poison*: Touch deals 1d10 Con damage, repeats in 1 min.
- 4 *Rusting Grasp*: Your touch corrodes iron and alloys.
- 5 *Evard's Black Tentacles*: Tentacles grapple all within 15 ft. spread.
- 6 *Transmute Rock to Mud*: Transforms two 10-ft. cubes per level.
- 7 *Destruction*: Kills subject and destroys remains.
- 8 *Power Word Blind*: Blinds creature with 200 or fewer hp.
- 9 *Implosion*: Kills one creature/round.

SPELL

Deities: Azuth, Mystra, Savras, Thoth.

Granted Power: You gain a +2 bonus on Concentration and Spellcraft checks.

Spell Domain Spells

- 1 *Mage Armor*: Gives subject +4 armor bonus.
- 2 *Silence*: Negates sound in 15-ft. radius.

3 *Anyspell*: You can read and prepare up to a 2nd-level arcane spell from a scroll or spellbook in a 3rd-level domain spell slot.

4 *Rary's Mnemonic Enhancer*: Prepares extra spells or retains one just cast.

5 *Break Enchantment*: Frees subjects from enchantments, alterations, curses, and petrification.

6 *Anyspell, Greater*: As *anyspell*, but you can read and prepare any arcane spell up to 5th level in a 6th-level domain spell slot.

7 *Limited Wish*: Alters reality—within spell limits.

8 *Antimagic Field*: Negates magic within 10 ft.

9 *Mordenkainen's Disjunction*: Dispels magic, disenchant magic items.

SPIDER

Deities: Lolth, Selvetarm.

Granted Power: You can rebuke or command spiders as an evil cleric rebukes or commands undead.

This ability is usable a number of times per day equal to 3 + your Charisma modifier.

Spider Domain Spells

- 1 *Spider Climb*: Grants ability to walk on walls and ceilings.
- 2 *Summon Swarm*: Summons swarm of vermin (spiders only).
- 3 *Phantom Steed*: Magic spider mount appears for 1 hour/level.
- 4 *Giant Vermin*: Turns centipedes, scorpions, or spiders into giant vermin.
- 5 *Insect Plague*: Spider swarms attack creatures.
- 6 *Spider Curse*: You turn a humanoid into a driderlike creature that obeys you.
- 7 *Stone Spiders*: Transforms 1d3 pebbles into stone constructs that resemble spiders.
- 8 *Creeping Doom*: Swarms of spiders attack at your command.
- 9 *Spider Shapes*: As *polymorph*, except you change up to one willing creature/level into a Tiny to Huge monstrous spider.

STORM

Deities: Aerdrie Faenya, Anhur, Auril, Isis, Istishia, Talos, Umberlee.

Granted Power: You gain resistance to electricity 5.

Storm Domain Spells

- 1 *Entropic Shield*: Ranged attacks against you have 20% miss chance.
- 2 *Gust of Wind*: Blows away or knocks down smaller creatures.
- 3 *Call Lightning*: Calls down lightning bolts (3d6 per bolt) from sky.
- 4 *Sleet Storm*: Hampers vision and movement.
- 5 *Ice Storm*: Hail deals 5d6 damage in cylinder 40 ft. across.
- 6 *Call Lightning Storm*: As *call lightning*, but 5d6 damage per bolt.
- 7 *Control Weather*: Changes weather in local area.
- 8 *Whirlwind*: Cyclone deals damage and can pick up creatures.
- 9 *Storm of Vengeance*: Storm rains acid, lightning, and hail.

SUFFERING

Deities: Ilmater, Jergal, Kossuth, Loviatar, Talona, Yurtrus.

Granted Power: You may use *pain touch* as a spell-like ability once per day.

To deliver a *pain touch*, you must succeed on a melee touch attack against a living creature (using the rules for touch spells).

If you hit, your touch bestows a -2 penalty to Strength and Dexterity on the target for 1 minute.

Creatures that are immune to critical hits are also immune to this effect.

Suffering Domain Spells

1 *Bane*: Enemies take -1 on attack rolls and saves against fear.

2 *Bear's Endurance*: Subject gains +4 to Con for 1 min./level.

3 *Bestow Curse*: Subject takes a -6 penalty to an ability score; -4 penalty on attack rolls, saves, and checks; or 50% chance of losing each action.

4 *Enervation*: Subject gains 1d4 negative levels.

5 *Symbol of Pain*: Triggered rune wracks nearby creatures with pain.

6 *Harm*: Deals 10 points/level damage to target.

7 *Waves of Exhaustion*: Several targets become exhausted.

8 *Horrid Wilting*: Deals 1d6/level damage within 30 ft.

9 *Energy Drain*: Subject gains 2d4 negative levels.

TIME

Deities: Grumbar, Labelas Enoreth.

Granted Power: You gain Improved Initiative as a bonus feat.

Time Domain Spells

1 *True Strike*: You gain +20 on your next attack roll.

2 *Gentle Repose*: Preserves one corpse.

3 *Haste*: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.

4 *Freedom of Movement*: Subject moves normally despite impediments.

5 *Permanency*: Makes certain spells permanent.

6 *Contingency*: Sets trigger condition for another spell.

7 *Moment of Prescience*: You gain insight bonus on single attack roll, check, or save.

8 *Foresight*: "Sixth sense" warns of impending danger.

9 *Time Stop*: You act freely for 1d4+1 rounds.

TRADE

Deities: Abbathor, Nephthys, Shaundakul, Vergadain, Waukeen.

Granted Power: You may use *detect thoughts* once per day as a spell-like ability.

Activating this ability is a free action, and it affects one target.

The effect lasts a number of minutes equal to your Charisma bonus (minimum 1 round).

Trade Domain Spells

1 *Message*: Whispered conversation is audible at distance.

2 *Gembomb*: Converts five gems into bombs that deal 1d8 force damage/two levels.

3 *Eagle's Splendor*: Subject gains +4 to Cha for 1 min./level.

4 *Sending*: Delivers short message anywhere, instantly.

5 *Fabricate*: Transforms raw materials into finished items.

6 *True Seeing*: Lets you see all things as they really are.

7 *Mordenkainen's Magnificent Mansion*: Door leads to extradimensional mansion.

8 *Mind Blank*: Subject is immune to mental/emotional magic and scrying.

9 *Discern Location*: Reveals exact location of creature or object.

TYRANNY

Deities: Bane, Tiamat.

Granted Power: The saving throw DC of any compulsion spell you cast increases by 2.

Tyranny Domain Spells

1 *Command*: One subject obeys selected command for 1 round.

2 *Enthrall*: Captivates all within 100 ft. + 10 ft./level.

3 *Discern Lies*: Reveals deliberate falsehoods.

4 *Fear*: Subjects within cone flee for 1 round/level.

5 *Command, Greater*: As *command*, but affects one subject/level.

6 *Geas/Quest*: As *lesser geas*, plus it affects any creature.

7 *Bigby's Grasping Hand*: Large hand provides cover, pushes, or grapples.

8 *Charm Monster, Mass*: As *charm monster*, but all within 30 ft.

9 *Dominate Monster*: As *dominate person*, but any creature.

UNDEATH

Deities: Kiaransalee, Velsharoon.

Granted Power: You gain Extra Turning as a bonus feat.

Undeath Domain Spells

1 *Detect Undead*: Reveals undead within 60 ft.

2 *Desecrate*: Fills area with negative energy, making undead stronger.

3 *Animate Dead*: Creates undead skeletons and zombies.

4 *Death Ward*: Grants immunity to death spells and negative energy effects.

5 *Inflict Light Wounds, Mass*: Deals 1d8 damage +1/level to many creatures.

6 *Create Undead*: Creates ghouls, ghosts, mummies, or mohrgs.

7 *Control Undead*: Undead don't attack you while under your command.

8 *Create Greater Undead*: Creates shadows, wraiths, spectres, or devourers.

9 *Energy Drain*: Subject gains 2d4 negative levels.

WATERY DEATH

Deities: Blibdoolpoolp, Umberlee.

Granted Power: You gain the ability to *smite* any nonaquatic creature once per day with one normal melee attack.

You add your Wisdom bonus to your attack roll and deal 1 extra point of damage per divine spellcaster level.

Watery Death Domain Spells

1 *Entangle*: Plants entangle everyone in 40-ft. radius.

2 *Mark of the Outcast*: Subject takes -5 penalty on Bluff and Diplomacy checks and -2 penalty to AC.

3 *Control Water*: Raises or lowers bodies of water.

4 *Rushing Waters*: Wave makes bull rush attack.

- 5 *Dehydrate*: Deals Con damage to subject.
- 6 *Drown*: Subject immediately begins to drown.
- 7 *Contagious Fog*: 30-ft.-radius cloud of fog inflicts disease.
- 8 *Horrid Wilting*: Deals 1d6/level damage within 30 ft.
- 9 *Drown, Mass*: As *drown*, but affects 1/level subjects.

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AIR

Deities: Obad-Hai.

Granted Powers: Turn or destroy earth creatures as a good cleric turns undead.
Rebuke or command air creatures as an evil cleric rebukes undead.

Use these abilities a total number of times per day equal to 3 + your Charisma modifier.

Air Domain Spells

- 1 *Obscuring Mist*: Fog surrounds you.
 - 2 *Wind Wall*: Deflects arrows, smaller creatures, and gases.
 - 3 *Gaseous Form*: Subject becomes insubstantial and can fly slowly.
 - 4 *Air Walk*: Subject treads on air as if solid (climb at 45-degree angle).
 - 5 *Control Winds*: Change wind direction and speed.
 - 6 *Chain Lightning*: 1d6 damage/level; secondary bolts.
 - 7 *Control Weather*: Changes weather in local area.
 - 8 *Whirlwind*: Cyclone inflicts damage and can pick up creatures.
 - 9 *Elemental Swarm**: Summons multiple elementals.
- * Cast as an air spell only.

ANIMAL

Deities: Ehlonna, Obad-Hai.

Granted Powers: You cast *animal friendship* once per day.
Knowledge (nature) is a class skill.

Animal Domain Spells

- 1 *Calm Animals*: Calms 2d4 +1/level HD of animals, beasts, and magical beasts.
- 2 *Hold Animal*: Hold one animal helpless; 1 round/level.
- 3 *Dominate Animal*: Subject animal obeys silent mental commands.
- 4 *Repel Vermin*: Insects stay 10 ft. away.
- 5 *Commune with Nature*: Learn about terrain for one mile/level.
- 6 *Antilife Shell*: 10-ft. field hedges out living creatures.
- 7 *Animal Shapes*: One ally/level *polymorphs* into chosen animal.
- 8 *Creeping Doom*: Carpet of insects attacks at your command.
- 9 *Shapechange*: Transforms you into any creature, and change forms once per round.

CHAOS

Deities: Corellon Larethian, Erythnul, Gruumsh, Kord, Olidammara.

Granted Power: You cast chaos spells at +1 caster level.

Chaos Domain Spells

- 1 *Protection from Law*: +2 AC and saves, counter mind control, hedge out elementals and outsiders.
 - 2 *Shatter*: Sonic vibration damages objects or crystalline creatures.
 - 3 *Magic Circle against Law*: As *protection* spells, but 10-ft. radius and 10 min./level.
 - 4 *Chaos Hammer*: Damages and staggers lawful creatures.
 - 5 *Dispel Law*: +4 bonus against attacks by lawful creatures.
 - 6 *Animate Objects*: Objects attack your foes.
 - 7 *Word of Chaos*: Kills, confuses, stuns, or deafens nonchaotic subjects.
 - 8 *Cloak of Chaos*: +4 AC, +4 resistance, SR 25 against lawful spells.
 - 9 *Summon Monster IX**: Calls outsider to fight for you.
- * Cast as a chaos spell only.

DEATH

Deities: Nerull, Wee Jas.

Granted Power: You may use a death touch once per day.

Your death touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells).
When you touch, roll 1d6 per your cleric level.
If the total at least equals the creature's current hit points, it dies.

Death Domain Spells

- 1 *Cause Fear*: One creature flees for 1d4 rounds.
- 2 *Death Knell*: Kill dying creature and gain 1d8 temp. hp, +2 Str, and +1 caster level.
- 3 *Animate Dead*: Creates undead skeletons and zombies.
- 4 *Death Ward*: Grants immunity to death spells and effects.
- 5 *Slay Living*: Touch attack kills subject.
- 6 *Create Undead*: Ghouls, shadows, ghosts, wights, or wraiths.
- 7 *Destruction*: Kills subject and destroys remains.
- 8 *Create Greater Undead*: Mummies, spectres, vampires, or ghosts.
- 9 *Wail of the Banshee*: Kills one creature/level.

DESTRUCTION

Deities: St. Cuthbert, Hextor.

Granted Power: You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit).

You must declare the smite before making the attack.
It is usable once per day.

Destruction Domain Spells

- 1 *Inflict Light Wounds*: Touch attack, 1d8 +1/level damage (max +5).
- 2 *Shatter*: Sonic vibration damages objects or crystalline creatures.
- 3 *Contagion*: Infects subject with chosen disease.
- 4 *Inflict Critical Wounds*: Touch attack, 4d8 +1/level damage (max +20).
- 5 *Circle of Doom*: Deals 1d8 +1/level damage in all directions.
- 6 *Harm*: Subject loses all but 1d4 hp.
- 7 *Disintegrate*: Makes one creature or object vanish.
- 8 *Earthquake*: Intense tremor shakes 5-ft./level radius.
- 9 *Implosion*: Kills one creature/round.

EARTH

Deities: Moradin, Obad-Hai.

Granted Power: Turn or destroy air creatures as a good cleric turns undead.

Rebuke or command earth creatures as an evil cleric rebukes undead.

Use these abilities a total number of times per day equal to 3 + your Charisma modifier.

Earth Domain Spells

1 *Magic Stone*: Three stones become +1 projectiles, 1d6+1 damage.

2 *Soften Earth and Stone*: Turns stone to clay or dirt to sand or mud.

3 *Stone Shape*: Sculpts stone into any shape.

4 *Spike Stones*: Creatures in area take 1d8 damage, may be slowed.

5 *Wall of Stone*: Creates a stone wall that can be shaped.

6 *Stoneskin*: Stops blows, cuts, stabs, and slashes.

7 *Earthquake*: Intense tremor shakes 5-ft./level radius.

8 *Iron Body*: Your body becomes living iron.

9 *Elemental Swarm**: Summons multiple elementals.

* Cast as an earth spell only.

EVIL

Deities: Erythnul, Gruumsh, Hextor, Nerull, Vecna.

Granted Power: You cast evil spells at +1 caster level.

Evil Domain Spells

1 *Protection from Good*: +2 AC and saves, counter mind control, hedge out elementals and outsiders.

2 *Desecrate*: Fills area with negative energy, making undead stronger.

3 *Magic Circle against Good*: As *protection* spells, but 10-ft. radius and 10 min./level.

4 *Unholy Blight*: Damages and sickens good creatures.

5 *Dispel Good*: +4 bonus against attacks by good creatures.

6 *Create Undead*: Ghouls, shadows, ghosts, wights, or wraiths.

7 *Blasphemy*: Kills, paralyzes, weakens, or dazes nonevil subjects.

8 *Unholy Aura*: +4 AC, +4 resistance, SR 25 against good spells.

9 *Summon Monster IX**: Calls outsider to fight for you.

* Cast as an evil spell only.

FIRE

Deity: Obad-Hai.

Granted Power: Turn or destroy water creatures as a good cleric turns undead.

Rebuke or command fire creatures as an evil cleric rebukes undead.

Use these abilities a total number of times per day equal to 3 + your Charisma modifier.

Fire Domain Spells

1 *Burning Hands*: 1d4 fire damage/level (max 5d4).

2 *Produce Flame*: 1d4 +1/two levels damage, touch or thrown.

3 *Resist Elements**: Ignore first 12 damage from one energy type each round.

4 *Wall of Fire*: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft.

Passing through wall deals 2d6 +1/level.

5 *Fire Shield*: Creatures attacking you take fire damage; you're protected from heat or cold.

6 *Fire Seeds*: Acorns and berries become grenades and bombs.

7 *Fire Storm*: Deals 1d6 fire damage/level.

8 *Incendiary Cloud*: Cloud deals 4d6 fire damage/round.

9 *Elemental Swarm**: Summons multiple elementals.

* Resist cold or fire only.

** Cast as a fire spell only.

GOOD

Deities: Corellon Larethian, Ehlonna, Garl Glittergold, Heironeous, Kord, Moradin, Pelor, Yondalla.

Granted Power: You cast good spells at +1 caster level.

Good Domain Spells

1 *Protection from Evil*: +2 AC and saves, counter mind control, hedge out elementals and outsiders.

2 *Aid*: +1 attack, +1 on saves against fear, 1d8 temporary hit points.

3 *Magic Circle against Evil*: As *protection* spells, but 10-ft. radius and 10 min./level.

4 *Holy Smite*: Damages and blinds evil creatures.

5 *Dispel Evil*: +4 bonus against attacks by evil creatures.

6 *Blade Barrier*: Blades encircling you deal 1d6 damage/level.

7 *Holy Word*: Kills, paralyzes, weakens, or dazes nongood subjects.

8 *Holy Aura*: +4 AC, +4 resistance, and SR 25 against evil spells.

9 *Summon Monster IX**: Calls outsider to fight for you.

* Cast as a good spell only.

HEALING

Deity: Pelor.

Granted Power: You cast healing spells at +1 caster level.

Healing Domain Spells

1 *Cure Light Wounds*: Cures 1d8 +1/level damage (max +5).

2 *Cure Moderate Wounds*: Cures 2d8 +1/level damage (max +10).

3 *Cure Serious Wounds*: Cures 3d8 +1/level damage (max +15).

4 *Cure Critical Wounds*: Cures 4d8 +1/level damage (max +20).

5 *Healing Circle*: Cures 1d8 +1/level damage in all directions.

6 *Heal*: Cures all damage, diseases, and mental conditions.

7 *Regenerate*: Subject's severed limbs grow back.

8 *Mass Heal*: As *heal*, but with several subjects.

9 *True Resurrection*: As *resurrection*, plus remains aren't needed.

KNOWLEDGE

Deities: Boccob, Vecna.

Granted Power: All Knowledge skills are class skills. You cast divinations at +1 caster level.

Knowledge Domain Spells

1 *Detect Secret Doors*: Reveals hidden doors within 60 ft.

2 *Detect Thoughts*: Allows "listening" to surface thoughts.

- 3 *Clairaudience/Clairvoyance*: Hear or see at a distance for 1 min./level.
 4 *Divination*: Provides useful advice for specific proposed actions.
 5 *True Seeing*: See all things as they really are.
 6 *Find the Path*: Shows most direct way to a location.
 7 *Legend Lore*: Learn tales about a person, place, or thing.
 8 *Discern Location*: Exact location of creature or object.
 9 *Foresight*: "Sixth sense" warns of impending danger.

LAW

Deities: St. Cuthbert, Heironeous, Hextor, Moradin, Wee Jas, Yondalla.

Granted Power: You cast law spells at +1 caster level.

Law Domain Spells

- 1 *Protection from Chaos*: +2 AC and saves, counter mind control, hedge out elementals and outsiders.
 - 2 *Calm Emotions*: Calms 1d6 creatures/level, negating emotion effects.
 - 3 *Magic Circle against Chaos*: As *protection* spells, but 10-ft. radius and 10 min./level.
 - 4 *Order's Wrath*: Damages and dazes chaotic creatures.
 - 5 *Dispel Chaos*: +4 bonus against attacks by chaotic creatures.
 - 6 *Hold Monster*: As *hold person*, but any creature.
 - 7 *Dictum*: Kills, paralyzes, weakens, or dazes nonlawful subjects.
 - 8 *Shield of Law*: +4 AC, +4 resistance, and SR 25 against chaotic spells.
 - 9 *Summon Monster IX**: Calls outsider to fight for you.
- * Cast as a law spell only.

LUCK

Deities: Fharlanghn, Kord, Olidammara.

Granted Power: You gain the power of good fortune, which is usable once per day.

This extraordinary ability allows you to reroll one roll that you have just made.

You must take the result of the reroll, even if it's worse than the original roll.

Luck Domain Spells

- 1 *Entropic Shield*: Ranged attacks against you suffer 20% miss chance.
- 2 *Aid*: +1 attack, +1 against fear, 1d8 temporary hit points.
- 3 *Protection from Elements*: Absorb 12 damage/level from one kind of energy.
- 4 *Freedom of Movement*: Subject moves normally despite impediments.
- 5 *Break Enchantment*: Frees subjects from enchantments, alterations, curses, and petrification.
- 6 *Mislead*: Turns you invisible and creates illusory double.
- 7 *Spell Turning*: Reflect 1d4+6 spell levels back at caster.
- 8 *Holy Aura*: +4 AC, +4 resistance, and SR 25 against evil spells.
- 9 *Miracle*: Requests a deity's intercession.

MAGIC

Deities: Boccob, Vecna, Wee Jas.

Granted Power: Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level).

For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack.

Magic Domain Spells

- 1 *Nystul's Undetectable Aura*: Masks magic item's aura.
- 2 *Identify*: Determines single feature of magic item.
- 3 *Dispel Magic*: Cancels magical spells and effects.
- 4 *Imbue with Spell Ability*: Transfer spells to subject.
- 5 *Spell Resistance*: Subject gains 12 +1/level SR.
- 6 *Antimagic Field*: Negates magic within 10 ft.
- 7 *Spell Turning*: Reflect 1d4+6 spell levels back at caster.
- 8 *Protection from Spells*: Confers +8 resistance bonus.
- 9 *Mordenkainen's Disjunction*: Dispel magic, disenchant magic items.

PLANT

Deities: Ehlonna, Obad-Hai.

Granted Powers: Rebuke or command plant creatures as an evil cleric rebukes or commands undead.

Use these abilities a total number of times per day equal to 3 + your Charisma modifier.

Knowledge (nature) is a class skill.

Plant Domain Spells

- 1 *Entangle*: Plants entangle everyone in 40-ft.-radius circle.
- 2 *Barkskin*: Grants +3 natural armor bonus (or higher).
- 3 *Plant Growth*: Grows vegetation, improves crops.
- 4 *Control Plants*: Talk to and control plants & fungi.
- 5 *Wall of Thorns*: Thorns damage anyone who tries to pass.
- 6 *Repel Wood*: Pushes away wooden objects.
- 7 *Changestaff*: Your staff becomes a treant on command.
- 8 *Command Plants*: Plants animate and vegetation entangles.
- 9 *Shambler*: Summons 1d4+2 shambling mounds to fight for you.

PROTECTION

Deities: Corellon Larethian, St. Cuthbert, Fharlanghn, Garl Glittergold, Moradin, Yondalla.

Granted Power: You can generate a *protective ward*, a spell-like ability to grant someone you touch a resistance bonus equal to your level on her next saving throw.

Activating this power is a standard action.

The *protective ward* is an abjuration effect with a duration of 1 hour that is usable once per day.

Protection Domain Spells

- 1 *Sanctuary*: Opponents can't attack you, and you can't attack.
- 2 *Shield Other*: You take half of subject's damage.
- 3 *Protection from Elements*: Absorb 12 damage/level from one kind of energy.
- 4 *Spell Immunity*: Subject is immune to one spell/four levels.
- 5 *Spell Resistance*: Subject gains 12 +1/level SR.
- 6 *Antimagic Field*: Negates magic within 10 ft.
- 7 *Repulsion*: Creatures can't approach you.
- 8 *Mind Blank*: Subject is immune to mental/emotional magic and scrying.
- 9 *Prismatic Sphere*: As *prismatic wall*, but surrounds on all sides.

STRENGTH

Deities: St. Cuthbert, Gruumsh, Kord, Pelor.

Granted Power: You can perform a feat of strength, which is the supernatural ability to gain an enhancement bonus to Strength equal to your level.

Activating the power is a free action, the power lasts 1 round, and it's usable once per day.

Strength Domain Spells

- 1 *Endure Elements*: Ignores 5 damage/round from one energy type.
- 2 *Bull's Strength*: Subject gains 1d4+1 Str for 1 hr./level.
- 3 *Magic Vestment*: Armor or shield gains +1 enhancement three level.
- 4 *Spell Immunity*: Subject is immune to one spell/four levels.
- 5 *Righteous Might*: Your size increases, and you gain +4 Str.
- 6 *Stoneskin*: Stops blows, cuts, stabs, and slashes.
- 7 *Bigby's Grasping Hand*: Hand provides cover, pushes, or grapples.
- 8 *Bigby's Clenched Fist*: Large hand attacks your foes.
- 9 *Bigby's Crushing Hand*: As *Bigby's grasping hand*, but stronger.

SUN

Deities: Ehlonna, Pelor.

Granted Power: Once per day, you can perform a greater turning against undead in place of a regular turning (or rebuking) attempt.

The greater turning is like a normal turning (or rebuking) attempt except that the undead creatures that would be turned (or rebuked or commanded) are destroyed instead.

Sun Domain Spells

- 1 *Endure Elements**: Ignores 5 damage/round from one energy type.
- 2 *Heat Metal*: Make metal so hot it damages those that touch it.
- 3 *Searing Light*: Ray deals 1d8/two levels, more against undead.
- 4 *Fire Shield*: Creatures attacking you take fire damage; you're protected from heat or cold.
- 5 *Flame Strike*: Smite foes with divine fire (1d8/level).
- 6 *Fire Seeds*: Acorns and berries become grenades and bombs.
- 7 *Sunbeam*: Beam blinds and deals 3d6 damage.
- 8 *Sunburst*: Blinds all within 10 ft., deals 3d6 damage.
- 9 *Prismatic Sphere*: As *prismatic wall*, but surrounds on all sides.

* Endure cold or fire only.

TRAVEL

Deities: Fharlanghn.

Granted Powers: For a total time per day of 1 round per your cleric level, you can act normally regardless of magical effects that impede movement (similar to the effect of the spell *freedom of movement*).

This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds).

This is a supernatural ability.

Wilderness Lore is a class skill.

Travel Domain Spells

- 1 *Expeditious Retreat*: Doubles your speed.
- 2 *Locate Object*: Senses direction toward object (specific or type).
- 3 *Fly*: Subject flies at speed of 90.
- 4 *Dimension Door*: Teleports you and up to 500 lb.
- 5 *Teleport*: Instantly transports you anywhere.
- 6 *Find the Path*: Shows most direct way to a location.
- 7 *Teleport without Error*: As *teleport*, but no off-target arrival.
- 8 *Phase Door*: Invisible passage through wood or stone.
- 9 *Astral Projection*: Projects you and companions into Astral Plane.

TRICKERY

Deities: Boccob, Erythnul, Garl Glittergold, Olidammara, Nerull.

Granted Power: Bluff, Disguise, and Hide are class skills.

Trickery Domain Spells

- 1 *Change Self*: Change own appearance.
- 2 *Invisibility*: Subject invisible 10 min./level or until it attacks.
- 3 *Nondetection*: Hides subject from divination, scrying.
- 4 *Confusion*: Makes subjects behave oddly for 1 round/level.
- 5 *False Vision*: Fools scrying with an illusion.
- 6 *Mislead*: Turns you invisible and creates illusory double.
- 7 *Screen*: Illusion hides area from vision, scrying.
- 8 *Polymorph Any Object*: Changes any subject into anything else.
- 9 *Time Stop*: You act freely for 1d4+1 rounds.

WAR

Deities: Corellon Larethian, Erythnul, Gruumsh, Heironeous, Hextor.

Granted Power: Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon.

War Deity	Favored Weapon
Corellon Larethian	Longsword
Erythnul	Morningstar
Gruumsh	Spear (halfspear, shortspear, or longspear)
Hextor	Flail (light or heavy)
Heironeous	Longsword

War Domain Spells

- 1 *Magic Weapon*: Weapon gains +1 bonus.
- 2 *Spiritual Weapon*: Magical weapon attacks on its own.
- 3 *Magic Vestment*: Armor or shield gains +1 enhancement/three levels.
- 4 *Divine Power*: You gain attack bonus, 18 Str, and 1 hp/level.
- 5 *Flame Strike*: Smite foes with divine fire (1d6 damage/level).
- 6 *Blade Barrier*: Blades encircling you deal 1d6 damage/level.
- 7 *Power Word, Stun*: Stuns creature with up to 150 hp.
- 8 *Power Word, Blind*: Blinds 200 hp worth of creatures.
- 9 *Power Word, Kill*: Kills one tough subject or many weak ones.

WATER

Deity: Obad-Hai.

Granted Power: Turn or destroy fire creatures as a good cleric turns undead.

Rebuke or command water creatures as an evil cleric rebukes undead.

Use these abilities a total number of times per day equal to 3 + your Charisma modifier.

Water Domain Spells

- 1 *Obscuring Mist*: Fog surrounds you.
 - 2 *Fog Cloud*: Fog obscures vision.
 - 3 *Water Breathing*: Subjects can breathe underwater.
 - 4 *Control Water*: Raises or lowers bodies of water.
 - 5 *Ice Storm*: Hail deals 5d6 damage in cylinder 40 ft. across.
 - 6 *Cone of Cold*: 1d6 cold damage/level.
 - 7 *Acid Fog*: Fog deals acid damage.
 - 8 *Horrid Wilting*: Deals 1d8 damage/level within 30 ft.
 - 9 *Elemental Swarm**: Summons multiple elementals.
- * Cast as a water spell only.

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AIR

Deity: Obad-Hai.

Granted Powers: Turn or destroy earth creatures as a good cleric turns undead.

Rebuke, command, or bolster air creatures as an evil cleric rebukes undead.

Use these abilities a total number of times per day equal to 3 + your Charisma modifier.

This granted power is a supernatural ability.

Air Domain Spells

- 1 *Obscuring Mist*: Fog surrounds you.
 - 2 *Wind Wall*: Deflects arrows, smaller creatures, and gases.
 - 3 *Gaseous Form*: Subject becomes insubstantial and can fly slowly.
 - 4 *Air Walk*: Subject treads on air as if solid (climb at 45-degree angle).
 - 5 *Control Winds*: Change wind direction and speed.
 - 6 *Chain Lightning*: 1d6/level damage; 1 secondary bolt/level each deals half damage.
 - 7 *Control Weather*: Changes weather in local area.
 - 8 *Whirlwind*: Cyclone deals damage and can pick up creatures.
 - 9 *Elemental Swarm**: Summons multiple elementals.
- * Cast as an air spell only.

ANIMAL

Deities: Ehlonna, Obad-Hai.

Granted Powers: You can use *speak with animals* once per day as a spell-like ability.

Add Knowledge (nature) to your list of cleric class skills.

Animal Domain Spells

- 1 *Calm Animals*: Calms (2d4 + level) HD of animals.
- 2 *Hold Animal*: Paralyzes one animal for 1 round/level.
- 3 *Dominate Animal*: Subject animal obeys silent mental commands.

4 *Summon Nature's Ally IV**: Calls creature to fight.

5 *Commune with Nature*: Learn about terrain for 1 mile/level.

6 *Antilife Shell*: 10-ft. field hedges out living creatures.

7 *Animal Shapes*: One ally/level polymorphs into chosen animal.

8 *Summon Nature's Ally VIII**: Calls creature to fight.

9 *Shapechange*: Transforms you into any creature, and change forms once per round.

* Can only summon animals.

CHAOS

Deities: Corellon Larethian, Erythnul, Gruumsh, Kord, Olidammara.

Granted Power: You cast chaos spells at +1 caster level.

Chaos Domain Spells

- 1 *Protection from Law*: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
 - 2 *Shatter*: Sonic vibration damages objects or crystalline creatures.
 - 3 *Magic Circle against Law*: As protection spells, but 10-ft. radius and 10 min./level.
 - 4 *Chaos Hammer*: Damages and staggers lawful creatures.
 - 5 *Dispel Law*: +4 bonus against attacks by lawful creatures.
 - 6 *Animate Objects*: Objects attack your foes.
 - 7 *Word of Chaos*: Kills, confuses, stuns, or deafens nonchaotic subjects.
 - 8 *Cloak of Chaos*: +4 to AC, +4 resistance, SR 25 against lawful spells.
 - 9 *Summon Monster IX**: Calls extraplanar creature to fight for you.
- * Cast as a chaos spell only.

DEATH

Deities: Nerull, Wee Jas.

Granted Power: You may use a death touch once per day.

Your death touch is a supernatural ability that produces a death effect.

You must succeed on a melee touch attack against a living creature (using the rules for touch spells).

When you touch, roll 1d6 per cleric level you possess.

If the total at least equals the creature's current hit points, it dies (no save).

Death Domain Spells

- 1 *Cause Fear*: One creature of 5 HD or less flees for 1d4 rounds.
- 2 *Death Knell*: Kill dying creature and gain 1d8 temporary hp, +2 to Str, and +1 caster level.
- 3 *Animate Dead*: Creates undead skeletons and zombies.
- 4 *Death Ward*: Grants immunity to death spells and negative energy effects.
- 5 *Slay Living*: Touch attack kills subject.
- 6 *Create Undead*: Create ghouls, ghosts, mummies, or mohrgs.
- 7 *Destruction*: Kills subject and destroys remains.
- 8 *Create Greater Undead*: Create shadows, wraiths, spectres, or devourers.
- 9 *Wail of the Banshee*: Kills one creature/level.

DESTRUCTION

Deities: St. Cuthbert, Hextor.

Granted Power: You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). You must declare the smite before making the attack. This ability is usable once per day.

Destruction Domain Spells

- 1 *Inflct Light Wounds*: Touch attack, 1d8 damage +1/level (max +5).
- 2 *Shatter*: Sonic vibration damages objects or crystalline creatures.
- 3 *Contagion*: Infects subject with chosen disease.
- 4 *Inflct Critical Wounds*: Touch attack, 4d8 damage +1/level (max +20).
- 5 *Inflct Light Wounds, Mass*: Deals 1d8 damage +1/level to any creatures.
- 6 *Harm*: Deals 10 points/level damage to target.
- 7 *Disintegrate*: Makes one creature or object vanish.
- 8 *Earthquake*: Intense tremor shakes 5-ft./level radius.
- 9 *Implosion*: Kills one creature/round.

EARTH

Deities: Moradin, Obad-Hai.

Granted Power: Turn or destroy air creatures as a good cleric turns undead. Rebuke, command, or bolster earth creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

Earth Domain Spells

- 1 *Magic Stone*: Three stones become +1 projectiles, 1d6 +1 damage.
 - 2 *Soften Earth and Stone*: Turns stone to clay or dirt to sand or mud.
 - 3 *Stone Shape*: Sculpts stone into any shape.
 - 4 *Spike Stones*: Creatures in area take 1d8 damage, may be loved.
 - 5 *Wall of Stone*: Creates a stone wall that can be shaped.
 - 6 *Stoneskin*: Ignore 10 points of damage per attack.
 - 7 *Earthquake*: Intense tremor shakes 5-ft./level radius.
 - 8 *Iron Body*: Your body becomes living iron.
 - 9 *Elemental Swarm**: Summons multiple elementals.
- * Cast as an earth spell only.

EVIL

Deities: Erythnul, Gruumsh, Hextor, Nerull, Vecna.

Granted Power: You cast evil spells at +1 caster level.

Evil Domain Spells

- 1 *Protection from Good*: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
- 2 *Desecrate*: Fills area with negative energy, making undead stronger.
- 3 *Magic Circle against Good*: As *protection* spells, but 10-ft. radius and 10 min./level.
- 4 *Unholy Blight*: Damages and sickens good creatures.
- 5 *Dispel Good*: +4 bonus against attacks by good creatures.

6 *Create Undead*: Create ghouls, ghasts, mummies, or mohrgs.

7 *Blasphemy*: Kills, paralyzes, weakens, or dazes nonevil subjects.

8 *Unholy Aura*: +4 to AC, +4 resistance, SR 25 against good spells.

9 *Summon Monster IX**: Calls extraplanar creature to fight for you.

* Cast as an evil spell only.

FIRE

Deity: Obad-Hai.

Granted Power: Turn or destroy water creatures as a good cleric turns undead.

Rebuke, command, or bolster fire creatures as an evil cleric rebukes undead.

Use these abilities a total number of times per day equal to 3 + your Charisma modifier.

This granted power is a supernatural ability.

Fire Domain Spells

- 1 *Burning Hands*: 1d4/level fire damage (max 5d4).
 - 2 *Produce Flame*: 1d6 damage +1/level, touch or thrown.
 - 3 *Resist Energy**: Ignores 10 (or more) points of damage/attack from specified energy type.
 - 4 *Wall of Fire*: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.
 - 5 *Fire Shield*: Creatures attacking you take fire damage; you're protected from heat or cold.
 - 6 *Fire Seeds*: Acorns and berries become grenades and bombs.
 - 7 *Fire Storm*: Deals 1d6/level fire damage.
 - 8 *Incendiary Cloud*: Cloud deals 4d6 fire damage/round.
 - 9 *Elemental Swarm***^{*}: Summons multiple elementals.
- * Resist cold or fire only.
** Cast as a fire spell only.

GOOD

Deities: Corellon Larethian, Ehlonna, Garl Glittergold, Heironeous, Kord, Moradin, Pelor, Yondalla.

Granted Power: You cast good spells at +1 caster level.

Good Domain Spells

- 1 *Protection from Evil*: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
 - 2 *Aid*: +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/level (max +10).
 - 3 *Magic Circle against Evil*: As *protection* spells, but 10-ft. radius and 10 min./level.
 - 4 *Holy Smite*: Damages and blinds evil creatures.
 - 5 *Dispel Evil*: +4 bonus against attacks by evil creatures.
 - 6 *Blade Barrier*: Wall of blades deals 1d6/level damage.
 - 7 *Holy Word*: Kills, paralyzes, slows, or deafens nongood subjects.
 - 8 *Holy Aura*: +4 to AC, +4 resistance, and SR 25 against evil spells.
 - 9 *Summon Monster IX**: Calls extraplanar creature to fight for you.
- * Cast as a good spell only.

HEALING

Deity: Pelor.

Granted Power: You cast healing spells at +1 caster level.

Healing Domain Spells

- 1 *Cure Light Wounds*: Cures 1d8 damage +1/level (max +5).
- 2 *Cure Moderate Wounds*: Cures 2d8 damage +1/level (max +10).
- 3 *Cure Serious Wounds*: Cures 3d8 damage +1/level (max +15).
- 4 *Cure Critical Wounds*: Cures 4d8 damage +1/level (max +20).
- 5 *Cure Light Wounds, Mass*: Cures 1d8 damage +1/level (max +25) for many creatures.
- 6 *Heal*: Cures 10 points/level of damage, all diseases and mental conditions.
- 7 *Regenerate*: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).
- 8 *Cure Critical Wounds, Mass*: Cures 4d8 damage +1/level (max +40) for many creatures.
- 9 *Heal, Mass*: As *heal*, but with several subjects.

KNOWLEDGE

Deities: Boccob, Vecna.

Granted Power: Add all Knowledge skills to your list of cleric class skills.

You cast divination spells at +1 caster level.

Knowledge Domain Spells

- 1 *Detect Secret Doors*: Reveals hidden doors within 60 ft.
- 2 *Detect Thoughts*: Allows "listening" to surface thoughts.
- 3 *Clairaudience/Clairvoyance*: Hear or see at a distance for 1 min./level.
- 4 *Divination*: Provides useful advice for specific proposed actions.
- 5 *True Seeing*: Lets you see all things as they really are.
- 6 *Find the Path*: Shows most direct way to a location.
- 7 *Legend Lore*: Lets you learn tales about a person, place, or thing.
- 8 *Discern Location*: Reveals exact location of creature or object.
- 9 *Foresight*: "Sixth sense" warns of impending danger.

LAW

Deities: St. Cuthbert, Heironeous, Hextor, Moradin, Wee Jas, Yondalla.

Granted Power: You cast law spells at +1 caster level.

Law Domain Spells

- 1 *Protection from Chaos*: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
- 2 *Calm Emotions*: Calms creatures, negating emotion effects.
- 3 *Magic Circle against Chaos*: As *protection* spells, but 10-ft. radius and 10 min./level.
- 4 *Order's Wrath*: Damages and dazes chaotic creatures.
- 5 *Dispel Chaos*: +4 bonus against attacks by chaotic creatures.
- 6 *Hold Monster*: As *hold person*, but any creature.
- 7 *Dictum*: Kills, paralyzes, slows, or deafens nonlawful subjects.
- 8 *Shield of Law*: +4 to AC, +4 resistance, and SR 25 against chaotic spells.
- 9 *Summon Monster IX**: Calls extraplanar creature to fight for you.

* Cast as a law spell only.

LUCK

Deities: Fharlanghn, Kord, Olidammara.

Granted Power: You gain the power of good fortune, which is usable once per day.

This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure.

You must take the result of the reroll, even if it's worse than the original roll.

Luck Domain Spells

- 1 *Entropic Shield*: Ranged attacks against you have 20% miss chance.
- 2 *Aid*: +1 on attack rolls, +1 against fear, 1d8 temporary hp +1/level (max +10).
- 3 *Protection from Energy*: Absorb 12 points/level of damage from one kind of energy.
- 4 *Freedom of Movement*: Subject moves normally despite impediments.
- 5 *Break Enchantment*: Frees subjects from enchantments, alterations, curses, and petrification.
- 6 *Mislead*: Turns you invisible and creates illusory double.
- 7 *Spell Turning*: Reflect 1d4+6 spell levels back at caster.
- 8 *Moment of Prescience*: You gain insight bonus on single attack roll, check, or save.
- 9 *Miracle*: Requests a deity's intercession.

MAGIC

Deities: Boccob, Vecna, Wee Jas.

Granted Power: Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level).

For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack.

Magic Domain Spells

- 1 *Nystul's Magic Aura*: Alters object's magic aura.
- 2 *Identify*: Determines properties of magic item.
- 3 *Dispel Magic*: Cancels magical spells and effects.
- 4 *Imbue with Spell Ability*: Transfer spells to subject.
- 5 *Spell Resistance*: Subject gains SR 12 + level.
- 6 *Antimagic Field*: Negates magic within 10 ft.
- 7 *Spell Turning*: Reflect 1d4+6 spell levels back at caster.
- 8 *Protection from Spells*: Confers +8 resistance bonus.
- 9 *Mordenkainen's Disjunction*: Dispel magic, disenchant magic items.

PLANT

Deities: Ehlonna, Obad-Hai.

Granted Powers: Rebuke or command plant creatures as an evil cleric rebukes or commands undead.

Use this ability a total number of times per day equal to 3 + your Charisma modifier.

This granted power is a supernatural ability.

Add Knowledge (nature) to your list of cleric class skills.

Plant Domain Spells

- 1 *Entangle*: Plants entangle everyone in 40-ft.-radius.
- 2 *Barkskin*: Grants +2 (or higher) enhancement to natural armor.

- 3 *Plant Growth*: Grows vegetation, improves crops.
- 4 *Command Plants*: Sway the actions of one or more plant creatures.
- 5 *Wall of Thorns*: Thorns damage anyone who tries to pass.
- 6 *Repel Wood*: Pushes away wooden objects.
- 7 *Animate Plants*: One or more trees animate and fight for you.
- 8 *Control Plants*: Control actions of one or more plant creatures.
- 9 *Shambler*: Summons 1d4+2 shambling mounds to fight for you.

PROTECTION

Deities: Corellon Larethian, St. Cuthbert, Fharlanghn, Garl Glittergold, Moradin, Yondalla.

Granted Power: You can generate a *protective ward* as a supernatural ability.

Grant someone you touch a resistance bonus equal to your cleric level on his or her next saving throw.

Activating this power is a standard action.

The *protective ward* is an abjuration effect with a duration of 1 hour that is usable once per day.

Protection Domain Spells

- 1 *Sanctuary*: Opponents can't attack you, and you can't attack.
- 2 *Shield Other*: You take half of subject's damage.
- 3 *Protection from Energy*: Absorb 12 points/level of damage from one kind of energy.
- 4 *Spell Immunity*: Subject is immune to one spell per four levels.
- 5 *Spell Resistance*: Subject gains SR 12 + level.
- 6 *Antimagic Field*: Negates magic within 10 ft.
- 7 *Repulsion*: Creatures can't approach you.
- 8 *Mind Blank*: Subject is immune to mental/emotional magic and scrying.
- 9 *Prismatic Sphere*: As *prismatic wall*, but surrounds on all sides.

STRENGTH

Deities: St. Cuthbert, Gruumsh, Kord, Pelor.

Granted Power: You can perform a feat of strength as a supernatural ability.

You gain an enhancement bonus to Strength equal to your cleric level.

Activating the power is a free action, the power lasts 1 round, and it is usable once per day.

Strength Domain Spells

- 1 *Enlarge Person*: Humanoid creature doubles in size.
- 2 *Bull's Strength*: Subject gains +4 to Str for 1 min./level.
- 3 *Magic Vestment*: Armor or shield gains +1 enhancement per four levels.
- 4 *Spell Immunity*: Subject is immune to one spell per four levels.
- 5 *Righteous Might*: Your size increases, and you gain combat bonuses.
- 6 *Stoneskin*: Ignore 10 points of damage per attack.
- 7 *Bigby's Grasping Hand*: Large hand provides cover, pushes, or grapples.
- 8 *Bigby's Clenched Fist*: Large hand provides cover, pushes, or attacks your foes.

- 9 *Bigby's Crushing Hand*: Large hand provides cover, pushes, or crushes your foes.

SUN

Deities: Ehlonna, Pelor.

Granted Power: Once per day, you can perform a greater turning against undead in place of a regular turning. The greater turning is like a normal turning except that the undead creatures that would be turned are destroyed instead.

Sun Domain Spells

- 1 *Endure Elements*: Exist comfortably in hot or cold environments.
- 2 *Heat Metal*: Make metal so hot it damages those who touch it.
- 3 *Searing Light*: Ray deals 1d8/two levels, more against undead.
- 4 *Fire Shield*: Creatures attacking you take fire damage; you're protected from heat or cold.
- 5 *Flame Strike*: Smite foes with divine fire (1d6/level damage).
- 6 *Fire Seeds*: Acorns and berries become grenades and bombs.
- 7 *Sunbeam*: Beam blinds and deals 4d6 damage.
- 8 *Sunburst*: Blinds all within 10 ft., deals 6d6 damage.
- 9 *Prismatic Sphere*: As *prismatic wall*, but surrounds on all sides.

TRAVEL

Deity: Fharlanghn.

Granted Powers: For a total time per day of 1 round per cleric level you possess, you can act normally regardless of magical effects that impede movement as if you were affected by the spell *freedom of movement*.

This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds).

This granted power is a supernatural ability.

Add Survival to your list of cleric class skills.

Travel Domain Spells

- 1 *Longstrider*: Increases your speed.
- 2 *Locate Object*: Senses direction toward object (specific or type).
- 3 *Fly*: Subject flies at speed of 60 ft.
- 4 *Dimension Door*: Teleports you short distance.
- 5 *Teleport*: Instantly transports you as far as 100 miles/level.
- 6 *Find the Path*: Shows most direct way to a location.
- 7 *Teleport, Greater*: As *teleport*, but no range limit and no off-target arrival.
- 8 *Phase Door*: Creates an invisible passage through wood or stone.
- 9 *Astral Projection*: Projects you and companions onto Astral Plane.

TRICKERY

Deities: Boccob, Erythnul, Garl Glittergold, Olidammara, Nerull.

Granted Power: Add Bluff, Disguise, and Hide to your list of cleric class skills.

Trickery Domain Spells

- 1 *Disguise Self*: Disguise own appearance.
- 2 *Invisibility*: Subject invisible 1 min./level or until it attacks.
- 3 *Nondetection*: Hides subject from divination, scrying.
- 4 *Confusion*: Subjects behave oddly for 1 round/level.
- 5 *False Vision*: Fools scrying with an illusion.
- 6 *Mislead*: Turns you invisible and creates illusory double.
- 7 *Screen*: Illusion hides area from vision, scrying.
- 8 *Polymorph Any Object*: Changes any subject into anything else.
- 9 *Time Stop*: You act freely for 1d4+1 rounds.

WAR

Deities: Corellon Larethian, Erythnul, Gruumsh, Heironeous, Hextor.

Granted Power: Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.

The favored weapons of the war deities are as follows; Corellon, longsword; Erythnul, morningstar; Gruumsh, spear (or longsword); Heironeous, longsword; Hextor, flail (light or heavy).

War Domain Spells

- 1 *Magic Weapon*: Weapon gains +1 bonus.
- 2 *Spiritual Weapon*: Magical weapon attacks on its own.
- 3 *Magic Vestment*: Armor or shield gains +1 enhancement per four levels.
- 4 *Divine Power*: You gain attack bonus, +6 to Str, and 1 hp/level.
- 5 *Flame Strike*: Smite foes with divine fire (1d6/level damage).
- 6 *Blade Barrier*: Wall of blades deals 1d6/level damage.
- 7 *Power Word Blind*: Blinds creature with 200 hp or less.
- 8 *Power Word Stun*: Stuns creature with 150 hp or less.
- 9 *Power Word Kill*: Kills creature with 100 hp or less.

WATER

Deity: Obad-Hai.

Granted Power: Turn or destroy fire creatures as a good cleric turns undead.

Rebuke, command, or bolster water creatures as an evil cleric rebukes undead.

Use these abilities a total number of times per day equal to 3 + your Charisma modifier.

This granted power is a supernatural ability.

Water Domain Spells

- 1 *Obscuring Mist*: Fog surrounds you.
- 2 *Fog Cloud*: Fog obscures vision.
- 3 *Water Breathing*: Subjects can breathe underwater.
- 4 *Control Water*: Raises or lowers bodies of water.
- 5 *Ice Storm*: Hail deals 5d6 damage in cylinder 40 ft. across.
- 6 *Cone of Cold*: 1d6/level cold damage.
- 7 *Acid Fog*: Fog deals acid damage.
- 8 *Horrid Wilting*: Deals 1d6/level damage within 30 ft.
- 9 *Elemental Swarm**: Summons multiple elementals.

* Cast as a water spell only.

RACES OF DESTINY (3.5)

CITY

Deities: Olidammara, Urbanus (see page 18).

Granted Power: Add Gather Information and Knowledge (local) to your list of cleric class skills.

City Domain Spells

- 1 *Rooftop Strider*: Move across uneven surfaces with ease.
- 2 *City Lights*: Absorb nearby light to release as blinding flare.
- 3 *Winding Alleys*: Trap foe in phantasmal maze.
- 4 *Commune with City*: Learn about city.
- 5 *Skyline Runner*: You can walk normally on any city surface.
- 6 *City Stride*: Teleport between two cities.
- 7 *Urban Shield*: City grants cover to you, not to enemies.
- 8 *City's Might*: Gain enhancement to Str and Con, damage reduction, while in city.
- 9 *Animate City*: City structures attack, slow down enemies.

DESTINY

Deities: Heironeous, Glautru (see page 75), Istus (see *Complete Divine*), Lyrus (see *Complete Warrior*), Vecna, Zarus (see page 19).

Granted Power: Once per day as an immediate action, you can grant a willing creature within 30 feet the ability to reroll an attack, save, ability check, or skill check.

You must be able to see the creature to be affected.

You cannot use this power on yourself.

This is a supernatural ability.

Destiny Domain Spells

- 1 *Omen of Peril*: You know how dangerous the future will be.
- 2 *Augury*: Learns whether an action will be good or bad.
- 3 *Delay Death*: Losing hit points doesn't kill subject.
- 4 *Bestow Curse*: -6 to an ability score; -4 to attack rolls, saves, and checks; or 50% chance of losing each action.
- 5 *Stalwart Pact*: Target gains combat bonuses automatically when reduced to half hit points or lower.
- 6 *Warp Destiny*: Reverse failed save or hit in combat.
- 7 *Bestow Curse, Greater*: As bestow curse, but more severe penalties.
- 8 *Moment of Prescience*: You gain insight bonus on single attack roll, check, or save.
- 9 *Choose Destiny*: Gain two chances for success on every action.

RACES OF THE DRAGON (3.5)

KOBOLD

Deities: Kurtulmak.

Granted Power: You can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. You can use the Disable Device skill to disarm magic traps.

A cleric with the Kobold domain who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with their party) without disarming it. Add Disable Device and Search to your list of cleric class skills.

Kobold Domain Spells

- 1 *Create Trap* (1): Creates a CR 1 trap.
 - 2 *Gnome Blight* (1): Cloud of itchy debilitating pollen sickens living creatures.
 - 3 *Fire Trap*: Opened object deals 1d4 damage +1/level.
 - 4 *Stone Sphere* (2): 5-ft. diameter stone sphere rolls over your enemies.
 - 5 *Transmute Rock to Mud*: Transforms two 10-ft. cubes per level.
 - 6 *Contingency*: Sets trigger condition for another spell.
 - 7 *Ironguard* (2): Subject becomes immune to all metal.
 - 8 *Maze*: Traps subject in extradimensional maze.
 - 9 *Transmute Rock to Lava* (2): Transforms one 10-ft. cube with subsequent fire damage and effects.
- (1) *Races of the Dragon*
(2) *Spell Compendium*

RACES OF THE WILD (3.5)

SKY

Deities: Duthila, Lliendil, Tuilviel Glithien.

Granted Power: Your fly speed (or glide speed) improves by 5 feet.

Add Spot to your list of cleric class skills.

Sky Domain Spells

- 1 *Raptor's Sight*: Gain +5 on Spot checks; range increment penalty halved.
- 2 *Summon Dire Hawk*: Summons dire hawk to serve you.
- 3 *Enduring Flight*: Carry medium loads at full fly speed; flight duration is doubled.
- 4 *Aerial Alacrity*: +30 ft. fly speed, +1 AC and Reflex saves while flying, maneuverability improves by one category.
- 5 *Control Winds*: Change wind direction and speed.
- 6 *Wind Walk*: You and your allies turn vaporous and travel fast.
- 7 *Reverse Gravity*: Objects and creatures fall upward.
- 8 *Mastery of the Sky*: Gain +2 on attack rolls and damage rolls while airborne; maneuverability becomes perfect; foes incur penalties against you.
- 9 *Summon Devoted Roc*: Summons powerful roc to serve you.

SANDSTORM (3.5)

NOBILITY

Deity: Tem-Et-Nu.

Granted Power: Once per day, you can inspire allies that hear you speak for 1 round.

Each such ally gains a +1 morale bonus on saving throws, attack rolls, ability checks, skill checks, and damage rolls. Using this spell-like ability is a standard action, and the effect lasts for a number of rounds equal to your Charisma modifier (minimum 1 round).

Nobility Domain Spells

- 1 *Divine Favor*: You gain +1 per three levels on attack and damage rolls.
- 2 *Enthrall*: Captivates all within 100 ft. + 10 ft./level.
- 3 *Magic Vestment*: Armor or shield gains +1 enhancement per four levels.
- 4 *Discern Lies*: Reveals deliberate falsehoods.
- 5 *Command, Greater*: As *command*, but affects one subject/level.
- 6 *Geas/Quest*: As *lesser geas*, plus it affects any creature.
- 7 *Repulsion*: Creatures can't approach you.
- 8 *Demand*: As *sending*, plus you can send *suggestion*.
- 9 *Storm of Vengeance*: Storm rains acid, lightning, and hail.

REPOSE

Deity: Anubis, Osiris.

Granted Power: You may use a death touch once per day.

You must succeed on a melee touch attack against a living creature (using the rules for touch spells).

When you touch, roll 1d6 per cleric level you possess.

If the total at least equals the creature's current hit points, it dies (no save).

The death touch is a supernatural ability that produces a death effect.

Repose Domain Spells

- 1 *Deathwatch*: Reveals how near death subjects within 30 ft. are.
- 2 *Gentle Repose*: Preserves one corpse.
- 3 *Speak with Dead*: Corpse answers one question/two levels.
- 4 *Discern Lies*: Reveals deliberate falsehoods.
- 5 *Command, Greater*: As *command*, but affects one subject/level.
- 6 *Undeath to Death*: Destroys 1d4 HD/level undead (max 20d4).
- 7 *Destruction*: Kills subject and destroys remains.
- 8 *Surelife*: Protects you from death due to hazards.
- 9 *Wail of the Banshee*: Kills one creature/level.

RUNE

Deities: Imhotep, Thoth.

Granted Power: Gain Scribe Scroll as a bonus feat.

Rune Domain Spells

- 1 *Erase*: Mundane or magical writing vanishes.
- 2 *Secret Page*: Changes one page to hide its real content.
- 3 *Glyph of Warding*: Inscription harms those who pass it.
- 4 *Explosive Runes*: Deals 6d6 damage when read.
- 5 *Planar Binding, Lesser*: Traps extraplanar creature of 6 HD or fewer until it performs a task.
- 6 *Glyph of Warding, Greater*: As *glyph of warding*, but up to 10d8 damage or 6th-level spell.
- 7 *Drawmij's Instant Summons*: Prepared object appears in your hand.
- 8 *Transcribe Symbol*: Safely moves an untriggered magical symbol to another location.
- 9 *Teleportation Circle*: Circle teleports any creature inside to designated spot.

SAND

Deity: Zoser.

Granted Power: Once per day, you can shape a small amount of sand into any solid object you can imagine, up to 8 cubic feet in volume.

You can shape one object or several, up to a number equal to your Wisdom bonus, as long as the total volume does not exceed 8 cubic feet.

You must make a special Wisdom check (d20 + your Wis modifier + 1/2 your cleric level) against a DC determined by the size and complexity of the item.

The item to be created has a base DC of 5, plus the modifiers on the table below.

Item Complexity	Modifier
Fine details	+2
Functioning tool	+2
Functioning armor/weapon	+5
Multiple parts	+5
Masterwork version	+10
Moving parts	+10

Each attempt to create an item requires a number of minutes equal to its DC.

You can take 10 or take 20 on this check.

Created items persist for 1 minute per cleric level, and can only be solid objects.

The objects created have no magical properties, though they radiate faint transmutation magic.

All items created in this fashion have hardness 5 and hit points as follows: Fine 1, Diminutive 2, Tiny 3, Small 5, Medium 8, Large 10.

Sand Domain Spells

1 *Waste Strider*: Move through waste without penalties.

2 *Black Sand*: Creates a 20-ft.-radius area of black sand.

3 *Haboob*: Swirling grit obscures vision, blows smaller creatures over, and deals nonlethal damage.

4 *Blast of Sand*: Cone deals 1d6 damage/level.

5 *Flaywind Burst*: Blows away and knocks down smaller creatures and deals 1d6 damage/level.

6 *Awaken Sand*: A region of sand forms into a Huge, sentient creature.

7 *Vitrify*: Melts sand into glass.

8 *Desert Binding*: Imprisons creature as sand in an hourglass or wind in the waste.

9 *Summon Desert Ally IX*: Calls dustform creature to fight.

SUMMER

Deities: Aurifar, Ishtar, Kikanuti, Solanil, Zoser.

Granted Power: You are considered a native of the waste for purposes of heat resistance (you have 1 level of protection).

During the summer season, you gain a +2 bonus on all Wisdom-based skill checks.

Summer Domain Spells

1 *Impede Sun's Brilliance*: Diminishes the heat and light of the sun in an area.

2 *Sunstroke*: Target takes 2d6 nonlethal damage and is fatigued.

3 *Protection from Dessication*: Absorb 10 points/level of dessication damage.

4 *Skin of the Cactus*: Grants natural armor, thorns, and resistance to dehydration.

5 *Unearthly Heat*: Target is subjected to unearthly heat for 1 round/level.

6 *Sunbeam*: Beam blinds and deals 4d6 damage.

7 *Control Weather*: Changes weather in local area.

8 *Sunburst*: Blinds all within 10 ft., deals 6d6 damage.

9 *Storm of Vengeance*: Storm rains acid, lightning, and hail.

THIRST

Deity: Azul.

Granted Power: Rebuke or command oozes as an evil cleric rebukes or commands undead.

Use this ability a total number of times per day equal to 3 + your Charisma modifier.

You also gain a +2 bonus on Constitution checks to resist dehydration.

Thirst Domain Spells

1 *Parching Touch*: One touch/level deals 1d6 damage and possibly 1 Con damage.

2 *Desiccate*: Deals 1d6/2 levels dessication damage and dehydrates living creature.

3 *Tormenting Thirst*: Subject is overwhelmed by thirst.

4 *Dispel Water*: Cancels water spells and effects or dismisses water creatures.

5 *Desiccate, Mass*: Desiccates several creatures.

6 *Symbol of Thirst*: Triggered rune overwhelms nearby creatures with thirst.

7 *Mephitis Mob**: Summons multiple mephitis.

8 *Horrid Wilting*: Deals 1d6 damage/level within 30 ft.

9 *Energy Drain*: Subject gains 2d4 negative levels.

* Dust, salt, or sulfur mephitis only.

SAVAGE SPECIES (3.0)

SUFFERING

Granted Power: You can use a *pain touch* once per day. Make a melee touch attack against a living creature, which bestows on that creature a -2 enhancement penalty to Strength and Dexterity for 1 minute on a successful attack. This spell-like ability does not affect creatures immune to critical hits.

Suffering Domain Spells

1 *Bane*

2 *Endurance*

3 *Bestow curse*

4 *Enervation*

5 *Feeblemind*

6 *Harm*

7 *Eyebite* (sicken effect only)

8 *Symbol* (pain effect only)

9 *Horrid wilting*

STORMWRACK (3.5)

BLACKWATER

Deities: Blibdoolpoolp, Sekolah, Yeathan

Granted Power: You are immune to pressure damage from descending into even the greatest of oceanic depths.

Blackwater Domain Spells

- 1 *Cause Fear*: One creature of 5 HD or less flees for 1d4 rounds.
- 2 *Pressure Sphere**: Water pressure deals 4d6 damage to submerged targets.
- 3 *Evard's Black Tentacles*: Tentacles grapple all within 20-ft. spread.
- 4 *Transformation of the Deep**: Grant water breathing, darkvision, and pressure immunity to one creature/3 levels.
- 5 *Blackwater Tentacle**: Create blackwater tentacle that attacks your foe.
- 6 *Blackwater Taint**: Desecrate water, deal 1d6/2 levels negative energy damage, bestow a negative level.
- 7 *Dark Tide**: Infuse water over a large area with negative energy, causing weakness and 1d6 damage/hour.
- 8 *Maelstrom**: Conjures a deadly whirlpool to suck in and batter foes.
- 9 *Doom of the Seas**: Summons a fiendish kraken under your command.

* New spell described in this chapter.

OCEAN

Deities: Aventernus, Deep Sashelas, Ishtishia, Umberlee, Valkur, Whale Mother

Granted Power: You have the supernatural ability to breathe water as if under the effect of a *water breathing* spell, for up to 10 rounds per level.

This effect occurs automatically as soon as it becomes applicable and lasts until the duration expires or the effect is no longer needed.

This duration need not be consecutive; it can be used in increments as small as 1 round.

Ocean Domain Spells

- 1 *Endure Elements*: Exist comfortably in hot or cold environments.
- 2 *Sound Burst*: Deals 1d8 sonic damage to subjects; might stun them.
- 3 *Water Breathing*: Subjects can breathe underwater.
- 4 *Freedom of Movement*: Subject moves normally despite impediments.
- 5 *Wall of Ice*: Creates wall with 15 hp +1/level, or hemisphere can trap creatures inside.
- 6 *Otiluke's Freezing Sphere*: Freezes water or deals cold damage.
- 7 *Waterspout**: Water rises up into a whirling vortex that deals 3d8 damage and sucks creatures in.
- 8 *Maelstrom**: Conjures a deadly whirlpool to suck in and batter foes.
- 9 *Elemental Swarm**: Summons multiple water elementals.

* New spell described in this chapter.

SEAFOLK

Deities: Aventernus, Eadro, Whale Mother

Granted Power: You gain Expert Swimmer or Rapid Swimming (your choice) as a bonus feat.

Seafolk Domain Spells

- 1 *Quickswim**: Your swim speed increases by 10 ft.
- 2 *Fins to Feet**: Transforms tails, tentacles, or finned extremities into humanoid legs and feet.

3 *Scales of the Sealdord**: Add 10 ft. to swim speed or gain swim speed of 15 ft.; add natural armor bonus +1/3 levels.

4 *Siren's Call**: Compel one creature/2 levels to submerge itself.

5 *Commune with Nature*: Learn about terrain for 1 mile/level.

6 *Airy Water**: Turn normal water into a breathable substance; negate underwater movement and melee attack penalties.

7 *Megalodon Empowerment**: Gain scent, water breathing, swim speed for 1 hour/level.

8 *Depthsurge**: Water slam deals 2d6 + caster level damage to all within 20-ft. radius, pushes targets back, sinks ships.

9 *Foresight*: Sixth sense warns of impending danger.

* New spell described in this chapter.

STORM

Deities: Ishtishia, The Mockery, Procan, Umberlee

Granted Power: You gain resistance to electricity 5.

Storm Domain Spells

- 1 *Entropic Shield*: Ranged attacks against you have 20% miss chance.
- 2 *Gust of Wind*: Blows away or knocks down smaller creatures.
- 3 *Call Lightning*: Calls down lightning bolts (3d6 per bolt) from sky.
- 4 *Sleet Storm*: Hampers vision and movement.
- 5 *Ice Storm*: Hail deals 5d6 damage in cylinder 40 feet across.
- 6 *Call Lightning Storm*: As call lightning, but 5d6 damage per bolt.
- 7 *Control Weather*: Changes weather in local area.
- 8 *Whirlwind*: Cyclone deals damage and can pick up creatures.
- 9 *Storm of Vengeance*: Storm rains acid, lightning and hail.

UNAPPROACHABLE EAST (3.5)

BLIGHTBRINGER

Deity: Talona.

Granted Power: Rebuke or command blightspawned creatures and evil-aligned animals or plants as an evil cleric rebukes undead.

You may use this ability a number of times per day equal to 3 + your Charisma modifier.

This is a supernatural ability.

Blightbringer Prestige Domain Spells

- 1 *Hold animal*
- 2 *Snilloc's snowball swarm*
- 3 *Contagion*
- 4 *Fear*
- 5 *Cone of cold*
- 6 *Finger of death*
- 7 *Command plants*
- 8 *Horrid wilting*
- 9 *Energy drain*

UNDERDARK (3.5)

9 Drown, Mass: As *drown*, but affects 1/level subjects.

BALANCE

Deities: Grumbar, Oghma, Ubtao, Waukeen.

Granted Power: Once per day, as a free action, you may add your Wisdom modifier to your Armor Class. This bonus lasts for 1 round per cleric level.

Balance Domain Spells

- 1 *Make Whole*: Repairs an object.
- 2 *Calm Emotions*: Calms creatures, negating emotion effects.
- 3 *Clarity of Mind*: Grants +4 bonus on saves against charm, compulsion, and glamor spells; reduces glamor miss chance by 10%.
- 4 *Dismissal*: Forces a creature to return to native plane.
- 5 *Sanctuary, Mass*: One touched creature/2 levels can't be attacked, and can't attack.
- 6 *Banishment*: Banishes 2 HD/level of extraplanar creatures.
- 7 *Word of Balance*: Kills, paralyzes, weakens, or nauseates nonneutral creatures.
- 8 *Protection from Spells*: Confers +8 resistance bonus.
- 9 *Weighed in the Balance*: Harms or heals creatures within 30 feet of you.

PORTAL (ALTERNATIVE)

Deities: Eilistraee, Shaundakul.

Granted Power: You gain Portal Sensitive as a bonus feat.

Portal Domain (Alternative) Spells

- 1 *Portal Stabilization*: Stabilize malfunctioning *portal* for 1 min./level.
- 2 *Analyze Portal*: Find and study *portals* in your area.
- 3 *Portal View*: Turns target *portal* transparent.
- 4 *Dimension Door*: Teleports you short distance.
- 5 *Portal Barricade*: Closes *portal* and prevents it from functioning for 1 hour/level.
- 6 *Portal-to-Portal Redirect*: Changes destination of *portal* for 1 hour/level.
- 7 *Etherealness*: Travel to Ethereal Plane with companions.
- 8 *Portal Reformat*: Removes or adds one or more keys to *portal*.
- 9 *Gate*: Connects two planes for travel or summoning.

WATERY DEATH

Deities: Blibdoolpoolp, Umberlee.

Granted Power: You gain the ability to *smite* any nonaquatic creature once per day with one normal melee attack.

You add your Wisdom bonus to your attack roll and deal 1 extra point of damage per divine spellcaster level.

Watery Death Domain Spells

- 1 *Entangle*: Plants entangle everyone in 40-ft. radius.
- 2 *Mark of the Outcast*: Subject takes -5 penalty on Bluff and Diplomacy checks and -2 penalty to AC.
- 3 *Control Water*: Raises or lowers bodies of water.
- 4 *Rushing Waters*: Wave makes bull rush attack.
- 5 *Dehydrate*: Deals Con damage to target.
- 6 *Drown*: Target immediately begins to drown.
- 7 *Contagious Fog*: 30-ft.-radius cloud of fog inflicts disease.
- 8 *Horrid Wilting*: Deals 1d6/level damage within 30 ft.

DRACONIC INVOCATIONS

DRAGON MAGIC (3.5)

LEAST

AQUATIC ADAPTATION

Least; 2nd

When you use this invocation, you gain the ability to breathe underwater.

You also gain a swim speed equal to your base land speed.

Your breath weapon functions normally underwater regardless of its effect.

The invocation's effect lasts 24 hours.

BEGUILING INFLUENCE

Least; 2nd

You can invoke this ability to beguile and bewitch your foes.

You gain a +6 bonus on Bluff, Diplomacy, and Intimidate checks for 24 hours.

BREATH OF THE NIGHT

Least; 1st

A misty cloud of fog spreads in a 20-foot radius around you, as the spell *fog cloud* (PH 232).

The fog does not block line of sight, but all creatures in the fog have concealment.

A moderate wind or any fire larger than a torch immediately disperses the fog.

Otherwise, the fog disperses on its own after 1 minute.

DARKNESS

Least; 2nd

You can create magical darkness, as the *darkness* spell (PH 216).

DEAFENING ROAR

Least; 2nd

You utter a loud roar that fills a 30-foot cone.

All creatures within this area that fail a Fortitude save become deafened for 1 hour.

DRACONIC KNOWLEDGE

Least; 2nd This invocation gives you access to the great ancestral memories of dragonkind.

You gain a +6 bonus on Knowledge and Spellcraft checks for a period of 24 hours, and such checks are treated as though you are trained even if you have no ranks in the skill.

ENDURE EXPOSURE

Least; 3rd

With a touch, you grant a creature (or yourself) the ability to withstand hot or cold environments as if affected by the *endure elements* spell (PH 226).

In addition, the target is immune to any effects of your breath weapon.

This invocation's effect lasts for 24 hours.

MAGIC INSIGHT

Least; 2nd

You can use *detect magic* as the spell (PH 219).

While the invocation is active, you can end the effect as a full-round action to determine all properties of a single touched item (as the *identify* spell, PH 243, but with no components required).

SCALDING GUST

Least; 2nd

You create a strong blast of wind (as the *gust of wind* spell, PH 238, except that the duration is instantaneous).

Any creature within the effect takes 1 point of fire damage per caster level, regardless of whether it succeeds on the Fortitude save to avoid the gust.

SEE THE UNSEEN

Least; 2nd

You grant yourself great powers of vision, allowing you to see invisible creatures and objects, as the *see invisibility* spell (PH 275).

You also gain darkvision out to 60 feet for 24 hours.

LESSER

CHARM

Lesser; 4th

You can beguile a creature within 60 feet.

The creature must succeed on a Will save or instantly regard you as its comrade.

This is a language-dependent ability.

Other than these differences, this ability works as the *charm monster* spell (PH 209).

You can never have more than one target *charmed* at a time with this ability.

If a second creature is *charmed*, you lose your hold on the first creature.

DRACONIC FLIGHT

Lesser; 3rd

When you use this invocation, you sprout spectral wings resembling those of a dragon.

You can fly at a speed equal to your land speed with good maneuverability for 24 hours.

Your wings allow you to cover overland distances with great endurance; you gain a +4 bonus on Constitution checks made to avoid nonlethal damage from a forced march.

ENERGY RESISTANCE

Lesser; 3rd

You gain resistance 10 to acid, cold, electricity, fire, or sonic damage for 24 hours.

Choose the energy type when you use the invocation.

If you use this invocation again while the first duration is still active, the new resistance replaces the old one.

ENTHRALLING VOICE

Lesser; 6th

Your speech causes all enemies within a 40-foot radius of you who fail a Will save to become *fascinated*.

To be affected, targets must have Hit Dice equal to or less than your caster level and must be able to hear you, but you need not share a common language.

Affected targets remain *fascinated* for as long as you continue to speak and concentrate on the effect (up to a maximum of 1 round per level), plus 5 rounds thereafter. Even after the effect ends, any creature that failed its Will save regards you in a better light than it did previously. Its attitude to you is adjusted one step toward friendly (see *Influencing NPC Attitudes*, PH 72) for the next 24 hours. Multiple uses of this invocation do not further adjust the attitude.

This is a mind-affecting effect.

FRIGHTFUL PRESENCE

Lesser; 3rd

In any round in which you attack or use your breath weapon, you can use this invocation as a swift action.

Any enemies within 30 feet of you who fail a Will save become shaken for 10 minutes.

This is a mind-affecting fear effect.

Dragons and other creatures immune to the frightful presence of dragons are likewise immune to this invocation.

HUMANOID SHAPE

Lesser; 3rd

You can assume any humanoid form, as the change shape special ability (MM 306).

You can remain in the form for up to 24 hours or until you take a standard action to assume a new form or return to your natural form.

VOIDSENSE

Lesser; 4th

You sharpen your hearing and sight, gaining blindsense out to 30 feet for 24 hours.

VORACIOUS DISPELLING

Lesser; 4th

You can use *dispel magic* as the spell (PH 223).

Any creature with an active spell effect dispelled by this invocation takes 1 point of damage per level of the spell effect (no save).

WALK UNSEEN

Lesser; 2nd

You gain the ability to fade from view.

You can use *invisibility* (self only) as the spell (PH 245), except that the duration is 24 hours.

GREATER

AURA OF FLAME

Greater; 6th

You become wreathed in an aura of orange fire, which gives off light equivalent to a torch.

Any creature striking you with a natural weapon or a nonreach melee weapon takes a number of points of fire damage equal to your caster level.

If the attacker has spell resistance, it applies to this effect.

BALEFUL GEAS

Greater; 6th

You place a magical command on a living creature to carry out a service or to refrain from an action or course of activity, as you desire.

The creature's Hit Dice must be no more than your class level.

Twenty-four hours after the target becomes affected by this invocation, it takes 1d4 points of Strength damage; this damage repeats every 24 hours thereafter.

If the target's Strength is reduced to 0, the invocation immediately ends.

Creatures immune to Strength damage instead take 2d4 points of damage every 24 hours.

This invocation otherwise functions as the *geas/quest* spell (PH 234).

CHILLING FOG

Greater; 6th

You create a cold magical fog, as the *solid fog* spell (PH 281).

Each creature within the area takes 2d6 points of cold damage at the start of its turn.

You can have only one *chilling fog* in place at a time; creating a second *chilling fog* automatically dismisses any *chilling fog* you previously created.

DEVOUR MAGIC

Greater; 6th

You can deliver a targeted *greater dispel magic* (PH 223) with your touch, gaining 5 temporary hit points for each spell level dispelled.

For example, if you successfully dispel a *wall of ice*, you gain 20 temporary hit points.

These temporary hit points fade after 1 minute and do not stack with other temporary hit points.

If you devour a new spell, you can replace the old temporary hit points with the hit points gained from the more recent spell, thus resetting the duration.

You cannot devour your own invocations.

DRACONIC TOUGHNESS

Greater; 5th

You gain temporary hit points equal to your caster level.

These hit points last for 24 hours or until you use the invocation again (in which case any remaining temporary hit points are replaced by the new value).

TERRIFYING ROAR

Greater; 5th

You utter a powerful roar that fills a 30-foot cone. All creatures within the area whose Hit Dice are equal to or less than your caster level become panicked for 1 round. Any creature that succeeds on a Will save is shaken for 1 round instead, during which time it cannot make a melee or ranged attack against you, nor target you with a spell or other effect. This is a mind-affecting fear effect.

WINGSTORM

Greater; 5th

You must have either *draconic flight* or *greater draconic flight* active in order to use this invocation. Your spectral wings create a storm of winds around you, pushing away and knocking down nearby creatures. All creatures within 20 feet of you are pushed away until they are at least 25 feet away and then knocked prone. A successful Fortitude save negates the effect; creatures more than one size category larger than you are immune. If an affected creature encounters an obstacle (such as a wall or another creature), both it and the obstacle each take 2d6 points of damage (as if they had fallen 20 feet).

DARK

DRACONIC FLIGHT, GREATER

Dark; 7th

As *draconic flight*, except that your fly speed is 30 feet faster than your land speed, and your maneuverability is perfect.

ENERGY IMMUNITY

Dark; 8th

You gain immunity to acid, cold, electricity, fire, or sonic damage for 24 hours.

Choose the energy type when you use the invocation.

If you use this invocation again while the first duration is still active, the new immunity replaces the old one.

INSTILL VULNERABILITY

Dark; 7th

You imbue a single creature within 30 feet with vulnerability to a particular type of energy (acid, cold, electricity, fire, or sonic).

A successful Fortitude save negates the effect; creatures that have immunity to the chosen energy type automatically succeed on the saving throw to resist this effect.

The vulnerability lasts for 24 hours or until you use the invocation on the creature a second time, in which case the first effect ends and the new vulnerability and duration take effect.

PERILOUS VEIL

Dark; 7th

You instantly change the appearance of one or more subjects, as the *veil* spell (PH 298).

Any creature that succeeds on a Will save to disbelieve (and thus see through) the glamor takes 5d6 points of damage.

Spell resistance applies against this secondary effect.

EPIC SPELLS

BOOK OF EXALTED DEEDS (3.5)

TRANSMUTATION

CHANNEL CELESTIAL PARAGON

Transmutation [Good]

Spellcraft DC: 28 (see text)

Components: V, S, F, Abstinence, Sacrifice

Casting Time: 10 minutes

Range: Touch

Target: You and 3–5 willing creatures and 1 willing celestial paragon

Duration: 20 rounds (D)

Saving Throw: Will negates (see text)

Spell Resistance: Yes (see text)

To Develop: 252,000 gp; 6 days; 10,080 XP (see text).

Seeds: Summon (DC 14, +36 DC for minimum CR 20, +60 DC for unique individual), Transform (DC 21, +5 DC for transformation into outsider, +25 DC for transformation into specific creature, +22 DC for minimum 26 HD).

Factors: Dismissible by caster (+2 DC), up to five additional targets (+50 DC).

Mitigating factors: Increase casting time by 9 minutes (–18 DC), abstinence component (–15 DC), sacrifice component (–120 DC), one additional caster contributing a 9th-level spell slot (–17 DC), channeling rather than summoning (ad hoc –20 DC), major artifact required as focus (ad hoc –20 DC).

By means of this mighty epic spell, you channel the power of a celestial paragon through you body and at least 3 (but no more than 5) of your allies.

The spell effect is similar to that of the *channel greater celestial* sanctified spell.

However, one mortal form cannot easily contain the power of a celestial paragon without the aid of a deity.

Instead, the paragon's power is divided up among the participants in the spell.

Each willing mortal participant in the spell gains certain attributes of the paragon, while other abilities of the paragon are divided up among the participants.

- Each participant gains the ability scores listed on Table 7–1 or retains his own ability scores, whichever are higher. An increase in Intelligence does not grant extra skill points.

- Each participant gains a natural armor bonus, deflection bonus, and insight bonus to AC, as shown on Table 7–1.

- Each participant gains damage reduction and spell resistance, as shown on Table 7–1.

- Each participant gains a singular spell-like ability, usable at will unless otherwise indicated on Table 7–1.

- Participants channeling a paragon of the Celestial Hebdomad (Barachiel, Domiel, Erathaol, Pistis Sophia, Raziel, Sealtiel, or Zaphkiel) gain the archon subtype.

- Participants channeling a paragon of the Five Companions (Bharrai, Kharash, Manath, Sathia, Talisid, or Vhara) gain the guardinal subtype.

- Participants channeling a paragon of the Court of Stars (Faerinaal, Gwynharwyf, or Morwel) gain the eladrin subtype.

- As a move action, each participant can use *greater teleport* at will (caster level 14th), except that it can transport only himself and up to 100 pounds of objects.

- Each participant can speak with any creature that has a language, as though using a *tongues* spell cast by a 20th-level cleric.

This ability is always active.

Each participant in the spell must be willing, must meet the abstinence components detailed below, and must have the same alignment as the paragon.

The Spellcraft DC and cost to develop specified above are for the simplest version of the spell, which summons Manath, one of the five guardinal Companions.

Channeling a more powerful celestial paragon entails a higher DC and a higher cost, as shown on Table 7–2.

TABLE 7-1: CHANNEL CELESTIAL PARAGON CONFERRED QUALITIES

Channeled Paragon	—Conferred Ability Scores—						Natural AC Bonus	Deflection Bonus	Insight Bonus	Damage Reduction	SR	Special Ability ¹
	Str	Dex	Con	Int	Wis	Cha						
Barachiel	22	29	22	22	15	24	+7	+9	+5	15/evil	32	Crown of brilliance ² (Sp)
Bharrai	28	22	24	25	24	25	+15	+10	+9	20/evil and silver	37	Holy word (Sp)
Dorniel	23	15	25	23	23	30	+7	+12	+9	15/evil	35	Finger of death (Sp)
Erathaol	23	15	25	31	25	23	+12	+9	+10	15/evil	33	Moment of prescience (Sp)
Faerinaal	19	23	22	32	22	27	+20	+6	+10	20/evil and cold iron	43	Scintillating pattern (Sp)
Gwynharwyf	30	20	25	18	18	24	+12	+9	+9	20/evil and cold iron	39	+10 ft. land speed (Ex)
Kharash	32	27	24	21	23	20	+5	+7	+9	15/evil and silver	32	Find the path (Sp)
Manath	28	24	21	17	24	23	+6	+9	+9	10/evil and silver	30	Suggestion (Sp)
Morwel	17	21	23	30	25	34	+20	+10	+12	25/evil and cold iron	45	Time stop (Sp)
Pistis Sophia	16	24	27	22	32	24	+8	+9	+13	20/evil	34	Improved evasion (Ex)
Raziel	33	24	29	23	23	17	+8	+6	+9	20/evil	41	Last judgment ² (Sp)
Sathia	23	26	23	24	25	25	+8	+10	+10	20/evil	39	Lightning bolt 3/day (Sp)
Sealtiel	25	17	34	25	28	25	+16	+10	+11	25/evil	43	Earthquake (Sp)
Talisid	38	34	24	16	17	20	+18	+7	+6	30/evil and silver	45	Heal (Sp)
Vhara	34	18	27	21	23	23	+11	+9	+9	15/evil and silver	36	Slow 3/day (Sp)
Zaphkiel	35	18	25	25	25	29	+23	+12	+10	30/evil	45	Discern location at will (Sp)

1 Either an extraordinary, spell-like, or supernatural ability. Abilities are usable once per day unless stated otherwise. Spell-like and supernatural abilities have an effective caster level of 20th.

2 New spell described in Chapter 6 of this book.

TABLE 7-2: CHANNEL CELESTIAL PARAGON COSTS

Celestial Paragon	DC	gp	Days	XP
Manath	28	252,000	6	10,080
Erathaol	42	378,000	8	15,120
Dorniel	44	396,000	8	15,840
Kharash	46	414,000	9	16,560
Barachiel	46	414,000	9	16,560
Pistis Sophia	46	414,000	9	16,560
Vhara	48	432,000	9	17,280
Bharrai	54	486,000	10	19,440
Sathia	56	504,000	11	20,160
Gwynharwyf	58	522,000	11	20,880
Raziel	64	576,000	12	23,040
Faerinaal	66	594,000	12	23,760
Sealtiel	70	630,000	13	25,200
Morwel	70	630,000	13	25,200
Zaphkiel	70	630,000	13	25,200
Talisid	76	684,000	14	27,360

This ritual spell requires one other spellcaster, who must contribute an unused 9th-level spell slot to the casting and who must be one of the targets of the spell.

You can add additional spellcaster participants, each contributing a 9th-level spell slot and reducing the spell DC by 17, to a minimum DC of 28.

Focus: You must have a major artifact of good alignment, such as the *Regalia of Good* (see Chapter 6 for a description of this item).

Abstinence Component: You and each willing participant must abstain from intoxicants and stimulants for one week before casting this spell.

You and each willing participant must not be the subject of any other spell at the time you cast this spell.

You and each willing participant must not be suffering from any ability damage, ability drain, or energy drain at

the time you cast this spell, including the effects of any previously cast sanctified spell.

Sacrifice: You and each willing participant in the spell each lose one experience level.

CHAMPIONS OF RUIN (3.5)

EVOCATION

CATARACT OF FIRE

Evocation [Fire]

Spellcraft DC: 204

Components: V, S, M

Casting Time: 1 minute

Range: 0 ft.

Area: 300-ft.-radius cylinder, 2,000 ft. tall; see text

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Development: 1,836,000 gp, 37 days, 73,440 XP; Seeds: energy (DC 19), destroy (DC 29); Factors: increased damage die (+40), increased damage (+70), cylinder (+2), increase area (+18), maximized (+28); Mitigating factor: personal (–2) This spell is similar to the *flame strike* spell, in that a pillar of magical fire descends upon the target.

The difference is the size and destructive power of the spell, and its magical source.

A *cataract of fire* delivers 500 points of damage, equally divided between elemental fire and raw magical energy, to everything within a 300-foot radius centered on the spellcaster, 250 points of damage to everything outside the

300-foot radius but within a 600-foot radius, and 100 points of damage to everything else out to a quarter-mile.

The pillar reaches well into the clouds and can be used to harm flying creatures.

The nature of the spell grants the spellcaster immunity to the magical damage but not the fire damage.

A successful Reflex saving throw halves the damage.

The magical energy affects even magical matter, energy fields, and force effects that are normally only affected by a *disintegrate* spell, such as *Bigby's forceful hand*, *wall of force*, *globe of invulnerability*, and *antimagic field*.

Such effects are automatically destroyed.

Material Component: A bronze gong, which is struck when the spell is complete.

The gong is consumed in the resulting conflagration.

DILUVIAL TORRENT

Evocation [Water]

Spellcraft DC: 204

Components: V, S, M

Casting Time: 1 minute

Range: 0 ft.

Area: 20-ft.-radius cylinder of water, 100 ft. tall, drops from a height of 200 ft.; see text

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Development: 1,836,000 gp, 37 days, 73,440 XP; Seeds: *energy* (DC 19), *destroy* (DC 29), Factors: increased damage die (+40), increased damage (+70), cylinder (+2), increase area (+18), maximized (+28); Mitigating factor: personal (–2) This spell is similar to the *cataract of fire* spell, except that a cylinder of magical water drops upon the target area.

A *diluvial torrent* delivers 500 points of damage, equally divided between physical damage and damage from raw magical energy, to everything within a 100-foot radius centered on the spellcaster, 250 points of damage to everything outside the 100-foot radius but within a 300-foot radius, and 100 points of damage to everything else out to 750 feet.

The nature of the spell grants the spellcaster immunity to the magical damage but not the physical damage.

A successful Reflex saving throw halves the damage.

At the DM's discretion, creatures surviving the initial impact of 628,000 cubic feet of water might also be subject to drowning and/or being swept away by the resulting flood.

Material Component: A silver gong, which is struck when the spell is complete.

The gong is consumed in the resulting torrent.

NECROMANCY

AUMVOR'S SOULSHATTER

Necromancy

Spellcraft DC: 51

Components: V, S

Casting Time: 1 minute

Range: 300 ft.

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

To Develop: 357,000 gp; 8 days; 14,280 XP.

Seeds: *slay* (DC 25), *animate dead* (DC 23).

Factors: creating a ghost (+8).

Mitigating factors: seed within specialist school (–5).

For any one living creature within range, you separate soul from its body.

The target is entitled to a DC 51 Fortitude save to survive the attack.

If the save is successful, the creature instead takes 3d6+20 points of damage.

If the save is failed, the subject's soul is dead and passes on to the afterlife, but the body remains alive.

After the successful casting of this spell, the body of the creature can then be possessed (as by a *magic jar* spell) or dominated (as by a *dominate person* spell) without resistance (automatic saving throw failure).

The body retains the physical characteristics (Strength, Dexterity, Constitution, skills based on those abilities, and extraordinary abilities) of the departed soul but otherwise reflects the abilities and skills of the possessor or dominator.

If not possessed or dominated, the body lies dormant—alive, but lacking an animating force.

The soul can be returned to the body by means of a *raise dead* or *resurrection* spell at any time.

The passage of time has no effect on the success of either spell, assuming the body is still alive.

BONFIRE OF INSANITY (RITUAL)

Necromancy [Chaotic, Evil, Vile]

Spellcraft DC: 217

Components: V, S, M

Casting Time: 10 minutes

Range: 1-mile radius

Duration: Instantaneous

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

Development: 1,953,000 gp, 39 days, 78,120 XP; Seeds: *animate dead* (DC 23), *slay* (DC 25); Factors: area effect (+15) to 20-ft. radius (+2) increased 800% (+32), additional 160 HD (+160); Mitigating factors: increase casting time (–20), ghouls (–10), uncontrolled undead (–10)

A bonfire is built of human bones and burned during a rainstorm while this spell is cast.

The smoke from the fire rises up and mingles with the rain clouds, filling them with vile power.

As the tainted water rains down and soaks the ground, up to sixty corpses within range rise up as ghouls.

Even skeletal remains are affected.

The corpses receive no saving throw against the spell's effects, not even if they are buried in consecrated ground.

Humanoids (including the spellcasters) of up to 80 HD that are touched by the vile rain must make a Fortitude saving throw or be afflicted with a magical disease that turns them into flesh-starved ghouls within 24 hours.

The disease is resistant to all forms of magical healing less powerful than a *heal* spell.

The total Hit Dice worth of undead created from this spell, both from corpses and living creatures, is 180.

The spell does not grant the spellcaster any ability to control the undead created by the spell.

These undead can be commanded, rebuked, or turned normally.

Material Component: A bonfire, at least 10 feet in diameter, made out of the remains of at least twenty humanoids. These remains are destroyed by the fire and are unaffected by the vile rain.

HORRENDOUS DESSICATION

Necromancy

Spellcraft DC: 118

Components: V, S, M

Casting Time: 1 minute

Range: Personal

Area: 300-ft.-radius/level centered on the spellcaster

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

Development: 1,062,000 gp, 22 days, 42,480 XP; Seeds: *transport* (DC 27); Factors: interplanar (+4), unwilling target (+4), area effect (+2), increase area (+16), area level dependent (+25), damage/volume level dependent (+25), augment minor magic item $\times 10$ (+40); Mitigating factor: loss of limb (–25)

This spell causes everything within the area to become desiccated—withering plants, mummifying flesh, drying up pools and ponds, and turning lush land to dust.

Any living thing, not including the spellcaster, within the area takes 40 points of dessication damage per spellcaster level.

The spell also absorbs 1,000 pounds (120 gallons) of water per caster level from any standing or moving body of water. Casting this spell permanently withers one of the spellcaster's limbs.

Material Component: One application of *dust of dryness*.

NECROMANTIC SINGULARITY

Necromancy [Death]

Spellcraft DC: 119

Components: V, S, M

Casting Time: 1 minute

Range: 300 ft.

Area: 1-mile radius

Duration: Instantaneous

Saving Throw: No

Spell Resistance: Yes

Development: 1,071,000 gp, 22 days, 42,840 XP; Seeds: *slay* (DC 25); Factors: increase HD (+96), target to area (+10), area radius (+2), increase area (+36); Mitigating factor: destroy minor artifact (–50)

This powerful spell brings into being a short-lived conduit between the Material Plane, the magical Weave, and the Negative Energy Plane, allowing undiluted negative energy to spew into the world.

The energy instantly slays up to 1,000 HD worth of living creatures.

The spell kills creatures one at a time, in order of proximity to the singularity, until all 1,000 HD are accounted for.

Material Components: A *sphere of annihilation*.

The sphere is destroyed by the spell.

TRANSMUTATION

AUMVOR'S FRAGMENTED PHYLACTERY

Transmutation

Spellcraft DC: 30

Components: V, S

Casting Time: 1 minute

Range: Touch

Target: One or more objects, including the caster's phylactery

Duration: Permanent

Saving Throw: None

Spell Resistance: No

To Develop: 210,000 gp; 5 days; 8,400 XP.

Seeds: *transform* (DC 21), *ward* (DC 14).

Mitigating factors: field specialization (–5).

This spell can only be cast by a lich.

It either separates the lich's phylactery into multiple objects or expands the phylactery to include multiple objects, as determined by the spellcaster.

The number of such objects can be no greater than the caster's modifier for its spellcasting ability (Charisma for a sorcerer, Intelligence for a wizard).

Thereafter, destroying the lich's phylactery requires the destruction of the whole set of objects that comprise the phylactery.

As long as at least one such object of the set exists, the caster cannot be permanently killed.

This spell can be cast repeatedly on a phylactery or part thereof.

Each time it is cast, the number of objects that comprise the lich's phylactery can be increased by an amount equal to the caster's modifier for its spellcasting ability.

DRAGONS OF FAERÛN (3.5)

ENCHANTMENT

DRACORAGE MYTHAL

Enchantment (Compulsion) [Mind-Affecting]

Spellcraft DC: 59

Components: V, S, Ritual, XP

Casting Time: 10 days, 20 min.

Range: 30 ft.

Area: All Faerûn

Duration: Permanent (see text)

Saving Throw: Special (see text)

Spell Resistance: No

To Develop: 531,000 gp; 11 days; 41,240 XP, Seed: *mythal* (DC 25).

Component cost: wisdom damage, medium prevalent power keyed to dragons (+40 DC); hostility, major prevalent power keyed to dragons (+100 DC); rage, medium prevalent power keyed to dragons (+40 DC); arointed fear effects during rage, keyed to dragons (+15 DC); arointed charm effects during rage, keyed to dragons (+15 DC).

Factors: contingent on.

appearance of King-Killer Star (+25 DC), change area to all Faerûn with intermittent frequency (+925 DC).

Mitigating factors: capstone (−20), increase casting time by 10 minutes (−20 DC), increase casting time by 10 days (−20 DC), burn 20,000 XP (−200 DC), 6 additional casters contributing epic-level spell slots (−114 DC), 6 additional casters contributing 9th-level slots (−102), 13 casters die with no resurrection possible (−650 DC).

The Rage of Dragons is the result of an elven high magic effect cast millennia ago in the far northern reaches of Faerûn in an ancient observatory built to track the wanderings of the King-Killer Star. The Fair Folk created the mythal to undermine the rule of dragons, but mitigated its effects by binding it to the King-Killer Star, thereby preventing the Dracorage from completely overwhelming the other kingdoms of Faerûn.

When the King-Killer Star becomes visible in the Realms (which happens in localized areas of roughly 250,000 square miles every several decades and across all of Faerûn about every 300 years), it causes all the dragons (including creatures with the dragonblood subtype) in the affected areas to gradually become more reckless and agitated and eventually devolve into rampaging monsters, called the Dracorage.

The star usually remains visible in Faerûn's sky for 10d6 days before once again disappearing.

Effect: All dragons and dragonblood creatures in the area must make successful DC 10 Will saves when the Dracorage begins (or immediately upon entering the affected area), and they must make subsequent Will saves for every day spent in dragon form within the area, every five days spent in a nondragon form within the area (regardless of whether the effect changes the creature's type or subtype), and every ten days spent asleep within the area (regardless of form).

Each failure causes the creature to take one point of Wisdom damage.

The DC for each successive Will save increases by 1, with each increase stacking on the previous DC.

Due to their greater aversion to the Dracorage, lawful dragons gain a +4 bonus on their saving throws, and good dragons a +2 bonus.

Contrariwise, evil dragons take a −2 penalty, and chaotic dragons a −4 penalty.

(These alignment bonuses and penalties also stack).

The Wisdom damage and attitude shift gradually change the dragon's opinions about acceptable behavior, diminishing its higher cerebral functions while simultaneously intensifying its baser instincts.

Moreover, the dragon slowly loses the ability to see nondragons as allies, mentally transforming them into threats or even mere food.

For every 5 points of Wisdom damage, the dragon becomes more aggressive, and its attitude toward nondragons shifts one step toward hostile.

This persists until the dragon's Wisdom score reaches 1. After that, assuming the dragon is not already hostile to all nondragons, it must make a successful save every day or continue its attitude shift.

(Attitudes toward other dragons and dragonblood creatures remain unaffected).

When the dragon's Wisdom falls below 10, the dragon develops the rage ability (including, as appropriate, the greater rage or mighty rage ability) of a barbarian of equal level to the dragon's Hit Dice, except the dragon has no

limit on the number of times per day it can rage and does not become fatigued at the end of its rages.

While raging, the dragon adds a bonus equal to its rage-based Will save bonus to the DC of its frightful presence ability, and it also gains immunity to charm effects (but not compulsion effects), fear effects, and morale effects.

The dragon can use any of its extraordinary or supernatural abilities while enraged, but not spell-like or spellcasting abilities (though as soon as its rage abates, or is broken, it can again use those abilities, as well as any other abilities requiring concentration).

While under the influence of the Dracorage, if a dragon takes damage in combat, it must make a successful Will save or fly into a rage on its next turn, clawing and biting madly until either it or its opponent is dead.

(The Will save DC, taking into account the lapse of time, is determined as noted above).

Once enraged, the dragon can try to break out of its rage by making another more difficult Will save against the Dracorage (DC equals the appropriate Dracorage Will save DC as noted above +5).

Reversal/Healing: During the period of the Dracorage, the dragon's Wisdom damage cannot be healed naturally or through most magical means.

Break enchantment, *heal*, and *greater restoration* are completely ineffective, and even a *miracle* or *wish* spell heals only 1 point of Wisdom damage per spell.

The most effective magical reprieve is the extremely rare *abate Dracorage* spell.

Wisdom damage heals naturally at the conclusion of the Dracorage.

The attitude shift can likewise be reversed by one step with an *abate Dracorage*, *miracle*, or *wish* spell, but reverses instantly at the conclusion of the Dracorage.

Dragons who leave the affected area of the Dracorage (by leaving the Prime Material Plane, for example) are no longer subject to the effects of the Dracorage and begin to heal as noted above.

Duration: Like all *mythals*, a *Dracorage mythal* is a persistent magical field that cannot be dispelled, disjoined, or suppressed by any non-epic spell.

A character attempting to dispel a *Dracorage mythal* with an epic spell (such as *superb dispelling*) must make a DC 81 caster level check to succeed.

An *antimagic field* suppresses the portion of the *mythal* that it overlaps but otherwise has no effect.

The *antimagic field* does not restore Dracorage-induced Wisdom damage or attitude shifts, but it does prevent a dragon wholly within the *antimagic field* from making further saves against the Dracorage.

Dragon Flights: Dragons affected by the Dracorage are drawn toward the violent impulses of one another and a desire to share in the destruction of everything else.

This usually causes dragons within a couple hundred miles of one another to group into relatively large "flights" of 2d6+4 dragons.

Most flights are made up of a mix of species, including chromatic dragons (and other evil true dragons), wyverns, elemental drakes, and landwyrms, though all types of dragons can be found in Dracorage-induced flights.

However, most members of the flight will not have an alignment more than two steps away from the most powerful dragon in the flight.

Metallic dragons and other good dragons (as well as gem dragons) are relatively rare participants in these flights as they take pains to avoid the Dracorage to the best of their ability—whether through sleep or by fleeing to the Elemental Planes.

Similarly, planar dragons are even more rare, since they don't often come to Faerûn.

EVOCATION

AHGHAIRON'S DRAGONWARD

Evocation

Spellcraft DC: 46

Components: V, S

Casting Time: 10 min.

Area: 12,800-ft.-radius dome

Duration: Permanent

Saving Throw: None

Spell Resistance: No

To Develop: 414,000 gp; 9 days; 16,560 XP.

Seed: *mythal* (DC 25).

Component cost: keyed prevalent *antipathy* spell (+24 DC).

Factors: increase area by 700% (+28 DC), +29 to Will save DC (+58 DC), +16 caster level check to overcome spell resistance (+32 DC).

Mitigating factors: change sphere to a dome ($\times 0.5$), anchorable ($\times 0.75$), corruptible ($\times 0.75$).

Just over three centuries ago, the noted adventurer Ranressa Shiard flew over the Palace of Waterdeep and alighted from dragonback atop Mount Waterdeep to a hero's welcome.

However, her dramatic flourish caused much consternation among the Waterdhavian populace, leading Ahghairon to craft a magical ward preventing most wyrms from doing such today.

This spell wards the enveloped area against all creatures of the dragon type or the dragonblood subtype, except for those specifically permitted by the *mythal*'s key, as the spell *antipathy*.

A successful DC 51 Will save is required to resist the full force of the *antipathy* effect.

The bonus on the caster level check of the *antipathy* effect against spell resistance is +32.

Keyed Power: A dragon can temporarily ignore the *antipathy* effect of this *mythal* after physically touching the *dragonstaff* of Ahghairon (a unique *staff of power*), currently in the possession of Maaril the Dragon Mage.

This immunity lasts for a number of days specified by the bearer of the *dragonstaff* at the time of the contact.

If not specified, the immunity lasts for 24 hours.

KING-KILLER SHIELD

Evocation

Spellcraft DC: 29

Components: V, S

Casting Time: 10 min.

Area: 12,800-ft.-radius dome

Duration: Permanent

Saving Throw: None

Spell Resistance: No

To Develop: 261,000 gp; 6 days; 10,440 XP.

Seed: *mythal* (DC 25).

Component cost: prevalent spell (+28 DC).

Factors: increase area by 700% (+28 DC).

Mitigating factors: change sphere to a dome ($\times 1/2$), anchorable ($\times 3/4$).

Elf high mages crafted this spell during the Crown Wars to shield their draconic cohorts from the ravages of the Dracorage.

Examples of this spell are known to shield the city of Waterdeep (built atop the ruins of Aelinthaldaar), the ruins of Mhiilamniir in the High Forest, the druid-ruled settlement of Tall Trees (once the Eaerlanni capital city known as Teuveamanthaar), and the Serpent Hills.

This spell wards the enveloped area against the effects of a *Dracorage mythal*.

Dragons (both.

creatures with the dragon type as well as creatures with the dragonblood subtype) are immune to the effects of the Dracorage for as long as they remain within the King-Killer shield.

EPIC LEVEL HANDBOOK (3.0)

ABJURATION

EPIC COUNTERSPELL

Abjuration

Spellcraft DC: 69

Components: V, S

Casting Time: 1 action

Range: 300 ft.

Target: One creature or object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

To Develop: 621,000 gp; 13 days; 24,840 XP.

Seed: *dispel* (DC 19).

Factors: +30 to dispel check (+30 DC), 1-action casting time (+20 DC).

You can cancel another caster's epic spell or standard spell.

To use *epic counterspell*, select an opponent as the target.

You do this by readying an action, electing to wait to complete your action until your opponent tries to cast a spell (you may still move your speed, because readying a counterspell is a standard action).

If the target tries to cast a spell, make a dispel check: Roll $d20+40$ against a DC of 11 + the foe's caster level.

If the check is successful, your spell negates your foe's spell.

EPIC REPULSION

Abjuration

Spellcraft DC: 52

Components: V, S

Casting Time: 10 minutes

Range: Touch

Target: Object or creature touched

Duration: Permanent

Saving Throw: None

Spell Resistance: Yes

To Develop: 468,000 gp; 10 days; 18,720 XP.

Seed: *ward* (DC 14).

Factor: permanent (×5 DC).

Mitigating factor: increase casting time by 9 minutes (−18 DC).

You can create a permanent ward against a specific type of creature (choose from among those in the *Monster Manual*). Any creature of the specified type cannot attack or touch the warded creature or object.

The protection ends if the warded creature makes an attack against or intentionally moves to within 5 feet of a specified creature.

Spell resistance can allow a creature to overcome this protection and touch the warded creature.

EPIC SPELL REFLECTION (RITUAL)

Abjuration

Spellcraft DC: 68

Components: V, S, Ritual, XP

Casting Time: 41 days, 11 minutes

Range: Touch

Target: Object or creature touched

Duration: Permanent

Saving Throw: None

Spell Resistance: Yes

To Develop: 630,000 gp; 13 days; 25,200 XP.

Seed: *reflect* (DC 27).

Factors: reflect up to 9th-level spells (+160 DC), change range to touch (+2 DC), permanent (×5 DC).

Mitigating factors: increase casting time by 10 minutes (−20 DC), increase casting time by 41 days (−82 DC), 20d6 backlash (−20 DC), six additional casters contributing one 8th-level spell slot (−90 DC), burn 9,500 XP per caster (−665 DC).

You can create a permanent ward against all spells of 1st through 9th level that target the subject.

These spells are reflected back on the caster.

Spells that affect an area are not affected by this spell.

XP Cost: 7,500 XP.

ETERNAL FREEDOM (RITUAL)

Abjuration

Spellcraft DC: 150

Components: V, S, Ritual, XP

Casting Time: 1 minute

Range: Touch

Target: Touched creature or object of 2,000 lb. or less

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

To Develop: 1,350,000 gp; 27 days; 54,000 XP.

Seed: *ward* (DC 14).

Factors: specific protections *entangle* (+0 DC), *hold monster* (+8 DC), *hold person* (+4 DC), *imprisonment* (+16 DC), *paralysis* (ad hoc +6 DC), *petrification* (ad hoc +6 DC), *sleep* (+0 DC), *slow* (+4 DC), *stunning* (ad hoc +6 DC), *temporal stasis* (+16 DC), and *web* (+4 DC); permanent (×5 DC).

Mitigating factors: ten additional casters contributing 9th-level spell slots (−170 DC), burn 10,000 XP (−100 DC).

The subject goes boldly where others fear to tread, becoming permanently immune to the following specific spells, effects, and spell-like abilities: *entangle*, *hold*,

imprisonment, *paralysis*, *petrification*, *sleep*, *slow*, *stunning*, *temporal stasis*, and *web*.

This is a ritual spell requiring ten other spellcasters, each of whom must contribute an unused 9th-level spell slot to the casting.

XP Cost: 10,000 XP.

KINETIC CONTROL

Abjuration

Spellcraft DC: 103

Components: V, S

Casting Time: 1 minute

Range: Personal; touch

Target: You; creature or object touched

Duration: 12 hours or until discharged

To Develop: 927,000 gp; 19 days; 37,080 XP.

Seeds: *ward* (5 points against bludgeoning and piercing) (DC 14), *reflect* (DC 27).

Factors: also against slashing (+4 DC), additional 15 points of protection (+30 DC), contingent reflection of damage on creature touched (+28 DC).

Once you've cast this spell, you can absorb, store, and redirect the energy contained in the swing of a club, the slash of a sword, or the piercing flight of an arrow.

You absorb 20 points of each separate slashing, bludgeoning, and piercing attack made against you, saving it for later.

You can absorb up to 150 points of damage in this fashion; however, if the stored damage is not discharged prior to reaching the 150-point limit, the spell automatically discharges, dealing the 150 points of damage to you. You keep track of the number of points of damage you've absorbed (you don't have to keep track of the type of damage).

At any time during the spell's duration, you can make a touch attack against another creature or object.

If successful, you deal the target some or all (your choice) of the points of damage you've stored.

The damage delivered is considered bludgeoning damage. You can absorb and discharge damage any number of times during the spell's duration, so long as you don't absorb more than 150 points at a time.

When the spell expires, any stored damage you have not redirected is discharged into you.

PERIPETY

Abjuration

Spellcraft DC: 27

Components: V, S

Casting Time: 1 minute

Range: Personal

Target: You

Duration: 12 hours

To Develop: 243,000 gp; 5 days; 9,720 XP.

Seed: *reflect* (DC 27).

Ranged attacks targeted against you rebound on the original attacker.

Any time during the duration, five attacks are automatically reflected back on the original attacker; you decide which attacks before damage is rolled.

The reflected attack rebounds on the attacker using the same attack roll.

Once five attacks are so reflected, the spell ends.

SUPERB DISPELLING

Abjuration

Spellcraft DC: 59

Components: V, S

Casting Time: 1 action

Range: 300 ft.

Target: One creature or object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

To Develop: 531,000 gp; 11 days; 21,240 XP.

Seed: *dispel* (DC 19).

Factors: additional +30 to dispel check (+30 DC), 1-action casting time (+20 DC).

Mitigating factor: 10d6 backlash (–10 DC).

As *greater dispelling* (see Chapter 11: Spells in the *Player's Handbook*), except that the maximum bonus on the dispel check is +40, and you take 10d6 points of backlash damage.

CONJURATION

CONTINGENT RESURRECTION

Conjuration (Healing)

Spellcraft DC: 52

Components: V, S, DF

Casting Time: 1 minute

Range: Touch

Target: You or creature touched

Duration: Contingent until expended, then instantaneous

Saving Throw: None (see text)

Spell Resistance: Yes (harmless)

To Develop: 468,000 gp; 10 days; 18,720 XP.

Seed: *life* (DC 27).

Factor: activates when subject is slain (+25 DC).

Contingent resurrection returns the subject to life if she is slain.

Once cast, the spell remains quiescent and does not activate until the trigger conditions have been met (but each day it remains untriggered, it uses up an epic spell slot, even if you cast it on another creature).

Once triggered, the spell is expended.

If the subject is killed (the trigger), she is restored to life and complete health 1 minute later, so long as even a tiny bit of dust remains for *contingent resurrection* to act upon.

A golden shaft of light shines down from the heavens, illuminating the subject and everything within 20 feet, as the target's life is visibly restored.

The creature is restored to full hit points, vigor, and health, with no loss of prepared spells.

However, the subject loses one level (or 1 point of Constitution if the subject was 1st level).

Contingent resurrection does not work on a creature that has died of old age.

CREATE LIVING VAULT (RITUAL)

Conjuration (Creation)

Spellcraft DC: 58

Components: Ritual, V, S, XP

Casting Time: 100 days, 11 minutes

Range: 0 ft.

Effect: One living vault, 50 ft. by 50 ft. by 10 ft.

Duration: Instantaneous

Saving Throw: None

Spell Resistance: None

To Develop: 540,000 gp; 11 days; 21,600 XP.

Seeds: *animate* (DC 25) large chunk of stone, *fortify* (DC 27).

Factors: allow vault to "grow" to proper size in 4d4 days (ad hoc +20 DC), increase HD of object by 92 (+184 DC), grant magical immunity (ad hoc +105 DC), increase damage reduction to 30 (+29 DC) and to /+7 (+18 DC), make permanent (×5 DC).

Mitigating factors: increase casting time by 10 minutes (–20 DC), increase casting time by 100 days (–200 DC), 16d6 backlash (–16 DC), seven additional casters contributing one epic spell slot (–133 DC), four additional casters contributing one 2nd-level spell slot (–12 DC), one additional casters contributing one 1st-level spell slot (–1 DC), burn 20,000 XP per epic caster (–1,600 DC).

You can create a construct known as a living vault (see Chapter 5: Monsters) to protect and hide your treasures. Upon completion, the vault initially measures only 5 feet on a side, but it gradually increases to its proper size over the following 4d4 days.

The vault is attuned to you and you only, allowing you entrance and egress in a manner similar to a *dimension door* spell.

When you desire the vault to hide itself, you give it a simple command.

To summon the vault, you may cast a *sending* spell or arrange some other manner to contact it.

XP Cost: 20,000 XP.

CROWN OF VERMIN

Conjuration (Summoning)

Spellcraft DC: 56

Components: V, S

Casting Time: 1 minute

Range: Personal

Effect: Aura of one thousand insects that surrounds you in a 10-ft.-radius spread

Duration: 20 rounds (D)

Saving Throw: None (see text)

Spell Resistance: No

To Develop: 504,000 gp; 11 days; 20,160 XP.

Seeds: *summon* (DC 14), *fortify* (DC 17).

Factors: summon vermin mass instead of one creature (ad hoc +8 DC), grant damage reduction 1/+6 (+15 DC), allow mass to move at your speed (ad hoc +2 DC), perfect control of vermin (ad hoc +2 DC).

Mitigating factor: change range to personal (–2 DC).

When you "don" a *crown of vermin*, one thousand venomous, biting and stinging spiders, scorpions, beetles, and centipedes apparently erupt from the very air around you. This swarm forms a living aura around you to a radius of 10 feet.

You are immune to your own *crown of vermin*.

The swarm goes where you go at your speed, even if you take to the air or water (though water drowns the vermin after 1 full round of immersion, unless the spell is cast

underwater, in which case aquatic or marine vermin answer the call and cannot leave the water).

Each vermin in the *crown of vermin* bites a creature who enters the area occupied by the effect (or you force the effect into an area occupied by another creature) for 1 point of damage, and then dies.

Each victim takes enough points of damage to kill it, destroying that number of vermin in the process.

Victims get a Reflex saving throw each round to avoid the full press, and if successful, take only 10d10 bites (and 10d10 points of damage).

A total of 1,000 points of damage can be dealt to those who fall prey to the *crown of vermin*.

The vermin have damage reduction 1/+6, allowing them to affect creatures with high damage reduction.

Likewise, the vermin are slightly more resistant to normal damage.

If there aren't enough vermin to kill all the creatures in the spell's effect, the creature with the fewest hit points is affected first, then the creature with the second fewest hit points, and so on.

After all creatures that can be killed have been killed, any remaining damage is distributed among the survivors equally.

You can force them into areas that would normally deter common vermin.

You can completely suppress your vermin aura as a free action so that no vermin are visible at all.

The time that vermin are suppressed does not count toward the spell's duration.

Alternatively, you can roughly shape and move the vermin in any fashion you desire within the limits of the 10-foot-radius spread as a move-equivalent action.

For example, you could leave a corridor within the area free of vermin, or give a functional or fanciful shape to the mass. The vermin cannot be wrested from your control through any means.

The vermin make all saving throws to avoid damaging effects using your base saving throw bonuses.

They gain your spell resistance, if any, and they get saving throws against spells that would otherwise automatically slay vermin.

You can see through your *crown of vermin* without difficulty, but you gain one-half concealment against enemy attacks launched both outside and within your *crown of vermin*.

DRAGON KNIGHT (RITUAL)

Conjuration (Summoning) [Fire]

Spellcraft DC: 38

Components: V, S, Ritual

Casting Time: 1 action

Range: 75 ft.

Effect: One summoned adult red dragon

Duration: 20 rounds (D)

Saving Throw: None (see text)

Spell Resistance: No

To Develop: 342,000 gp; 7 days; 13,680 XP.

Seed: *summon* (DC 14).

Factors: summon creature other than outsider (+10 DC), summon CR 14 creature (+24 DC), 1-action casting time (+20 DC).

Mitigating factor: two additional casters contributing 8th-level spell slots (–30 DC).

This spell summons an adult red dragon.

It appears where you designate and acts immediately.

It attacks your opponents to the best of its abilities (on the first round, it prefers to breathe fire on an enemy, if possible).

You can direct the dragon not to attack, to attack particular enemies, or to perform other actions.

This is a ritual spell requiring two other spellcasters, each of which must contribute an unused 8th-level spell slot to the casting.

DRAGON STRIKE (RITUAL)

Conjuration (Summoning) [Fire]

Spellcraft DC: 50

Components: V, S, Ritual, XP

Casting Time: 1 action

Range: 75 ft.

Effect: Ten summoned adult red dragons

Duration: 20 rounds (D)

Saving Throw: None (see text)

Spell Resistance: No

To Develop: 450,000 gp; 9 days; 18,000 XP.

Seed: *summon* (DC 14).

Factors: summon creature other than outsider (+10 DC), summon CR 14 creature (+24 DC), summon ten creatures (×10 DC).

Mitigating factors: eleven additional casters contributing 9th-level spell slots (–187 DC), burn 2,000 XP per caster (–280 DC), 3d6 backlash (–3 DC).

As *dragon knight*, except the spell summons ten adult red dragons.

On the first round, they all prefer to simultaneously breathe fire on an enemy, if possible.

XP Cost: 2,000 XP (per caster).

ECLIPSE

Conjuration (Creation)

Spellcraft DC: 42

Components: V, S, XP

Casting Time: 10 minutes

Range: 200 miles

Area: 5-mile radius, centered on you

Duration: Up to 8 hours (D)

Saving Throw: None

Spell Resistance: No

To Develop: 378,000 gp; 8 days; 15,1200 XP.

Seeds: *conjure* (DC 21), *transport* (to move disk into position 100 miles up) (DC 27).

Factors: increase mass by 1,000% (+40 DC), spread mass into paper-thin disk (ad hoc +2 DC), keep disk in place for 8 hours (ad hoc +10 DC).

Mitigating factors: increase casting time by 9 minutes (–18 DC), burn 4,000 XP (–40 DC).

With this spell, you can create a limited eclipse, as though a heavenly body moves between the sun and the earth.

The landscape within a five-mile radius of your location experiences the dimming of the sun as a disk you create passes in front of it, culminating in a complete blackout and accompanying coronal ring.

The eclipse follows you across the landscape for up to 8 hours, or until the sun goes down, or until you dismiss the eclipse.
You do not need to concentrate on the eclipse while it lasts.
XP Cost: 4,000 XP.

EIDOLON

Conjuration (Creation)

Spellcraft DC: 79

Components: V, S, XP

Casting Time: 1 minute

Range: 5 ft.

Effect: One duplicate of caster

Duration: 8 hours

Saving Throw: None

Spell Resistance: No

To Develop: 711,000 gp; 15 days; 28,440 XP.

Seed: *conjure* (to make base substance) (DC 21), *transform* (DC 21) *transport* (to move part of caster's soul into duplicate) (DC 27).

Factors: nonliving substance to humanoid (+10 DC), transform into specific individual (+25 DC).

Mitigating factor: burn 2,500 XP (–50 DC).

You split off a portion of your essence, creating a duplicate of yourself with a fragment of your soul.

Upon casting *eidolon*, you create a duplicate version of yourself as you were when you were a 21st-level character, and you gain one negative level while your duplicate persists.

For each additional negative level you bestow upon yourself at the time of casting, the eidolon has one additional character level.

No matter how many negative levels you bestow on yourself, your eidolon can never have more character levels than you have (taking your negative levels into account). For example, a 30th-level wizard could cast *eidolon*, then bestow four negative levels upon herself to make her *eidolon* a 25th-level duplicate (and herself a character with an effective level of 26th).

She could not give the eidolon even one more level, because then the eidolon would have more character levels than she does.

Treat the duplicate as yourself with a number of negative levels conferred that would lower you to the character level of the eidolon.

Your eidolon is considered fresh and rested when created. It may cast any spell you have access to, including an epic spell.

Use the eidolon's Spellcraft modifier as the basis for the number of epic spells it can cast in a day, and its effective character level as a basis for its skills, feats, and other abilities.

Your eidolon is effectively lower level than you and probably can't cast all the spells you know.

A powerful enough eidolon might conceivably cast the *eidolon* spell itself.

Your eidolon appears in whatever mundane clothing you desire when initially conjured, but it has no other possessions.

It shares part of your soul, so it is you for all intents and purposes.

You and your *eidolon* communicate with each other normally.

Usually, your eidolon does not begrudge its brief existence, because it is still part of you.

If your eidolon is killed prior to the expiration of the spell's duration, you immediately regain the lost levels.

Normally, the eidolon does not last long enough to threaten you with permanent level drain.

XP Cost: 2,500 XP.

EPIC MAGE ARMOR

Conjuration (Creation) [Force]

Spellcraft DC: 46

Components: V, S

Casting Time: 1 minute

Range: Touch

Target: Creature touched

Duration: 24 hours (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

To Develop: 414,000 gp; 9 days; 16,560 XP.

Seed: *armor* (DC 14).

Factor: +16 additional armor bonus (+32 DC).

An invisible but tangible field of force surrounds the subject of *epic mage armor*, providing a +20 armor bonus to Armor Class.

Unlike mundane armor, *epic mage armor* entails no armor check penalty, arcane spell failure chance, or speed reduction.

Because *epic mage armor* is made of force, incorporeal creatures can't bypass it the way they do normal armor.

GATHERING OF MAGGOTS

Conjuration (Healing)

Spellcraft DC: 49

Components: V, S, DF

Casting Time: 7 days

Target: Dead creature touched

Duration: Permanent

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

To Develop: 441,000 gp; 9 days; 17,640 XP.

Seeds: *life* (DC 27), *transform* (DC 21).

Factors: change creature type to aberration (+5 DC); add worm that walks' spell-like, extraordinary, and supernatural abilities (+40 DC).

Mitigating factors: increase casting time by 10 minutes (–20 DC); increase casting time by 7 days (–14 DC).

When this spell is cast, worms or maggots slither and crawl their way inexorably toward the corpse touched.

Over the course of the next week, they consume the flesh of the corpse, and when the last bit of the corpse is devoured, the creature is returned to a semblance of life as a worm that walks.

LORD OF NIGHTMARES

Conjuration (Summoning)

Spellcraft DC: 50

Components: V, S, XP

Casting Time: 1 action

Range: 75 ft.

Effect: One summoned creature

Duration: 20 rounds

Saving Throw: None

Spell Resistance: No

To Develop: 450,000 gp; 9 days; 18,000 XP.

Seed: *summon* (DC 14).

Factors: *summon* CR 31 creature (+58 DC), allow creature to possess body and act at its own discretion (ad hoc -20 DC), 1-action casting time (+20 DC).

Mitigating factors: 12d6 backlash (-12 DC), burn 1,000 XP (-10 DC).

You are possessed by a creature of nightmare—a dream larva (see Chapter 5: Monsters).

For 20 rounds, the dream larva's body physically replaces yours, though the dream larva has your equipment.

The dream larva is free to call on all its own powers and abilities, or use your equipment.

Your consciousness and physical form are suppressed for the duration of the possession.

You have no way to dismiss the spell, communicate, or otherwise maintain awareness once possession has commenced.

The dream larva, temporarily freed from its imprisonment in some distant nightmare, will attempt to slay and incapacitate any creature it can see or find, whether it is a friend or foe of the caster.

Casting *lord of nightmares* entails some risk for the caster, since it's unknown what terrible mischief a dream larva might get up to over the course of 20 rounds.

The larva will dispatch all enemies it can find before turning to its own concerns.

Sometimes a dream larva will attempt to place itself in a dangerous or precarious situation prior to the end of the spell, leaving the caster to extricate himself.

If the dream larva is slain during the duration of the spell, your consciousness is instantly restored to awareness within your own body.

Your condition remains what it was when you completed casting *lord of nightmare*, regardless of what damage the dream larva received.

However, magic item charges used, potions consumed, and other physical resources used up by the dream larva are permanent.

XP Cost: 1,000 XP.

ORIGIN OF SPECIES: ACHAIERAI (RITUAL)

Conjuration (Creation, Healing)

Spellcraft DC: 38

Components: V, S, DF, Ritual, XP

Casting Time: 100 days, 11 minutes

Range: 0 ft.

Effect: One constructed creature up to Medium-size (20 cu. ft.)

Duration: Permanent

Saving Throw: None

Spell Resistance: No

To Develop: 360,000 gp; 8 days; 14,400 XP.

Seeds: *conjure* (DC 21), *life* (DC 27), *fortify* (DC 17).

Factors: +4 HD (5 hp per HD) (+20 DC), +6 to natural AC (+12 DC), add three more natural attacks (ad hoc +6 DC), add black cloud spell-like ability (+33 DC), add SR 19 (+15 DC), permanent (×5 DC).

Mitigating factors: 50d6 backlash (-50 DC), increase casting time by 10 minutes (-20 DC), increase casting time by 100 days (-200 DC), burn 10,000 XP (-105 DC), eleven

additional casters contributing 9th-level spell slots (-187 DC), ten additional casters contributing 8th-level spell slots (-150 DC), ten additional casters contributing 1st-level spell slots (-10 DC).

Copied from the repertoire of a fiendish epic caster from Acheron, this spell literally creates a new creature: an achaierai, as it appears in the *Monster Manual*.

When first created, the achaierai is Medium-size, but it grows to Large size in 1d4 days.

A created achaierai does not possess the treasure, culture, or specific knowledge of a normal achaierai.

If released to be among its own kind, it quickly picks up achaierai traits and alignment.

XP Cost: 10,000 XP.

PESTILENCE (RITUAL)

Conjuration, Necromancy

Spellcraft DC: 104

Components: V, S, Ritual, XP

Casting Time: 10 minutes

Range: 0 ft.

Area: 1,000-ft.-radius hemisphere

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

To Develop: 936,000 gp; 19 days; 37,440 XP.

Seed: *afflict* (DC 19).

Factors: change target to area (+10 DC), change 20-ft. radius to 1,000-ft. radius (+200 DC), disease effects (as per *contagion* spell) (ad hoc +21 DC), additional target type (plants) (+10 DC).

Mitigating factors: casting time increased by 9 minutes (-18 DC), two additional casters contributing epic spell slots (-38 DC), burn 10,000 XP (-100 DC).

When *pestilence* is successfully cast, a wave of illness radiates outward from the site of the ritual, instantly infecting every living thing in the area with the debilitating disease known as slimy doom.

Within 24 hours, everything in the area begins to show signs of rot and decay, plants liquefy and yellow, drooping to the ground as they begin to dissolve.

Animals and people are consumed from within by the disease, initially bleeding from the gums, eyes, nose, and other soft tissue, and eventually exhibiting ghastly, purple blotches.

The disease culminates in open, scabrous wounds over the entirety of the victims' bodies.

The entire region afflicted by this horrid disease is quickly engulfed in fetid stench and overrun by flies and maggots, adding further discomfort to the victims.

Each day that a victim fails a Fortitude save, it takes 1d4 points of temporary Constitution damage.

If the victim then fails a second save, 1 point of that damage is permanent drain.

If the victim succeeds at the first saving throw of the day on consecutive days, he has recovered from the disease.

This magical form of the disease is not contagious and will not spread beyond those initially infected.

This potent and terrible ritual might be perpetrated upon a small rural farming community, spreading in every direction and afflicting crops, orchards, farm animals and residents alike in devastating fashion.

Or it could be cast in the middle of a bustling metropolis, infecting commoners and nobility alike. Fruits and vegetables infected with slimy doom are unfit for consumption, as are disease-ridden livestock. This is a ritual spell requiring two other spellcasters, each of whom must expend an unused epic spell slot for the casting. The primary caster must also burn 10,000 XP. XP Cost: 10,000 XP.

RAISE ISLAND (RITUAL)

Conjuration (Creation)

Spellcraft DC: 38

Components: V, S, Ritual, XP

Casting Time: 65 days, 11 minutes

Range: 0 ft.

Area: 100-ft.-radius hemispherical island

Duration: Permanent

Saving Throw: None

Spell Resistance: No

To Develop: 360,000 gp; 8 days; 14,400 XP.

Seed: *conjure* (DC 21).

Factors: change area to 10-ft. radius, 30-ft. high cylinder (+2 DC), change radius to 100 ft. (+40 DC), change height to 1,000 feet (+133 DC), permanent (×5 DC).

Mitigating factors: increase casting time by 10 minutes (−20 DC), increase casting time by 65 days (−130 DC), nineteen additional casters contributing epic spell slots (−361 DC), one additional caster contributing 6th-level spell slots (−11 DC), burn 2,000 XP per epic caster (−400 DC), spell only works on liquid (ad hoc −20 DC).

You can literally raise a new island from out of the sea, bringing to the surface a sandy or rocky but otherwise barren protrusion that is solid, stable, and permanently established.

The island is roughly circular and about 200 feet in diameter.

Raise island only works if the ocean is less 1,000 feet deep where the spell is cast.

Rumors exist of extremely powerful rituals involving epic spellcasters and dozens or even hundreds of other contributors, summoning forth great masses of land from the middle of the ocean or, in acts of terrible devastation, sinking small continents and the civilizations that dwelt on them.

A variant reversal of the spell could be developed separately, causing small islands and sandbars to sink (perhaps to help clear shipping channels).

XP Cost: 2,000 XP.

SUMMON BEHEMOTH

Conjuration (Summoning)

Spellcraft DC: 72

Components: V, S

Casting Time: 1 action

Range: 75 ft.

Effect: Summoned creature

Saving Throw: None

Spell Resistance: No

To Develop: 648,000 gp; 13 days; 25,920 XP.

Seed: *summon* (DC 14).

Factors: summon CR 21 creature (DC +38), 1-action casting time (+20 DC).

You can summon a behemoth (see Chapter 5: Monsters) to attack your enemies.

It appears where you designate and acts immediately, on your turn.

It attacks your opponents to the best of its ability.

If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

Summoned creatures act normally on the last round of the spell and disappear at the end of their turn.

DIVINATION

SOUL DOMINION

Divination, Enchantment (Compulsion) [Mind-Affecting]

Spellcraft DC: 72

Components: V, S

Casting Time: 10 minutes

Range: See text

Target: One other living creature

Duration: 20 minutes (D)

Saving Throw: Will negates (see text)

Spell Resistance: No

To Develop: 648,000 gp; 13 days; 25,920 XP.

Seeds: *contact* (DC 23), *reveal* (DC 19), *compel* (DC 19).

Factors: apply to all five senses (+8 DC), total compulsory control (+10 DC), stricter compulsion of any creature (ad hoc +11 DC).

Mitigating factor: increase casting time by 9 minutes (−18 DC).

As *soul scry*, except you can also take total control of the target's body.

The target receives a Will saving throw, and if successful, prevents you from making the telepathic connection.

The target is aware of the attempted takeover as a strange, momentary tingling.

If the Will save fails, you are able to control the subject's body as if it were your own, hearing, seeing, feeling, smelling, and tasting everything the target senses.

Once you dismiss the spell or its duration ends, the target resumes control of its body, fully aware of all events that occurred, having been a helpless witness trapped inside its own body.

The target knows the name and general nature of its possessor if it succeeds at an additional Will saving throw. You cannot control undead or incorporeal creatures with *soul dominion*.

SOUL SCRY

Divination

Spellcraft DC: 55

Components: V, S

Casting Time: 10 minutes

Range: See text

Target: One other living creature

Duration: 20 minutes (D)

Saving Throw: Will negates

Spell Resistance: No

To Develop: 495,000 gp; 10 days; 19,800 XP.

Seeds: *contact* (DC 23), *reveal* (DC 19), *conceal* (DC 17).
Factors: apply to all five senses (+8 DC), conceal detection (ad hoc +6 DC).

Mitigating factor: increase casting time by 9 minutes (–18 DC).

When you cast this spell, you are temporarily able to tap the consciousness of another sentient creature with whom you are familiar (by meeting, observing, or successfully scrying the subject), experiencing everything she does with all five senses.

The target receives a Will save, and if successful, prevents you from making the telepathic connection.

Whether the saving throw is successful or not, the target is unaware of the attempted intrusion.

Once the subject is tapped, you are able to hear, see, feel, smell, and taste everything the subject senses.

You cannot control the subject, however.

You can only see what the subject chooses to look at, and you taste something only if the subject eats or drinks it during the spell's duration.

During this time, your own body remains in a trancelike state.

If the subject takes damage, you sense the injuries, although your own body does not actually suffer any ill effects.

If the subject is knocked unconscious or killed, the spell immediately ends.

ENCHANTMENT

DAMNATION

Enchantment (Compulsion) [Teleportation] [Mind-Affecting]

Spellcraft DC: 97

Components: V, S, XP

Casting Time: 1 action

Target: Creature touched

Duration: Instantaneous (20 hours for compulsion)

Saving Throw: Will negates (see text)

Spell Resistance: Yes

To Develop: 873,000 gp; 18 days; 34,920 XP.

Seeds: *foresee* (to preview likely hellscape) (DC 17), *transport* (DC 27), *compel* (to keep target in hell) (DC 19).

Factors: unwilling target (+4 DC), 1-action casting time (+20 DC), +15 to DC of subject's save (+30 DC).

Mitigating factor: burn 2,000 XP (–20 DC).

You send your foe to hell, if you succeed at a melee touch attack, the target must succeed at a Will saving throw (DC = the standard epic spell DC + 15).

If he fails his saving throw, he is sent straight to a layer of the Nine Hells (or the Abyss, at your option) swarming with fiends.

The subject will not willingly leave the Nine Hells for 20 hours, believing that his predicament is a just reward for an ill-spent life.

Even after the compulsion fades, he must devise his own escape from the Nine Hells.

Unless your DM devises a specific location and scenario in the Nine Hells, the subject encounters a group of 1d4 pit fiends (or balors, if in the Abyss) every hour he spends in hell.

See the *Monster Manual* for statistics for these creatures, as well as Chapter 5 for statistics for infernals, a new kind of creature.

XP Cost: 2,000 XP.

ENSLAVE (RITUAL)

Enchantment (Compulsion) [Mind-Affecting]

Spellcraft DC: 80

Components: V, M, XP, Ritual

Casting Time: 1 action

Range: 75 ft.

Target: One living creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

To Develop: 720,000 gp; 15 days; 28,800 XP.

Seed: *compel* (DC 19).

Factors: stricter compulsion of any creature (ad hoc +11 DC), 1-action casting time (+20 DC), permanent (×5 DC).

Mitigating factor: 2d6 backlash (–2 DC), four additional casters contributing one 9th-level spell slot (–68 DC), burn 2,000 XP per caster (–100 DC).

You make a permanent thrall of any living creature.

You establish a telepathic link with the subject's mind.

If the creature has a language, you can generally force the subject to perform as you desire, within the limits of its abilities.

If the creature has no language, you can communicate only basic commands, such as "Come here", "Go there", "Fight", and "Stand still".

You know what the subject is experiencing, but you do not receive direct sensory input from it.

A subject forced to take an action against its nature receives a saving throw with a penalty of –10 to resist taking that particular action, but if it succeeds, it still remains your thrall despite its minor mutiny.

Once a subject makes a successful saving throw to resist a specific order, it makes all future saving throws to resist taking that specific action without a penalty.

Protection from evil or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so protected, but it does not prevent the establishment of *enslave* or dispel it.

XP Cost: 2,000 XP.

SPELL WORM

Enchantment (Compulsion) [Mind-Affecting]

Spellcraft DC: 45

Components: V, M

Casting Time: 1 minute

Range: 75 ft.

Target: One living creature

Duration: 20 hours or until completed

Saving Throw: Will negates

Spell Resistance: Yes

To Develop: 405,000 gp; 9 days; 16,200 XP.

Seed: *compel* (DC 19).

Factors: unobtrusive (ad hoc +6 DC), 1-action casting time (+20 DC).

You infect the subject with a compulsive urge that uses up her spells for the day.

On a failed save, the subject must spend a standard action each round abandoning her highest-level spell (or losing her highest-level unused spell slot). Each round, the subject eliminates another spell or spell slot, moving to lower-level spells once all the higher-level spells are gone. In the case of prepared spells, the subject decides which spells to abandon at each level. If the subject has more than one standard action allowed in the round (from a *haste* spell or other magic), she may spend those actions as she desires. The subject doesn't realize the spells or spell slots are gone until she tries to cast a spell and finds it unavailable. Abandoning a spell slot or losing a spell is standard action, but it does not draw an attack of opportunity. It is a purely mental exercise not obvious to observers.

EVOCATION

ANIMUS BLAST

Evocation [Cold]

Spellcraft DC: 50

Components: V, S

Casting Time: 1 action

Range: 300 ft.

Area: 20-ft.-radius hemisphere burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

To Develop: 450,000 gp; 9 days; 18,000 XP.

Seeds: *energy* (DC 19), *animate dead* (DC 23).

Factors: set undead type to skeleton (–12 DC), 1-action casting time (+20 DC).

When this spell is cast, you can engulf your enemies in a *coldball* that deals 10d6 points of cold damage.

However, up to twenty of those victims that perish as a result of this blast are then instantly animated as Medium-size skeletons.

These skeletons serve you indefinitely.

You cannot exceed the normal limit for controlling undead through use of this spell, but other means that allow you to exceed the normal limit for controlled undead work just as well with undead created with *animus blast*.

ANIMUS BLIZZARD

Evocation [Cold]

Spellcraft DC: 78

Components: V, S

Casting Time: 1 minute

Range: 300 ft.

Area: 20-ft.-radius hemisphere burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

To Develop: 702,000 gp; 15 days; 28,080 XP.

Seeds: *energy* (DC 19), *animate dead* (DC 23).

Factors: increase damage to 30d6 (+40 DC), set undead type to wight (–4 DC).

When this spell is cast, you can engulf your enemies in an unusually powerful burst of cold that deals 30d6 points of damage.

However, up to five victims that perish as a result of this blast are then instantly animated as wights.

These five wights serve you indefinitely.

You cannot exceed the normal limit for controlling undead through use of this spell, but other means that allow you to exceed the normal limit for controlled undead work just as well with undead created with *animus blizzard*.

COLD CLAWS

Evocation [Cold]

Spellcraft DC: 39

Components: V, S

Casting Time: 10 minutes

Range: 20 miles

Area: A 20-mile radius, centered on you

Duration: 20 hours

Saving Throw: None

Spell Resistance: No

To Develop: 351,000 gp; 8 days; 14,040 XP.

Seed: *energy* (DC 25).

Factor: increase range to 20 miles (+36 DC).

Mitigating factor: increase casting time by 9 minutes (–18 DC), 4d6 backlash (–4 DC).

This spell creates a blizzard within the area of the spell.

The change in weather takes 10 minutes to complete once the casting is complete, lasts for 20 hours, and takes another full day to gradually return to normal.

A blizzard combines high winds, heavy snow (1d3 feet), and bitter cold; see the *DUNGEON MASTER's Guide* for specific effects.

The caster takes 4d6 points of damage from the casting.

DIRE WINTER

Evocation [Cold]

Spellcraft DC: 319

Components: V, S, XP

Casting Time: 1 minute

Range: 1,000 ft.

Area: 1,000-ft.-radius emanation

Duration: 20 hours

Saving Throw: None

Spell Resistance: None

To Develop: 2,871,000 gp; 58 days; 114,840 XP.

Seed: *energy* (emanate 2d6 cold in 10-ft. radius) (DC 19).

Factor: 100 times increase in base area (+400 DC).

Mitigating factor: burn 10,000 XP (–100 DC).

You summon winter.

The creature or object you target emanates bitter cold to a radius of 1,000 feet for 20 hours.

The emanated cold deals 2d6 points of damage per round against unprotected creatures (the target is susceptible if not magically protected or otherwise resistant to the energy).

The intense cold freezes water out of the air, causing constant snowfall and wind.

The snow and wind produce a blizzard effect within the area (see the *Weather Hazards* section in Chapter 3 of the *DUNGEON MASTER's Guide*).

XP Cost: 10,000 XP.

HELLBALL

Evocation [Acid, Fire, Electricity, Sonic]

Spellcraft DC: 90

Components: V, S, XP

Casting Time: 1 action

Range: 300 ft.

Area: 40-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

To Develop: 810,000 gp; 17 days; 32,400 XP.

Seed: *energy* (deals 10d6 each of acid, fire, electricity, sonic) (DC 76).

Factors: change area from bolt to ball (+2 DC), double base area (+6 DC), 1-action casting time (+20 DC).

Mitigating factors: 10d6 backlash (−10 DC), burn 400 XP (−4 DC).

A *hellball* is a massive blast of energy that detonates with a thundering roar.

It deals 10d6 points of acid damage, 10d6 points of fire damage, 10d6 points of electricity damage, and 10d6 points of sonic damage to all creatures within the area.

Unattended objects also take this damage.

The spell is barely controlled, and you take 10d6 points of damage as you release it (in addition to burning 400 XP).

You point your finger and determine the range (distance and height) at which the *hellball* is to detonate.

A sun-bright, fist-sized globe of strobing energy streaks forth and, unless it impacts a material body or solid barrier prior to attaining the indicated range, blossoms into an effect described by the rare survivor as “hell on earth”.

XP Cost: 400 XP.

ICE FIST

Evocation [Cold]

Spellcraft DC: 40

Components: V, S, XP

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 20 hours

Saving Throw: Reflex partial (see text)

Spell Resistance: Yes

To Develop: 360,000 gp; 8 days; 14,400 XP.

Seed: *energy* (DC 19).

Factors: increase damage to 10d6+20 (+16 DC), 1-action casting time (+20 DC), change area to touched target (+4 DC).

Mitigating factors: burn 1,300 XP (−13 DC), 6d6 backlash (−6 DC).

This spell encases the target, whom you must hit with a melee touch attack, in a block of ice that radiates cold energy.

The imprisoned creature takes 10d6+20 points of cold damage per round it remains trapped in the block.

The ice is 5 feet thick on every side of the imprisoned creature (so each wall around the creature has 180 hit points).

Any creature passing through the ice to free the imprisoned creature takes the same cold damage.

If the target makes a successful saving throw, it dodges the forming ice, but still takes 10d6+20 points of cold damage from your frigid touch.

The caster takes 6d6 points of damage from the casting.

XP Cost: 1,300 XP.

ICERAZOR

Evocation [Cold]

Spellcraft DC: 40

Components: V, S, XP

Casting Time: 1 action

Range: 300 ft.

Effect: A bolt of cold 300 ft. long and 10 ft. wide

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

To Develop: 360,000 gp; 8 days; 14,400 XP.

Seeds: *destroy* (DC 29), *energy* (DC 19).

Factors: 1-action casting time (+20 DC), change target to area (+2 DC).

Mitigating factors: burn 2,000 XP (−20 DC), 10d6 backlash (−10 DC).

This spell creates a slicing bolt of energy that deals 10d6 points of damage plus 20d6 points of cold damage to creatures it strikes.

If the target is killed or destroyed by the bolt, the remains are utterly destroyed as if disintegrated.

The caster takes 10d6 points of damage from the casting.

XP Cost: 2,000 XP.

LIVING LIGHTNING

Evocation [Electricity]

Spellcraft DC: 140

Components: None

Casting Time: 1 action

Range: 300 ft. or 150 ft.

Area: A bolt 5 ft. wide by 300 ft. long, or 10 ft. wide by 150 ft. long

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

To Develop: 1,260,000 gp; 26 days; 50,400 XP.

Seeds: *life* (DC 27), *energy* (DC 19).

Factors: 1-action casting time (+20 DC), no verbal or somatic components (+4 DC), giving life to a spell (ad hoc ×2 DC).

You develop a spell that you can cast; thereafter, the spell can effectively “cast itself”.

When you cast the spell, a stroke of energy deals 10d6 points of electricity damage to each creature within the spell's area.

Living lightning follows all the standard rules for epic spell casting when you cast it.

Living lightning is sentient and generally friendly toward you.

It has your mental ability scores, but it has no physical ability scores.

It senses the world through your senses and communicates with you by thought.

As a self-triggering spell, it isn't truly alive but is a fragment of your personality.

It cares little for the world around it, but at your urging (and sometimes at its own discretion) it casts itself at your foes.

Casters who prepare spells before casting must prepare *living lightning* normally in order for it to cast itself.

When the spell casts itself, it acts on your initiative but does not count against your own actions in the round.

Assuming you had enough epic spell slots for the day, you could be simultaneously taking another action, including casting another epic spell or nonepic spell.

You cannot simultaneously cast *living lightning* while it is casting its own effect, even if it has been prepared more than once.

Living lightning uses up one of your epic spell slots for the day whenever it casts itself.

When you've used up all your epic spell slots for the day (or you've cast all your prepared *living lightning* spells, if you are a caster who must prepare spells), *living lightning* becomes quiescent.

It remains so until you've rested to regain your epic spell slots for the next day.

RAIN OF FIRE

Evocation [Fire]

Spellcraft DC: 50

Components: V, S

Casting Time: 1 minute

Range: 0 ft.

Area: 2-mile-radius emanation

Duration: 20 hours

Saving Throw: Reflex negates (see text)

Spell Resistance: Yes

To Develop: 450,000 gp; 9 days; 18,000 XP.

Seeds: *energy (fire)* (DC 19), *energy (weather)* (DC 19).

Factor: change rain to wisps of flame (ad hoc +12 DC).

This spell summons a swirling thunderstorm that rains fire rather than raindrops down on you and everything within a two-mile radius of you.

Everything caught unprotected or unsheltered in the flaming deluge takes 1 point of fire damage each round.

A successful Reflex save results in no damage, but the save must be repeated each round.

Unless the ground is exceedingly damp, all vegetation is eventually blackened and destroyed, leaving behind a barren wasteland similar to the aftermath of a grass or forest fire.

The fiery storm is stationary and persists even if the caster leaves.

NECROMANCY

DEMISE UNSEEN

Necromancy (Death, Evil), Illusion (Figment)

Spellcraft DC: 82

Components: V, S

Casting Time: 1 action

Range: 300 ft.

Target: One creature of up to 80 HD

Duration: Instantaneous

Saving Throw: Fort negates

Spell Resistance: Yes

To Develop: 738,000 gp; 15 days; 29,520 XP.

Seeds: *slay* (DC 25), *animate dead* (DC 23), *delude* (DC 14).

Factors: change undead type to ghoul (-10 DC), apply figment element to all 5 senses (+10 DC), 1-action casting time (+20 DC).

You instantly slay a single target and at the same moment animate the body so that it appears that nothing has happened to the creature.

The target's companions (if any) do not immediately realize what has transpired.

The target receives a Fortitude saving throw to survive the attack.

If the save fails, the target remains in its exact position with no apparent ill effects.

In reality, it is now a ghoul under your control.

The target's companions notice nothing unusual about the state of the target until they interact with it, at which time each companion receives a Will saving throw to notice discrepancies ("By Moradin's beard, you move slowly today!").

The ghoul serves you indefinitely.

You cannot exceed the normal limit for controlling undead through use of this spell, but other means that allow you to exceed the normal limit for controlled undead work just as well with undead created with *demise unseen*.

MOMENTO MORI

Necromancy [Death]

Spellcraft DC: 86

Components: None

Casting Time: 1 quickened action

Range: 300 ft.

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial (see text)

Spell Resistance: Yes

To Develop: 774,000 gp; 16 days; 30,960 XP.

Seed: *slay* (DC 25).

Factor: increase to 160 HD (+8 DC), quickened (+28 DC), no verbal or somatic components (+4 DC), +10 to DC of subject's save (+20 DC).

Your passing thought connotes death for the target.

As a free action that counts as a quickened spell, you will the target dead without a word or gesture.

Your bloodthirsty wish snuffs out the life force of a living creature of 160 or fewer HD, killing it instantly.

The subject is entitled to a Fortitude saving throw (DC 30 + relevant ability modifier) to have a chance of surviving the attack.

If the save is successful, the target instead takes 3d6+20 points of damage.

MUMMY DUST

Necromancy [Evil]

Spellcraft DC: 35

Components: V, S, M, XP

Casting Time: 1 action

Range: Touch

Effect: Two 18-HD mummies

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

To Develop: 315,000 gp; 7 days; 12,600 XP.

Seed: *animate* (DC 23).

Factors: 16-HD undead (+16 DC), 1-action casting time (+20 DC).

Mitigating factors: burn 2,000 XP (−20 DC), expensive material component (ad hoc −4 DC).

When you sprinkle the dust of ground mummies in conjunction with casting *mummy dust*, two Large 18-HD mummies (see below) spring up from the dust in an area adjacent to you.

The mummies follow your every command according to their abilities, until they are destroyed or you lose control of them by attempting to control more Hit Dice of undead than you have caster levels.

Material Component: Specially prepared mummy dust (10,000 gp).

XP Cost: 2,000 XP.

➤ **Mummy, Advanced:** CR 6; Large undead; HD 18d12+3; hp 120; Init −2; Spd 30 ft.; AC 17, touch 7, flat-footed 17; Atk +17 melee (1d8+8, slam); Face/Reach 5 ft. by 5 ft./10 ft.; SA Despair, mummy rot; SQ Undead traits, resistant to blows, DR 5/+1, fire vulnerability; AL LE; SV Fort +8, Ref +4, Will +13; Str 25, Dex 6, Con —, Int 6, Wis 14, Cha 15. **Skills and Feats:** Hide +9, Listen +15, Move Silently +13, Spot +15; Alertness, Blind-Fight, Great Fortitude, Power Attack, Weapon Focus (slam).

Despair (Su): At the sight of a mummy, the viewer must succeed at a Will save (DC 21), or be paralyzed with fear for 1d4 rounds.

Whether or not the save is successful, that creature cannot be affected again by that mummy's despair ability for one day.

Mummy Rot (Su): Supernatural disease—slam, Fortitude save (DC 20), incubation period 1 day; damage 1d6 temporary Constitution.

Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or receives a remove disease spell or similar magic (see Disease in Chapter 3 of the *DUNGEON MASTER's Guide*).

An afflicted creature that dies shrivels away into sand and dust that blow away into nothing at the first wind unless both *remove disease* and *raise dead* are cast on the remains within 6 rounds.

Undead Traits: Immune to poison, sleep, paralysis, stunning, disease, death, effects, necromantic effects, mind-affecting effects, and any effect requiring a Fortitude save unless it also works on objects.

Not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain.

Negative energy heals.

Not at risk of death from massive damage, but destroyed at 0 hit points or less.

Darkvision 60 ft. Cannot be raised; resurrection works only if creature is willing.

Resistant to Blows (Ex): Physical attacks deal only half damage to mummies.

Apply this effect before damage reduction.

Fire Vulnerability (Ex): A mummy takes double damage from fire attacks unless a save is allowed for half damage.

A successful save halves the damage and a failure doubles it.

TRANSMUTATION

DREAMSCAPE

Transmutation [Teleportation]

Spellcraft DC: 29

Components: V, S

Casting Time: 1 minute

Range: Touch

Target: You and other touched willing creatures weighing up to 1,000 lb.

Duration: Instantaneous (D)

Saving Throw: Yes (harmless) (see text)

Spell Resistance: Yes (harmless)

To Develop: 261,000 gp; 6 days; 10,400 XP.

Seed: *transport* (DC 27).

Factor: transport to region of dreams (+2 DC).

You and any creatures you touch are drawn along a crystal arc of reverie to the edge of conscious thought and into the region of dreams.

You can take more than one creature along with you (subject to your weight limit), but all must be touching each other.

You physically enter the land of dreams, leaving nothing behind.

In the region of dreams, you move through a menagerie of thoughts, desires, and phantoms created by the minds of dreamers everywhere.

For every minute you move through the dream landscape, you can “wake” to find yourself five miles displaced in the waking world.

Thus, a character can use this power to travel rapidly by physically entering where only dreams normally prowl, moving for a certain length of time (at five miles per minute) and then stepping back into the waking world. You do not know precisely where you will come out in the waking world, nor the conditions of the waking world through which you travel.

You know approximately where you will end up based on time spent traveling in dream.

Dreamscape can also be used to travel to other planes that contain creatures that dream, but doing this requires crossing into the dreams of outsiders, where you are subject to the dangers of alien dream realities.

This is a potentially perilous proposition, at your DM's option.

Transferring to another plane of existence requires 1d4 hours of uninterrupted journey.

Any creatures touched by you when *dreamscape* is cast also make the transition to the borders of unconscious thought. They may opt to follow you, wander off into the dreams of others, or stumble back into the waking world (50% chance for either of the latter results if they are lost or abandoned by you).

Creatures unwilling to accompany you into the region of dreams receive a Will save, negating the effect if successful.

GREATER RUIN

Transmutation

Spellcraft DC: 59

Components: V, S, XP

Casting Time: 1 round

Range: 12,000 ft.

Target: One creature, or up to a 10-foot cube of nonliving matter

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

To Develop: 531,000 gp; 11 days; 21,240 XP.

Seed: *destroy* (DC 29).

Factors: increase damage to 35d6 (+30 DC), 1-action casting time (+20 DC).

Mitigating factor: burn 2,000 XP (–20 DC).

As *ruin*, except the target is dealt 35d6 points of damage.

XP Cost: 2,000 XP.

GREATER SPELL RESISTANCE

Transmutation

Spellcraft DC: 45

Components: V, S, Ritual

Casting Time: 1 minute

Range: Touch

Target: Creature touched

Duration: 20 hours

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

To Develop: 405,000 gp; 9 days; 16,200 XP.

Seed: *fortify* (DC 27).

Factor: +10 additional SR (+40 DC).

Mitigating factor: two additional casters contributing 6th-level spell slots (–22 DC).

You grant the subject touched spell resistance 35 until the duration expires.

The spell resistance granted does not stack, but overlaps with, any previous spell resistance.

This is a ritual spell, requiring two other spellcasters, each of whom must contribute an unused 6th-level spell slot to the casting.

LET GO OF ME

Transmutation

Spellcraft DC: 43

Components: None

Casting Time: 1 free action

Range: Touch (see text)

Target: One creature or force grappling you

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

To Develop: 387,000 gp; 8 days; 15,480 XP.

Seed: *destroy* (DC 29).

Factors: quickened (+28 DC), no verbal or somatic components (+4 DC).

Mitigating factors: limited circumstance (ad hoc –8 DC), 10d6 backlash (–10 DC).

You radiate destruction, dealing 20d6 points of damage to any creature grappling you.

The damage dealt is of no particular type or energy—it is a purely destructive impulse, if grappled by a magical force, such as *Bigby's grasping hand* or *Bigby's crushing hand*, the force is automatically destroyed.

Being grappled is dangerous for most spellcasters, so few mind taking 10d6 points of backlash damage.

MASS FROG

Transmutation

Spellcraft DC: 55

Components: V, S

Casting Time: 1 action

Range: 300 ft.

Area: 40-ft.-radius hemisphere

Duration: Permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

To Develop: 495,000 gp; 10 days; 19,800 XP.

Seed: *transform* (DC 21).

Factors: change target to area of 20-ft. hemisphere (+10 DC), increase area by 100% (+4 DC), 1-action casting time (+20 DC).

Culled from the repertoire of the legendary wizard Miko, this epic spell turns all Medium-size or smaller creatures in the area into frogs.

The transformed creatures retain their mental faculties, including personality, Intelligence, Wisdom, and Charisma scores, level and class, hit points (despite any change in Constitution score), alignment, base attack bonus, base save bonuses, extraordinary abilities, spells, and spell-like abilities, but not supernatural abilities.

They assume the physical characteristics of frogs, including natural size and Strength, Dexterity, and Constitution scores.

(Use the statistics for the toad as given in the *Monster Manual*).

All the creatures' equipment drops to the ground upon transformation.

NAILED TO THE SKY

Transmutation [Teleportation]

Spellcraft DC: 62

Components: V, S, XP

Casting Time: 1 action

Range: 300 ft.

Target: Creature or object weighing up to 1,000 lb.

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

To Develop: 558,000 gp; 12 days; 22,320 XP.

Seeds: *foresee* (to preview endpoint of teleportation) (DC 17), *transport* (DC 27).

Factors: unwilling target (+4 DC), increase range from touch (+4 DC), 1-action casting time (+20 DC).

Mitigating factor: burn 1,000 XP (–10 DC).

Your spell fixes the target to the heavens.

Nailed to the sky actually places the target so far from the surface of the world and at such a speed that it keeps missing the surface as it falls back, so it enters an eternal orbit.

Unless the target can magically fly or has some other form of non-physical propulsion available, the target is stuck until someone else rescues it.

Even if the target can fly, the surface is 2 to 4 hours away, assuming a *fly* spell, which allows a maximum speed of 720 feet per round while descending.

The target may not survive that long.

Depending on the world where *nailed to the sky* is cast, conditions so far from its surface may be deadly.

Deleterious effects include scorching heat, cold, and vacuum.

Targets subject to these conditions take 2d6 points of damage each from heat or cold and 1d4 points of damage from the vacuum each round.

The target immediately begins to suffocate (see the Suffocation sidebar in Chapter 3 of the DUNGEON MASTER's Guide).

XP Cost: 1,000 XP.

RUIN

Transmutation

Spellcraft DC: 27

Components: V, S, XP

Casting Time: 1 full round

Range: 12,000 ft.

Target: One creature, or up to a 10-foot cube of nonliving matter

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

To Develop: 243,000 gp; 5 days; 9,720 XP.

Seed: *destroy* (DC 29).

Factor: reduce casting time by 9 rounds (+18 DC).

Mitigating factor: burn 2,000 XP (–20 DC).

You deal 20d6 points of damage to a single target within range and line of sight.

If the target is reduced to –10 hit points or less (or a construct, object, or undead is reduced to 0 hit points), it is utterly destroyed as if disintegrated.

Only a trace of fine dust remains.

XP Cost: 2,000 XP.

SAFE TIME

Transmutation [Teleportation]

Spellcraft DC: 64

Components: V, S

Casting Time: 1 minute

Range: Touch

Target: You or creature touched

Duration: Contingent until expended, then 1 round of safe time

Saving Throw: None

Spell Resistance: No

To Develop: 576,000 gp; 12 days; 23,040 XP.

Seed: *transport* (DC 27).

Factors: move to time stream (+8 DC), reduce static time to 1 round (ad hoc +4 DC), activates when you would otherwise take 50 or more points of damage (+25 DC).

Safe time can move you (or the target) out of harm's way by shunting you into a static time stream.

Once cast, the spell remains quiescent and does not activate until the trigger conditions have been met.

Each day it remains untriggered, it uses up an epic spell slot, even if you cast it on another creature.

Once triggered, the spell is expended normally.

When you would otherwise be subject to any instantaneous effect that would deal you 50 or more points of damage, you are instead transported to a static time stream where time ceases to flow for you.

Your condition becomes fixed—no force or effect can harm you until 1 round of real time has passed.

Thus, you duck the damage you would otherwise receive, but you also miss out on one round of activity.

To you, no time passes at all, but to onlookers who are part of real time, you stand frozen and fixed in space for 1 full round.

TIME DUPLICATE

Transmutation [Teleportation]

Spellcraft DC: 71

Components: V, S

Casting Time: 1 free action

Effect: You

Duration: 1 round (see text)

Saving Throw: None (harmless)

Spell Resistance: None (harmless)

To Develop: 639,000 gp; 13 days; 25,560 XP.

Seed: *transport* (to move future you back in time 1 round) (DC 27).

Factors: move to time stream (+8 DC), stretch the base temporal effect (ad hoc +8 DC), quickened (+28 DC).

You snatch yourself from 1 round in the future, depositing your future self in an adjacent space as a free action that counts as a quickened spell.

Your future self is technically only a possible future self (the time stream is a maelstrom of multiple probabilities), but snatching that future self from 1 round in the future collapses probability, and the possible future becomes the definite future.

You and your future self are both free to act normally this round (you've already used up your limit of one quickened spell per round, but your duplicate hasn't).

Your future self has all the resources you have at the moment you finish casting *time duplicate*.

Because your future self was previously only a possibility, his or her resources are not depleted as a result of whatever might occur this round (even if you die this round).

Likewise, he or she doesn't have any special knowledge of what might occur during this round.

Because your future self is still part of the time stream, the round it spends with you is a round it misses in its own future.

Because your future duplicate is also you, you miss the next round as well.

You simply aren't there.

Tampering with the time stream is a tricky business.

Here is a round-by-round summary.

Round One: You cast *time duplicate*, your future self from round two arrives, and you both act normally.

Round Two: Your future self—you—gets snatched back in time to help your past self.

During this round, there are no versions of you present.

Round Three: You rejoin the time stream.

You arrive in the same location and condition that your future self ended with at the end of the first round.

Any resources (spells, damage, staff charges) your future self used up in round one are gone for real.

Record them now.

Using this spell to snatch a single future self stretches time and probability to its limit; more powerful versions of *time duplicate* are not possible.

You cannot bring more than a single future version of yourself back to help you at one time, nor can you snatch a version of you from farther in the future.

VENGEFUL GAZE OF GOD

Transmutation

Spellcraft DC: 419

Components: V, S

Casting Time: 1 action

Range: 12,000 ft.

Target: One creature, or up to a 10-foot cube of nonliving matter in line of sight

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

To Develop: 3,771,000 gp; 76 days; 150,840 XP.

Seed: *destroy* (DC 29).

Factor: increase damage to 305d6 (+570 DC), 1-action casting time (+20 DC).

Mitigating factor: 200d6 backlash (–200 DC).

The target of this spell is subject to a fury like unto heavenly wrath that deals 305d6 points of damage (or half of that if a Fortitude save succeeds).

If the target is reduced to –10 hit points or less (or a construct, object, or undead is reduced to 0 hit points), it is utterly destroyed as if disintegrated, leaving behind only a trace of fine dust.

Channeling such terrific forces has its price, and the caster is likewise dealt 200d6 points of damage as your eyes bleed and your skin convulses when the power is released.

This spell often kills the caster, but it's often worth it.

Note: Table 3–4: Average Damage Dice is useful if you don't want to roll hundreds of 6-sided dice.

VERDIGRIS TSUNAMI

Transmutation

Spellcraft DC: 170

Components: V, S, Ritual, XP

Casting Time: 10 minutes

Range: 1,500 ft.

Area: 1,000-ft.-radius hemisphere

Duration: Permanent

Saving Throw: Reflex half

Spell Resistance: No

To Develop: 1,530,000 gp; 31 days; 61,200 XP.

Seed: *conjure* (DC 21).

Factor: change area to 20-ft.-radius hemisphere (+2 DC), increase radius to 1,000 ft. (+196 DC), increase range to 1,500 ft. (+8 DC), deal 10d6 damage during growth (ad hoc +19 DC), increase damage to 40d6 (+60 DC), permanent (×5 DC).

Mitigating factors: increase casting time by 9 minutes (–18 DC), eleven additional casters contributing 6th-level spell slots (–121 DC), three additional casters contributing 4th-level spell slots (–21 DC), burn 10,000 XP per 6th-level spell contributor plus caster (–1,200 DC).

As *verdigris*, except creatures in the area take 40d6 points of damage (Reflex save for half), as do buildings, and the plant growth is permanent.

XP Cost: 10,000 XP.

VERDIGRIS

Transmutation

Spellcraft DC: 58

Components: V, S

Casting Time: 1 minute

Range: 300 ft.

Area: 100-ft.-radius hemisphere

Duration: 24 hours

Saving Throw: Reflex half

Spell Resistance: No

To Develop: 522,000 gp; 11 days; 20,880 XP.

Seed: *conjure* (DC 21).

Factors: change area to 20-ft.-radius hemisphere (+2 DC), increase radius to 100 ft. (+16 DC), deal 10d6 damage during growth (ad hoc +19 DC).

When you cast this spell, you create a tsunami of grass, shrubs, and trees that overgrows the area like a tidal wave. The plant growth creeps and curls across everything in the area, ensnaring it and coiling around it as if it had been growing there for a century or more, like some ancient ruin overrun by jungle.

Creatures in the area must make a Reflex saving throw to avoid the fast-moving growth, which otherwise deals 10d6 points of damage from the crushing press.

Buildings are engulfed by tendrils of vines, creepers, thick roots, and branches, and they likewise take 10d6 points of damage.

Those destroyed by the damage have their foundations uprooted and walls crumbled.

The plant growth remains for 24 hours, after which it vanishes.

EPIC INSIGHTS (3.0)

CONJURATION

GLORIOUS LIGHT OF RENEWAL

Conjuration (Healing)

Spellcraft DC: 80

Components: V, S, DF

Casting Time: 1 minute

Range: 100 ft.

Target: Up to 5 dead creatures

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (harmless)

To Develop: 720,000 gp; 15 days; 28,800 XP.

Seed: *life* (DC 27).

Factors: change from touch to target (+4 DC), change from target to area (+10 DC), increase range by 400% (+8 DC), add 4 extra targets (+40 DC).

Mitigating Factor: backlash 9d6 (–9 DC) Up to five dead creatures are restored to life and complete vigor so long as any portion of the creatures' bodies remain.

The creature can have been dead for no longer than two hundred years.

The vast amount of positive energy channeled by this spell deals 9d6 damage in backlash to the caster.

GLORIOUS LIGHT OF RENEWAL

Conjuration (Healing)

Spellcraft DC: 80

Components: V, S, DF

Casting Time: 1 minute

Range: 100 ft.

Target: Up to 5 dead creatures

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (harmless)

To Develop: 720,000 gp; 15 days; 28,800 XP.

Seed: *life* (DC 27).

Factors: change from touch to target (+4 DC), change from target to area (+10 DC), increase range by 400% (+8 DC), add 4 extra targets (+40 DC).

Mitigating Factor: backlash 9d6 (−9 DC).

Up to five dead creatures are restored to life and complete vigor so long as any portion of the creatures' bodies remain. The creature can have been dead for no longer than two hundred years.

The vast amount of positive energy channeled by this spell deals 9d6 points of damage in backlash to the caster.

NECROMANCY

HORRIBLE ARMY OF THE DEAD

Necromancy [Death, Evil]

Spellcraft DC: 112

Components: V, S

Casting Time: 1 full round

Range: 300 ft.

Area: 300-ft. radius

Target: One or more living creatures

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

To Develop: 1,008,000 gp; 21 days; 40,320 XP.

Seeds: *animate dead* (DC 23), *slay* (DC 25).

Factors: reduce casting time by 9 rounds (+18 DC), create additional 60 HD of undead (+60 DC), create skeletons (−12 DC).

Mitigating factor: burn 1,000 XP (−10 DC).

All living creatures within the area (to a maximum of 80 HD, no creature with more than 10 HD is affected) wither and die, their flesh falling to dust in seconds.

The next round, these creatures rise as skeletons.

You can naturally control 1 HD of undead per caster level; any undead beyond this number are uncontrolled (but since you're probably creating them out of the middle of your enemy's army, they'll cause plenty of chaos on their own).

XP Cost: 1,000 XP.

HORRIBLE ARMY OF THE DEAD

Necromancy [Death, Evil]

Spellcraft DC: 112

Components: V, S

Casting Time: 1 full round

Range: 300 ft.

Area: 300-ft. radius

Target: One or more living creatures

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

To Develop: 1,008,000 gp; 21 days; 40,320 XP.

Seeds: *animate dead* (DC 23), *slay* (DC 25).

Factors: reduce casting time by 9 rounds (+18 DC), create additional 60 HD of undead (+60 DC), create skeletons (−12 DC).

Mitigating factor: burn 1,000 XP (−10 DC).

All living creatures within the area (to a maximum of 80 HD, no creature with more than 10 HD is affected) wither and die, their flesh falling to dust in seconds.

The next round, these creatures rise as skeletons.

You can naturally control 1 HD of undead per caster level; any undead beyond this number are uncontrolled (but since you're probably creating them out of the middle of your enemy's army, they'll cause plenty of chaos on their own).

XP Cost: 1,000 XP.

FROSTBURN (3.5)

EVOCATION

ANIMUS BLAST

Evocation [Cold]

Spellcraft DC: 50

Components: V, S

Casting Time: 1 standard action

Range: 300 ft.

Area: 20-ft.-radius hemisphere burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

To Develop: 450,000 gp; 9 days; 18,000 XP.

Seeds: *energy* (DC 19), *animate dead* (DC 23).

Factors: set undead type to skeleton (−12 DC), 1-action casting time (+20 DC).

When this spell is cast, you can engulf your enemies in a *coldball* that deals 10d6 points of cold damage to each one.

Up to twenty of those victims that perish as a result of the blast are then instantly animated as Medium skeletons.

These skeletons serve you indefinitely.

You cannot exceed the normal limit for controlling undead through use of this spell, but other means that allow you to exceed the normal limit for controlled undead work just as well with undead created with *animus blast*.

ANIMUS BLIZZARD

Evocation [Cold]

Spellcraft DC: 78

Components: V, S

Casting Time: 1 minute

Range: 300 ft.

Area: 20-ft.-radius hemisphere burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

To Develop: 702,000 gp; 15 days; 28,080 XP.

Seeds: *energy* (DC 19), *animate dead* (DC 23).

Factors: increase damage to 20d6 (+40 DC), set undead type to wight (−4 DC).

When this spell is cast, you can engulf your enemies in an unusually powerful burst of cold that deals 20d6 points of cold damage to each one.

Up to five victims that perish as a result of the blast are then instantly animated as wights. These five wights serve you indefinitely. You cannot exceed the normal limit for controlling undead through use of this spell, but other means that allow you to exceed the normal limit for controlled undead work just as well with undead created with *animus blizzard*.

COLDFIRE BLAST

Evocation [Cold]

Spellcraft DC: 93

Components: V, S, Coldfire

Casting Time: 1 standard action

Range: 300 ft.

Area: 40-ft.-radius hemisphere burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

To Develop: 837,000 gp; 17 days; 33,480 XP.

Seed: *energy* (emanate 2d6 cold in 10-ft. radius) (DC 19).

Factor: 1-action casting time (+20 DC), increase area by 100% (+4 DC), increase damage to 40d6 (+60 DC), coldfire component (−10 DC).

You blast all creatures in the spell's area with unusually intense cold, dealing 40d6 points of frostburn damage to each one.

Material Component: 10 ounces of coldfire.

DIRE WINTER

Evocation [Cold]

Spellcraft DC: 319

Components: V, S, XP

Casting Time: 1 minute

Range: 1,000 ft.

Area: 1,000-ft.-radius emanation

Duration: 20 hours

Saving Throw: None

Spell Resistance: No

To Develop: 2,871,000 gp; 58 days; 114,840 XP.

Seed: *energy* (emanate 2d6 cold in 10-ft. radius) (DC 19).

Factor: 100 times increase in base area (+400 DC).

Mitigating factor: burn 10,000 XP (−100 DC).

You summon winter.

The creature or object you target emanates bitter cold to a radius of 1,000 feet for 20 hours.

The emanated cold deals 2d6 points of cold damage per round against unprotected creatures (the target is susceptible if not magically protected or otherwise resistant to the energy).

The intense cold freezes water out of the air, causing constant snowfall and wind.

The snow and wind produce a blizzard effect within the area.

XP Cost: 10,000 XP.

TRANSMUTATION

ICE AGE

Transmutation [Cold]

Spellcraft DC: 323

Components: V, S

Casting Time: 1 minute

Range: 0 ft.

Area: 20-mile-radius emanation

Duration: Permanent

Saving Throw: None

Spell Resistance: No

To Develop: 2,907,000 gp; 59 days; 116,280 XP.

Seed: *transform* (DC 21).

Factor: change target to area (+2 DC), 100 times increase in base area (+400 DC).

Mitigating factor: burn 10,000 XP (−100 DC).

You summon an ice age.

A massive glacier fills a 20-mile-radius area, covering the surface (land, water, and so forth).

The temperature drops by 100 degrees (or to 0° F, whichever results in the lower temperature).

All water in the air instantly freezes, creating a blizzard that lasts until *ice age* is dispelled.

This can only be done with a *superb dispelling* spell (see page 87 of the *Epic Level Handbook*).

XP Cost: 10,000 XP.

LOST EMPIRES OF FAERÛN (3.5)

TRANSMUTATION

IOULAUM'S LONGEVITY

Transmutation

Spellcraft DC: 152

Components: V, S

Casting Time: 1 round

Range: 12,000 ft.

Area: 120-ft. radius

Duration: Special

Saving Throw: Fortitude half

Spell Resistance: Yes

To Develop: 1,368,000 gp; 27 days; 54,720 XP.

Seeds: *destroy* (DC 29), *fortify* (DC 17).

Factors: change from target to area (+10), change area to 20-ft. radius (+2), increase area by 3,600% (+144).

Mitigating factors: 1-d6 backlash (−10), burn 4,000 XP (−40).

This spell deals 20d6 points of damage to every creature within its area.

A living target that is reduced to −10 or fewer hit points (or a construct, object, or undead that is reduced to 0 hit points) is utterly destroyed as if disintegrated, leaving behind only a trace of fine dust.

This spell also extends the caster's current age category by 1 year for every living creature it slays.

The spell's duration is instantaneous, but the age extension is permanent.

PLAYER'S GUIDE TO FAERÛN (3.5)

CONJURATION

GIFT OF ALLIANCE

Conjuration (Summoning) (Elven High Magic)

Spellcraft DC: 80

Components: V, S, XP

Casting Time: 10 minutes or more; see text

Range: 75 ft.

Effect: One or more summoned creatures; see text

Duration: Permanent (D)

Saving Throw: Will negates

Spell Resistance: Yes

Development: 720,000 gp; 15 days; 28,800 XP.

Seed: *summon* (DC 14).

Factors: Make permanent ($\times 5$ DC), any creature type (ad hoc +40 DC), CR 25 (+46 DC).

Mitigating factors: Increase casting time by 9 minutes (-18 DC), burn 6,600 XP (-66 DC).

You summon one or more creatures of any creature type to your aid, usually in the defense of an elf realm.

The creatures come from the surrounding area and are of a kind appropriate to the terrain and specific location.

For every 10 minutes you spend casting the spell, you can summon creatures with up to a total of 12 Hit Dice.

Thus, if you cast for 1 hour, you could summon six astral devas (12-HD creatures) or two bronze wyrms (36-HD creatures).

No single creature can have a Challenge Rating higher than 25.

XP Cost: 6,600 XP per 10 minutes of casting time.

GLORIOUS LIGHT OF RENEWAL

Conjuration (Healing)

Spellcraft DC: 80

Components: V, S, DF

Casting Time: 1 minute

Range: 100 ft.

Target: Up to five dead creatures

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (harmless)

Development: 720,000 gp; 15 days; 28,800 XP.

Seed: *life* (DC 27).

Factors: Change from touch to target (+4 DC), change from target to area (+10 DC), increase range by 400% (+8 DC), add four extra targets (+40 DC).

Mitigating factor: Backlash 9d6 (-9 DC).

Up to five dead creatures are restored to life and complete vigor so long as any portion of each creature's body remains.

The targets can have been dead for no longer than two hundred years.

The vast amount of positive energy channeled by this spell deals 9d6 points of damage in backlash to the caster.

STARSHINE UPON THE PEOPLE

Conjuration [Healing] (Elven High Magic)

Spellcraft DC: 44

Components: V, S

Casting Time: 1 minute

Range: 40 ft.

Area: All creatures within a 40-ft.-radius spread, centered on you

Duration: Instantaneous and 20 hours; see text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Development: 396,000 gp; 8 days; 15,840 XP.

Seeds: *heal* (DC 25), *fortify* (DC 23).

Factors: Change target to 20-ft.-radius area (+10 DC), increase area by 100% (+4 DC).

Mitigating factors: Increase casting time by 9 minutes (-18 DC).

You lead a number of your allies in a ritual of chant and dance that cleanses the participants both physically and spiritually.

A shower of glittering stardust descends over the area, settling upon the participants and channeling positive energy to heal and empower them.

The starshine removes all dirt and grime from creatures and equipment in the spell's area.

It also cures all diseases, blindness, deafness, hit point damage, and temporary ability damage that afflicts the subjects, and it offsets feeble-mindedness and cures mental disorders caused by spells or injuries to the brain.

Furthermore, it neutralizes poisons in the subjects' systems so that they suffer no additional damage or ill effects from those toxins.

In addition, it dispels all magical effects penalizing the subjects' abilities—even effects caused by epic spells developed with the *afflict* seed.

Once the ritual is complete, a blessing settles upon all participants, granting each a +1 morale bonus on attack rolls for the next 20 hours.

ENCHANTMENT

SONG OF ENEVAHR

Enchantment (Compulsion) [Mind-Affecting]

Spellcraft DC: 39

Components: V, S

Casting Time: 1 standard action

Range: 300 ft.

Area: All creatures within 300 ft.

Duration: 20 minutes

Saving Throw: Will negates

Spell Resistance: Yes

Development: 351,000 gp; 8 days; 14,040 XP.

Seeds: *afflict* enemies (DC 14), *fortify* allies (DC 23).

Factors: Reduce casting time to 1 standard action (+20 DC), change from target to 20-ft.-radius area (+10 DC), increase area by 1500% (+60 DC), *fortify* allies with +3 morale bonus (+12 DC).

Mitigating factors: Burn 10,000 XP (-100 DC).

By singing in the midst of battle, you inspire courage in your allies and fear in your foes.

Every ally within the area of the spell gains a +3 morale bonus on Will saving throws, and every enemy takes a -2 penalty on attack rolls, checks, and saving throws.

EVOCATION

TOLODINE'S KILLING WIND

Evocation [Acid] (Netherese)

Spellcraft DC: 70

Components: V, XP

Casting Time: 1 round

Range: 1,000 ft.

Effect: Cloud of acidic fog, up to 100 10-ft. cubes (S)

Duration: 20 hours (D)

Saving Throw: Reflex half

Spell Resistance: Yes

Development: 630,000 gp; 13 days; 25,200 XP.

Seed: *energy* (DC 19).

Factors: Increase damage by 18d6 (+36 DC), range 400% (+8 DC), change area to cubes (+2 DC), increase area 2,500% (+100 DC), dismissible (+2 DC), increase DC on the fly (ad hoc +3).

Mitigating factors: Burn 10,000 XP (-100 DC).

You create a cloud of billowing acidic vapors that blow at high speed from you through the area you designate.

These vapors deal 20d6 points of acid damage to each creature caught within them.

You can reshape the area as a standard action each round during the spell's duration if you so desire.

As a special feature of this spell, you can increase the saving throw DC at the time of casting by sacrificing more XP.

For every 1,000 XP you sacrifice beyond the 10,000 XP required to cast the spell, the saving throw DC increases by 5.

XP Cost: 10,000 XP or more.

NECROMANCY

HORRIBLE ARMY OF THE DEAD

Necromancy [Death, Evil]

Spellcraft DC: 112

Components: V, S, XP

Casting Time: 1 full round

Range: 300 ft.

Area: 300-ft. radius

Target: One or more living creatures

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

Development: 1,008,000 gp; 21 days; 40,320 XP.

Seeds: *animate dead* (DC 23), *slay* (DC 25).

Factors: Reduce casting time by 9 rounds (+18 DC), create additional 60 HD of undead (+60 DC), create skeletons (-12 DC).

Mitigating factor: Burn 1,000 XP (-10 DC).

All living creatures within the area (to a maximum of 80 HD) wither and die, their flesh falling to dust in seconds.

The next round, these creatures rise as skeletons.

You can control 1 HD of undead per caster level; any undead beyond this number are uncontrolled.

(Since you're probably creating them out of the middle of your enemy's army, however, they're likely to cause plenty of chaos on their own).

No single creature with more than 10 HD can be affected by this spell.

XP Cost: 1,000 XP.

TRANSMUTATION

PROCTIV'S MOVE MOUNTAIN

Transmutation (Netherese)

Spellcraft DC: 280

Components: V, S, XP

Casting Time: 1 day

Range: 1 mile

Target: Mountain (rough cone of earth 1 mile tall and 1 mile in radius at the base)

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Development: 2,520,000 gp; 51 days; 100,800 XP.

Seeds: *transform* (DC 21), *transport* (to move mountain into the air, DC 27).

Factors: Increase range (+34 DC), hardness of stone (+4 DC), make *transport* permanent (×5 DC), increase mass of *transport* (ad hoc +40 DC).

Mitigating factors: Increase casting time (-20 DC), burn 5,000 XP (-50 DC).

You shear off the top of a mountain, levitate it into the air, and invert it, creating a floating mass of earth with a smooth surface suitable for construction.

The ancient archwizards of Netheril used this spell to create their famous floating enclaves.

You control the movement, both vertical and horizontal, of the floating mountain.

XP Cost: 5,000 XP.

POWER OF FAERÛN (3.5)

EVOCATION

AMAUNATOR'S ETERNAL SUN

Evocation (Fire)

Spellcraft DC: 36

Components: V, S

Casting Time: 11 minutes.

Range: 12,000 ft.

Area: 150-mile radius, centered on you

Duration: Permanent

Saving Throw: Reflex half

Spell Resistance: Yes

To Develop: 603,000 gp; 13 days; 24,120 XP; Seeds: *delude* (DC 14), *energy* (DC 19).

Factors: increase mass by 600% (+24), increase range by 4000% (+80), thermal aspect (+2), permanent (×5).

Mitigating Factors: increase casting time by 10 minutes (-20 DC), 176 additional participant 1st-level spell slots (-176 DC), 12 additional participant 2nd-level spell slots (-36 DC).

DC), 4 additional participant 3rd-level spell slots (–20 DC), 1 additional participant 4th-level spell slots (–7 DC). When this spell is cast, it creates a miniature sun more than 2 miles above the point of casting and hides the true sun from anyone able to see the false sun (anyone within 150 miles of the caster's location at the time of the casting). The sun's apparent size (the same as the real sun, subtending about 0.5 degrees in the sky) stays the same regardless of a viewer's distance from it. This has the effect of making it seem to be permanently as bright as high noon within the spell's area (although the actual position of the false sun in the sky is gradually lower in the sky as a viewer moves away from the point of casting, eventually sinking below the horizon once the viewer is more than 150 miles away).

SANDSTORM (3.5)

CONJURATION

VOLCANO

Conjuration (Creation) [Earth, Fire]

Spellcraft DC: 56

Components: V, S, XP

Casting Time: 1 day, 11 minutes

Range: 0 ft.

Area: Volcanic cone (500 ft. tall and 500 ft. wide)

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: No

To Develop: 504,000 gp; 11 days; 20,160 XP.

Seed: *conjure* (21), *energy* (DC 25).

Factors: change area to 40-ft. cone (+2 DC), increase area by 1250% (+50 DC).

Mitigating factors: burn 2,000 XP (–20 DC), increase

casting time by 1 day and 10 minutes (–22 DC).

You raise a small volcano.

The new volcano is active, drawing magma from deep within the ground, spewing lava and smoke into the air. Its base is roughly circular and about 500 feet across, and the cone tapers to a crater about 500 feet up.

XP Cost: 2,000 XP.

EVOCATION

BEAST OF A THOUSAND LEGS

Evocation

Spellcraft DC: 132

Components: V, S, XP

Casting Time: 10 minutes

Range: 0 ft.

Area: 2-mile-radius emanation

Duration: 20 hours

Saving Throw: None (see text)

Spell Resistance: No

To Develop: 1,152,000 gp; 24 days; 46,080 XP.

Seed: *energy* (*weather*) (DC 25).

Factors: produce multiple tornados (ad hoc ×10 DC).

Mitigating factors: burn 10,000 XP (–100 DC), increase casting time by 9 minutes (–18 DC).

You manipulate the atmosphere to create a terrible, roiling storm from which tornados sprout randomly and writhe across the land.

The storm forms over the course of 10 minutes after the spell is cast.

At any time, ten tornados are active in the storm, and each tornado is 150 feet across.

A particular tornado touches the ground for 1d6×10 minutes; when this duration expires, another tornado appears at a random location elsewhere within the storm. See page 95 of the *Dungeon Master's Guide* for details on the effects of tornado-force winds.

XP Cost: 10,000 XP.

DIRE DROUGHT

Evocation [Fire]

Spellcraft DC: 319

Components: V, S, XP

Casting Time: 1 minute

Range: 1,000 ft.

Area: 1,000-foot-radius emanation

Duration: 20 hours

Saving Throw: None

Spell Resistance: No

To Develop: 2,871,000 gp; 58 days; 114,840 XP.

Seed: *energy* (emanate 2d6 heat in 10-ft. radius) (DC 19).

Factor: 100 times increase in base area (+400 DC).

Mitigating factor: burn 10,000 XP (–100 DC).

You call forth the heat and drought of the deep desert.

The creature or object you target emanates heat to a radius of 1,000 feet for 20 hours.

The emanated heat deals 2d6 points of dessication damage per round to unprotected creatures, or 2d8 points to plants or elementals with the water subtype (the target is susceptible if not magically protected or otherwise resistant to energy).

The intense heat evaporates water from the soil, killing ordinary plant life.

The difference in temperature from the surrounding area causes a strong wind, which blows the soil away and produces a duststorm within the area (see Sandstorms, page 16).

Creatures damaged by this spell are dehydrated.

Dire drought counters and dispels *dire winter* (*dire drought* is also countered and dispelled by *dire winter*; see that spell description on page 76 of the *Epic Level Handbook*).

XP Cost: 10,000 XP.

GLOBAL WARMING

Evocation [Fire]

Spellcraft DC: 100

Components: V, S, Ritual, XP

Casting Time: 10 minutes

Range: 0 ft.

Area: 100-mile-radius emanation

Duration: Permanent

Saving Throw: None

Spell Resistance: No

To Develop: 900,000 gp; 18 days; 36,000 XP.

Seed: *energy* (*weather*) (DC 25).

Factors: 50 times increase in base area (+200 DC), permanent duration (×5).

Mitigating factors: increase casting time by 9 minutes (−18 DC), eleven additional casters contributing 9th-level spell slots (−187 DC).

You increase the temperature of the region, drying up water and baking the soil within a 100-mile-radius area. 10 minutes after the spell is cast, the temperature band increases to warm or by one step (see page 12), whichever produces the hotter result.

Open water and moisture in soil and plants evaporates, creating desert conditions that last until *global warming* is dispelled.

If the region was ice-covered, the snow and ice melt rapidly, which might result in flooding. *Global warming* counters and dispels *ice age* (described in the *Frostburn* supplement).

This is a ritual spell requiring eleven other spellcasters, each of whom must contribute an unused 9th-level spell slot to the casting.

XP Cost: 5,000 XP.

STORMWRACK (3.5)

ABJURATION

PART THE WATERS

Abjuration [Water]

Spellcraft DC: 68

Components: V, S, XP

Casting Time: 10 minutes

Range: Personal

Area: Cylinder, up to 300 ft. radius and 30 ft. high (S); see text

Duration: 1 hour (D)

To Develop: 612,000 gp; 13 days; 24,480 XP.

Seed: *ward* (DC 14); Factors: Change from touch to personal (−2 DC), change area from radius to 10-ft.-by-30-ft. cylinder (+4 DC), increase area by 3000% (+120 DC), dismissible by caster (+2 DC).

Mitigating Factors: Increase casting time to 10 minutes (−20 DC), reduce duration (−48 DC).

You cause a large body of water or a river to move away from the area you designate, leaving a relatively dry path. The water is held away from the sides of the area like a wall. You can make as narrow or as wide a path as you desire within the spell's capacity.

The default shape is a cylinder up to 300 feet wide and 30 feet high, but you can deform the area into a long, narrow path through shallow water or a high but small cylinder in deep water.

The area of dry land moves with you and can be shaped as often as you please during its duration.

TRANSMUTATION

RIVER DRAGON

Transmutation [Water]

Spellcraft DC: 78

Components: V, S, XP

Casting Time: 1 minute

Range: 75 ft.

Effect: One summoned creature

Duration: 20 rounds

Saving Throw: No

Spell Resistance: Yes

To Develop: 702,000 gp; 14 days; 28,080 XP.

Seeds: *summon* (DC 14) and *transform* (DC 21); Factors: transform inanimate object to creature (+10 DC), summon different creature type (+10 DC, dragon), summon CR 23 creature (+42 DC), transform 36 HD creature (+42 DC). Mitigating Factors: Burn 4,000 XP (−40 DC), half cost to summon from transformed creature (−21 DC).

You transform part of a stream or river into a wyrm dragon with the water subtype, either a black dragon (an evil spell) or a bronze dragon (a good spell).

The dragon appears where you designate within the river or stream and acts immediately on your turn.

It attacks your opponents to the best of its abilities (preferring to use its breath weapon on the first round).

You can direct the dragon not to attack, to attack particular enemies, or to perform other actions.

When the spell's duration elapses, or when you dismiss the dragon, it immediately transforms into an equal volume of water.

Treat this as rough water for any creatures caught in it (see page 84 of the *Player's Handbook*); if they fail their Swim checks, they are knocked prone for 1 round.

XP Cost: 4,000 XP.

SEAS OF BLOOD

Transmutation [Evil]

Spellcraft DC: 64

Components: V, S, Ritual, XP

Casting Time: 10 minutes

Range: 300 ft.

Area: 200-ft.-radius emanation

Duration: Permanent

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

To Develop: 576,000 gp; 12 days; 23,040 XP.

Seeds: *summon* (DC 14) and *transform* (DC 21); Factors: Change from target to area (+12 DC, 20-ft. radius), increase area by 1000% (+40 DC, 200-ft. radius), summon CR 11 creature (+18 DC), multiply summon seed by 3 for extra creatures (+64 DC).

Mitigating Factors: Increase casting time to 10 minutes (−20 DC), five additional casters each contributing 9th-level spell slots (−85 DC).

You transform an area of water into a viscous, bloody soup. Non-evil, water-breathing creatures within the spell's area must succeed on a Fortitude save or take 1d4 points of nonlethal damage per round they remain within the *seas of blood*.

A creature who becomes disabled as a result of nonlethal damage begins to take lethal damage at the same rate.

Creatures who fail this save also become nauseated while they remain in the bloody water and for 1d6 rounds after leaving.

Those who make the save are instead sickened while they remain in the bloody water and for 1d6 rounds after leaving.

Other non-evil living creatures in the spell's area (whether or not they are in the water) are sickened while they remain and for 1d6 rounds after leaving.

The bloody water does not diffuse into its surroundings.

When you finish casting the spell, three fiendish dire sharks appear where you designate within the spell's area and act immediately on your turn.

The sharks depart after 20 rounds, but thenceforth whenever a good-aligned creature enters the bloody area, another group of fiendish dire sharks appear and attack.

The bloody water provides concealment (20% miss chance) to creatures up to 10 feet away and total concealment (50% miss chance) beyond that distance.

This is a ritual spell requiring five other spellcasters, each of whom must contribute one 9th-level spell slot to the casting.



INCANTATIONS

UNEARTHED ARCANA (3.5)

CONJURATION

FIRES OF DIS

Conjuration (Calling)

Effective Level: 6th

Skill Check: Knowledge (arcana) DC 23, 6 successes; Knowledge (religion) DC 23, 2 successes; Knowledge (the planes) DC 23, 1 success

Failure: Death

Components: V, S, M, XP, SC, B

Casting Time: 90 minutes

Range: Touch

Effect: 80-ft.-radius burst centered on caster

Duration: Instantaneous

Saving Throw: Reflex half (DC 19 + caster's Cha modifier)

Spell Resistance: Yes

This incantation, dreamed up by insane cultists, opens a fell rift between the Material Plane and Dis, the fiery second layer of the Nine Hells.

This rift brings about a massive conflagration that destroys almost everything in the immediate area, then releases a powerful devil who capers over the smoldering ruins and begins to rampage across the countryside.

The *fires of Dis* ignite everything they touch—except for the caster, who is transported to Dis as the result of the incantation's backlash.

When the incantation is complete, the *fires of Dis* fill an 80-foot-radius spread around the caster's former location, dealing 18d6 points of fire damage (Reflex half) to all creatures and objects.

Additionally, everything flammable in that radius is now on fire (as described in *Catching on Fire*, page 303 of the *Dungeon Master's Guide*).

In the following round, a pit fiend comes through the rift, which then closes.

The creature begins to destroy everything in sight.

Failure: Death of the character who failed the second consecutive skill check.

Material Component: Rare unguents and dark alchemical concoctions worth 5,000 gp.

XP Component: 1,000 XP.

Backlash: The caster is knocked unconscious and transported to Dis (no save).

Extra Casters: Six required; they chant choruses and supplications to various dark deities throughout the incantation.

Campaign Use: Obviously, the backlash component is significant enough that most PCs will not seriously consider casting this incantation.

But even a low- to mid-level character has a decent chance of making all the skill checks without failing twice in a row, so the incantation could show up in a campaign in a number of different circumstances.

For instance, the PCs may be tipped off that suicidal cultists are trying to bring the *fires of Dis* to their city, and they have to disrupt the incantation.

The *fires of Dis* might also have a place in a mystery adventure, where the PCs must discover who stole rare alchemical compounds.

A routine investigation takes on new urgency when the PCs find out that the missing vials can be the material component for a *fires of Dis* incantation.

HROTHGAR'S JOURNEY

Conjuration (Teleportation)

Effective Level: 6th

Skill Check: Knowledge (arcana) DC 20, 2 successes; Perform (oratory) DC 20, 4 successes

Failure: 5d6 points of fire damage to caster

Components: V, S, M, SC, B

Casting Time: 60 minutes

Range: Touch

Target or Targets: Caster plus four to twelve other creatures

Duration: Instantaneous

Saving Throw: Will negates (harmless) (DC 16 + caster's Cha modifier)

Spell Resistance: Yes (harmless)

Hrothgar's journey is an incantation based on the tale of Hrothgar, a powerful barbarian hero from ages past.

When the poetic epic of Hrothgar is recited in the stifling heat of a sweat lodge during the winter solstice, the orator and his listeners receive the same final reward that Hrothgar did: a one-way trip to Ysgard's plain of Ida, where they can drink and make merry with the greatest warriors of myth.

To cast the incantation, the caster must construct a small, windowless hut in the middle of the forest, then build a bonfire in the hut's center.

At least four and up to twelve others accompany the caster into the hut.

Then the flames are lit and the telling of the tale of Hrothgar begins.

Because the bonfire is large and the hut is small, the atmosphere inside quickly gets stiflingly hot.

This is the incantation's backlash; unlike most backlash components, it affects the incantation's other targets as well as the caster.

Any creature inside the hut must make a Fortitude save every 10 minutes or suffer the effects of severe heat (as described in *Heat Dangers*, page 303 of the *Dungeon Master's Guide*).

Just as the tale of Hrothgar approaches its conclusion (near the end of the casting time), the bonfire's flames light the hut on fire, which creates a great deal of smoke but no additional heat or damage.

If the final skill check succeeds, the flames consume the hut's roof and walls, revealing the plain of Ida on the plane of Ysgard (see page 158 of the *Dungeon Master's Guide*).

Material Component: A windowless, thatched hut in a forest.

Backlash Component: Severe heat.

Extra Casters: Four required; they provide the dialogue for other characters in the epic of Hrothgar.

Campaign Use: *Hrothgar's journey* is well within the reach of mid-level PCs, especially bards.

Of all the Outer Planes, Ysgard is perhaps the most hospitable to PCs and the easiest to work into an ongoing campaign, so the incantation may be a good way to whet the players' appetite for planar travel without opening up the entire cosmology.

In the hands of NPCs, *Hrothgar's journey* can be an escape route for the barbarian raiders the characters have been chasing for months.

Or a mischievous NPC bard can beckon the PCs into a warm hut on a cold winter's night, promising them a wondrous reward if they just listen to a tale....

DIVINATION

CALL FORTH THE DWELLER

Divination

Effective Level: 6th

Skill Check: Knowledge (arcana) DC 20, 6 successes

Failure: Falsehood

Components: V, S, M, F, XP, B

Casting Time: 60 minutes

Range: Personal

Target: You

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This incantation contacts the enigmatic, extradimensional being known as the Dweller on the Threshold, an entity that imparts knowledge about its specific obsession: doors and other entrances.

To cast *call forth the Dweller*, the caster must inscribe forty-two mystic symbols around an open doorway, then begin the chants and supplications required for the incantation. If the incantation succeeds, an image of the Dweller—an inky mass of tentacles and mouths—appears on the other side of the doorway.

The Dweller on the Threshold truthfully answers any questions it is asked about a particular door.

For example, the Dweller can provide a magical password that unlocks a door, indicate how to disarm a trap on a door, reveal the weaknesses of a door's guardian, or describe the room that lies beyond the door.

Its answers are clear and fairly specific, if somewhat terse.

The caster may well appreciate such concise answers, because one of the forty-two symbols inscribed around the doorway during the casting of the incantation fades away with each word the Dweller on the Threshold speaks—and when all the symbols are gone, the Dweller disappears.

If the caster asks the Dweller on the Threshold a question that doesn't involve doors, the Dweller responds with a cutting insult, often about something the caster thought was secret.

Each word of the insult likewise makes a symbol disappear from the perimeter of the doorway.

The exact nature of the Dweller on the Threshold is shrouded in mystery.

Some contend that it is somehow connected to Vecna, god of secrets, although no one has ever found conclusive evidence that the Dweller on the Threshold is evil.

Option: If the doorway used as the focus is one that the Dweller has been asked about in the past, the caster gains a

+4 bonus on the Knowledge (arcana) checks during the incantation.

For example, if Miale uses *call forth the Dweller* to learn about the Gateway to Despair, then when she reaches the Gateway, she can use the Gateway as the focus and gain a +4 bonus when she uses the incantation to ask about the Arches of Certain Doom.

Failure: If the caster fails two consecutive Knowledge (arcana) checks, the Dweller on the Threshold gleefully lies, employing falsehoods that demonstrate its inclination toward mischief and cruelty.

Material Component: Forty-two mystic symbols inscribed around the perimeter of the focus doorway (requiring materials costing 500 gp).

As described above, these symbols gradually disappear during the time the incantation is in effect.

Focus: An open doorway large enough to allow a Medium creature to pass through it.

XP Component: 400 XP.

Backlash: After speaking with the Dweller on the Threshold, the caster is exhausted.

Campaign Use: This incantation is an obvious solution for characters who are “stuck” by an especially impenetrable door.

The exhaustion backlash makes it less likely they immediately try the door after casting the incantation, and the XP cost ensures that they won't try to use *call forth the Dweller* on every door they face.

If you introduce this incantation in your game, you're giving the PCs occasional access to a powerful divination. But because it's rather specific, it doesn't make the characters more powerful.

Typically, getting through a door lands PCs in trouble more quickly than if they were unable to pass the portal.

INVOCATIONS

CITYSCAPE (3.5)

LEAST

COCOON OF REFUSE

Least; 1st

You cause various bits of trash and detritus in an area—loose wood, rotting garbage, old clothes, discarded dishes, scraps of parchment, even dead animals—to fly about and latch onto a single target creature.

If the target fails a Reflex save, he is entangled.

The subject can escape with a successful DC 20 Strength or Escape Artist check, which can be repeated in every round as a standard action.

The invocation ends when the target successfully escapes, or after 1 round per caster level.

This invocation requires that at least 50% of the refuse be urban trash, so it does not function in the wilderness.

Creatures of Huge or larger size are immune to this invocation.

LESSER

THIEVES' BANE

Lesser; 3rd

So named for the people who most commonly suffer its effects, this invocation allows you to make a deadly trap of an ordinary door.

You can produce a *hold portal* effect, as the spell.

In addition, should anyone other than you open the ensorcelled portal from the outside by any means (including *knock* or *dispel magic* spells) before the spell's duration expires, the portal (or a large portion thereof) instantly explodes outward, dealing 5d6 points of damage to all within 20 feet of the door on that side.

Creatures standing on the inside of the door are unaffected.

Each creature but the one that triggered the effect (assuming it was standing in front of the door) can attempt a Reflex save for half damage.

Spell resistance does not apply to the damage caused by this effect.

GREATER

DEVIL'S WHISPERS

Greater; 5th

You can use a *suggestion* effect, as the spell.

Additionally, when the duration ends or the task is completed, the subject must attempt a second Will save with a -5 penalty.

If this second save fails, the subject completely forgets that you were the one who suggested the course of action mandated by the use of *devil's whispers*, instead becoming

convinced that it was his own idea—even if he's not certain why he might have chosen to perform such an action.

A successful *break enchantment* spell can rid him of this delusion, but *dispel magic* and similar effects cannot.

You can have a number of *devil's whispers* active at any one time equal to your Charisma modifier (minimum 1).

Devil's whispers is a mind-affecting compulsion effect.

COMPLETE ARCANES (3.5)

LEAST

BALEFUL UTTERANCE

Least; 2nd

You speak a single syllable of the Dark Speech (described in *Book of Vile Darkness*), affecting an object or area as if by a *shatter* spell.

If a creature is holding or wearing the target of the spell and the target is destroyed, the creature must make a Fortitude save or be dazed for 1 round and deafened for 1 minute by your terrible word.

This is a sonic effect.

BEGUILING INFLUENCE

Least; 2nd

You can invoke this ability to beguile and bewitch your foes.

You gain a +6 bonus on Bluff, Diplomacy, and Intimidate checks for a period of 24 hours.

BREATH OF THE NIGHT

Least; 1st

A misty cloud of fog spreads in a 20-foot radius around you when you use this invocation, as the spell *fog cloud*.

The fog does not block line of sight, but all creatures in the fog have concealment.

A moderate wind or any fire larger than a torch immediately disperses the fog.

The fog disperses on its own after 1 minute.

DARK ONE'S OWN LUCK

Least; 2nd

You are favored by the dark powers if you have this invocation.

You gain a luck bonus equal to your Charisma bonus (if any) on Fortitude saves, Reflex saves, or Will saves (your choice each time you use this ability) for a period of 24 hours.

You can't apply this ability to two different save types at the same time.

This bonus can never exceed your class level.

DARKNESS

Least; 2nd

You can use *darkness* as the spell.

DEVIL'S SIGHT

Least; 2nd

You gain the visual acuity of a devil for 24 hours.

You can see normally in darkness and magical darkness out to 30 feet.

EARTHEN GRASP

Least; 2nd

You can use *earthen grasp* as the spell (see page 104).

ELDRITCH SPEAR

Least; 2nd; Blast Shape

This blast shape invocation extends your *eldritch blast* attacks to great distances.

Eldritch spear increases the range of an *eldritch blast* attack to 250 feet with no range increment.

ENTROPIC WARDING

Least; 2nd

When this invocation is activated, chaotic energies swirl about you, deflecting incoming arrows, rays, and other ranged attacks (as *entropic shield*).

You leave no trail (as *pass without trace*) and cannot be tracked by scent.

(You can still be detected normally by scent, just not tracked).

FRIGHTFUL BLAST

Least; 2nd; Eldritch Essence

This eldritch essence invocation allows you to change your *eldritch blast* into a *frightful blast*.

Any creature struck by a *frightful blast* must succeed on a Will save or become shaken for 1 minute.

A shaken creature struck by a *frightful blast* is not affected by the shaken aspect of the blast but takes damage normally.

Creatures with immunity to mind-affecting spells and abilities or fear effects cannot be shaken by a *frightful blast*.

HIDEOUS BLOW

Least; 1st; Blast Shape

As a standard action, you can make a single melee attack.

If you hit, the target is affected as if struck by your *eldritch blast* (including any eldritch essence applied to the blast).

This damage is in addition to any weapon damage that you deal with your attack, although you need not deal damage with this attack to trigger the *eldritch blast* effect.

LEAPS AND BOUNDS

Least; 2nd

You invoke this ability to gain amazing agility.

You gain a +6 bonus on Balance, Jump, and Tumble checks for 24 hours.

MIASMIC CLOUD

Least; 1st

A misty cloud of fog spreads in a 10-foot radius from you when you use this invocation.

The fog does not block line of sight, but all creatures in the fog have concealment.

Any creature (other than you) that enters the fog must make a Fortitude save or become fatigued.

This effect lasts as long as the creature remains within the cloud and for 1 round thereafter.

A moderate wind, or any fire larger than a torch, immediately disperses the fog.

The fog otherwise lasts for 1 minute.

SEE THE UNSEEN

Least; 2nd

When you use this invocation, you can activate great powers of vision, allowing you to see invisible creatures and objects (as *see invisibility*).

You also gain darkvision out to 60 feet for a period of 24 hours.

SICKENING BLAST

Least; 2nd; Eldritch Essence

This eldritch essence invocation allows you to change your *eldritch blast* into a *sickening blast*.

Any living creature struck by a *sickening blast* must make a Fortitude save or become sickened for 1 minute.

A sickened creature struck by a second *sickening blast* is not affected by the sickening aspect of the blast but still takes damage normally.

SPIDERWALK

Least; 2nd

You can grant yourself the ability to *spider climb* (as the spell) with a duration of 24 hours.

While this invocation is in effect, you are unaffected by webs (either mundane or magical).

SUMMON SWARM

Least; 2nd

You can use *summon swarm* as the spell with this invocation.

Unlike the spell, this invocation has a duration of concentration instead of concentration + 2 rounds.

LESSER

BESHADOWED BLAST

Lesser; 4th; Eldritch Essence

This eldritch essence invocation allows you to change your *eldritch blast* into a *beshadowed blast*.

Any living creature struck by a *beshadowed blast* must succeed on a Fortitude save or be blinded for 1 round.

BRIMSTONE BLAST

Lesser; 3rd; Eldritch Essence

This eldritch essence invocation allows you to change your *eldritch blast* into a *brimstone blast*.

A *brimstone blast* deals fire damage.

Any creature struck by a *brimstone blast* must succeed on a Reflex save or catch on fire, taking 2d6 points of fire

damage per round until it takes a full-round action to extinguish the flames or the duration expires. The fire damage persists for 1 round per five class levels you have.

For example, a 15th-level warlock deals 2d6 points of fire damage for 3 rounds after the initial *brimstone blast* attack. A creature burning in this way never takes more than 2d6 points of fire damage in a round, even if it has been hit by more than one *brimstone blast*.

CHARM

Lesser; 4th

You can beguile a creature within 60 feet.

The creature must succeed on a Will save or instantly come to regard you as its comrade.

This is a language-dependent ability.

Other than these differences, this ability works as the *charm monster* spell.

You can never have more than one target *charmed* at a time with this ability.

If a second creature is *charmed*, you lose your hold on the first creature.

CURSE OF DESPAIR

Lesser; 4th

You can use this invocation to bestow a curse upon a touched opponent (as *bestow curse*).

Even if the save against this ability succeeds, the creature takes a -1 penalty on attack rolls for 1 minute.

ELDRITCH CHAIN

Lesser; 4th; Blast Shape

This blast shape invocation allows you to improve your *eldritch blast* by turning it into an arc of energy that “jumps” from the first target to others.

An *eldritch chain* can jump to one or more secondary targets within 30 feet of the first target, allowing you to make additional ranged touch attacks and deal damage to the secondary targets if you hit.

You can “jump” the chain to one secondary target per five caster levels, so you can strike two additional targets at 10th level, three additional targets at 15th level, and four additional targets at 20th level.

Each new target must be within 30 feet of the previous one, and you can't target the same creature more than once with the *eldritch chain*.

If you miss any target in the chain, the *eldritch chain* attack ends there.

Each target struck after the first takes half the damage dealt to the first target.

This reduction in damage to secondary targets applies to any effect that increases the damage of your *eldritch blast* (such as *vitriolic blast*).

You must make a separate spell penetration check for each target, if applicable.

FELL FLIGHT

Lesser; 3rd

When you use this invocation, the powers of darkness bear you aloft as you sprout a streaming, winglike cape of shadows.

You can fly at a speed equal to your land speed with good maneuverability for 24 hours.

FLEE THE SCENE

Lesser; 4th

You can use *dimension door* as a spell-like ability, although the range is limited to short (25 ft. + 5 ft./2 levels).

When you use this ability, you leave behind a *major image* of yourself in your place that lasts for 1 round.

The image reacts appropriately to attacks as if you were concentrating on it.

HELLRIME BLAST

Lesser; 4th; Eldritch Essence

This eldritch essence invocation allows you to change your *eldritch blast* into a *hellrime blast*.

A *hellrime blast* deals cold damage.

Any creature struck by the attack must make a Fortitude save or take a -4 penalty to Dexterity for 10 minutes.

The Dexterity penalties from multiple *hellrime blasts* do not stack.

HUNGRY DARKNESS

Lesser; 3rd

You can create an area of shadow (as the *darkness* spell) that is filled with bats (as the bat swarm, page 237 of the *Monster Manual*, except the swarm fills every square occupied by the darkness).

The *hungry darkness* is stationary.

You are immune to the attacks of your own *hungry darkness*, but you are still subject to the effect of the darkness.

The *hungry darkness* remains as long as you concentrate on it (like concentrating on a spell), plus 2 rounds thereafter.

If the bat swarm is destroyed, the darkness disappears as well.

STONY GRASP

Lesser; 3rd

You can use *stony grasp* (see page 124) as the spell.

THE DEAD WALK

Lesser; 4th

You can turn the bones or bodies of dead creatures into undead skeletons or zombies (as the *animate dead* spell).

Unless you include the normal material component for the spell (an onyx gem worth 25 gp per Hit Die of the undead) as part of the process, undead created by this ability crumble into dust after 1 minute per caster level.

VOIDSENSE

Lesser; 4th

You can sharpen your hearing and sight when you use this invocation, gaining blindsense out to 30 feet for 24 hours.

VORACIOUS DISPELLING

Lesser; 4th

You can use *dispel magic* as the spell.

Any creature with an active spell effect dispelled by this invocation takes 1 point of damage per level of the spell effect (no save).

WALK UNSEEN

Lesser; 2nd

You gain the ability to fade from view.

You can use *invisibility* (self only), except the duration is 24 hours.

WALL OF GLOOM

Lesser; 2nd

You can use *wall of gloom* (see page 129) as the spell.

GREATER

BEWITCHING BLAST

Greater; 4th; Eldritch Essence

This eldritch essence invocation allows you to change your *eldritch blast* into a *bewitching blast*.

Any creature struck by a *bewitching blast* must succeed on a Will save or be *confused* for 1 round in addition to the normal damage from the blast.

This is a mind-influencing effect.

CHILLING TENTACLES

Greater; 5th

This invocation allows you to conjure forth a field of soul-chilling black tentacles that ooze from the ground, groping for victims.

This invocation functions identically to the *Evard's black tentacles* spell, except that each creature within the area of the invocation takes 2d6 points of cold damage each round. Creatures in the area take this cold damage whether or not they are grappled by the tentacles.

DEVOUR MAGIC

Greater; 6th

This invocation allows you to deliver a targeted *greater dispel magic* with your touch.

You gain 5 temporary hit points for each spell level dispelled by this touch.

For example, if you successfully dispel a *wall of ice*, you gain 20 temporary hit points.

These temporary hit points fade after 1 minute and do not stack with other temporary hit points.

If you devour a new spell, you can replace the old temporary hit points with the ones gained from the more recent spell, thus resetting the duration.

You cannot devour your own invocations.

ELDRITCH CONE

Greater; 5th; Blast Shape

This blast shape invocation allows you to invoke your *eldritch blast* as a 30-foot cone.

The *eldritch cone* deals the normal *eldritch blast* damage to all targets within the area.

This is not a ray attack, so it requires no ranged touch attack.

Any creature in the area of the cone can attempt a Reflex save for half damage.

ENERVATING SHADOW

Greater; 5th

The dark powers cloak you and shield you from harm while draining vitality from nearby foes.

This invocation grants you total concealment in any area that isn't brightly lit (it will not work in daylight or in the radius of a spell with the light descriptor).

In addition, any living creature adjacent to you with this ability active must make a Fortitude save at the beginning of its turn or take a -4 penalty to Strength for 5 rounds.

Once a creature is affected by *enervating shadow*, it cannot be affected again by your *enervating shadow* for 24 hours.

The duration of this ability is 5 rounds, and it can be countered or dispelled by any light spell or effect of equal or higher level.

NOXIOUS BLAST

Greater; 6th; Eldritch Essence

This eldritch essence invocation allows you to change your *eldritch blast* into a *noxious blast*.

Any creature struck by a *noxious blast* must make a Fortitude save or be nauseated for 1 minute.

REPELLING BLAST

Greater; 6th; Eldritch Essence

This eldritch essence invocation allows you to change your *eldritch blast* into a *repelling blast*.

Any Medium or smaller creature struck by a *repelling blast* must make a Reflex save or be hurled 1d6×5 feet (1d6 squares) directly away from you and knocked prone by the energy of the attack.

If the creature strikes a solid object, it stops prematurely, taking 1d6 points of damage per 10 feet hurled, and it is still knocked prone.

Movement from this blast does not provoke attacks of opportunity.

TENACIOUS PLAGUE

Greater; 6th

You can use this invocation to summon a swarm, as the *insect plague* spell.

You add your Charisma modifier to the Fortitude save DC to resist the swarm's distraction ability.

The attacks of any locust swarm summoned by this ability are treated as magic weapons for the purpose of overcoming damage reduction.

VITRIOLIC BLAST

Greater; 6th; Eldritch Essence

This eldritch essence invocation allows you to change your *eldritch blast* into a *vitriolic blast*.

A *vitriolic blast* deals acid damage, and it is formed from conjured acid, making it different from other eldritch essences because it ignores spell resistance.

Creatures struck by a *vitriolic blast* automatically take an extra 2d6 points of acid damage on following rounds.

This acid damage persists for 1 round per five class levels you have.
For example, a 15th-level warlock deals 2d6 points of acid damage per round for 3 rounds after the initial *vitriolic blast* attack.

WALL OF PERILOUS FLAME

Greater; 5th
You can conjure a *wall of fire* as the spell with this invocation.
Half the wall's fire damage results from supernatural power and is therefore not subject to being reduced by resistance to fire.
If a creature is reduced to 0 hit points or lower by a *wall of perilous flame*, its remains are completely consumed 1 round later (as if by a *destruction* spell).

WARLOCK'S CALL

Greater; 5th
You can use this invocation to send a message as the *sending* spell.
However, a creature unwilling to reply to you can attempt a Will save to turn the sending back on you, dealing 1d10 points of damage to you.

DARK

DARK DISCORPORATION

Dark; 8th
One with the powers of darkness, you learn to abandon your body.
When you use this ability, you become a swarm of Diminutive, batlike shadows that fills two 10-foot squares (or eight contiguous 5-foot squares, shapeable as you desire).
The duration of this ability is 24 hours.
In this swarmlike form, you gain the following characteristics and traits.
—Abilities: Your Strength score drops to 1, but your Dexterity score increases by 6.
—Armor Class: You lose any natural armor or armor bonuses to Armor Class.
You gain a +4 size bonus to AC, and a deflection bonus to AC equal to your Charisma modifier.
—Movement: You gain a fly speed of 40 feet with perfect maneuverability.
You can pass through openings a Diminutive creature could pass through.
—Swarm Traits: You are not subject to critical hits or flanking, and you are immune to weapon damage.
You cannot be tripped, grappled, or bull rushed, and you cannot grapple an opponent.
You are immune to any spell or effect that targets a specific number of creatures, except for mind-affecting spells and abilities.
You take half again as much damage (+50%) from spells or effects that affect an area.
Unlike other swarms of Diminutive creatures, you are not vulnerable to wind effects.
If reduced to 0 hit points or less, or rendered unconscious by nonlethal damage, you instantly return to your normal

form in a square of your choice that was formerly covered by the swarm.

—Swarm Attack: You gain a swarm attack that deals 4d6 points of damage to any creature whose space you occupy at the end of your turn.

Your swarm attack strikes as a magic weapon of your alignment.

—Distraction: Any living creature vulnerable to your swarm attack that begins its turn in a square occupied by your swarm must make a Fortitude save or be nauseated for 1 round.

Spellcasting or concentrating on spells within the area of your swarm requires a Concentration check (DC 20 + spell level).

—Possessions: All of your worn or carried equipment and items become nonfunctional, absorbed into your new form. You can take only move actions (so you cannot use other invocations) while under the effect of *dark discorporation*.

DARK FORESIGHT

Dark; 9th
You can use *foresight* as the spell with this invocation.
If you are within 100 feet of and have line of sight to the target of the ability, you can communicate telepathically with the target.

ELDRITCH DOOM

Dark; 8th; Blast Shape
This blast shape invocation allows you to invoke your *eldritch blast* as the dreaded *eldritch doom*.
This causes bolts of mystical power to lash out and savage nearby targets.
An *eldritch doom* deals *eldritch blast* damage to any number of targets designated by you and within 20 feet.
This is not a ray attack, so it requires no ranged touch attack.
Each target can attempt a Reflex save for half damage.

PATH OF SHADOW

Dark; 6th
This invocation allows you to use *shadow walk* as the spell.
Each hour that you spend shadow walking with this ability, you regain hit points as if you had rested for a full day.

RETRIBUTIVE INVISIBILITY

Dark; 6th
You can use *greater invisibility* as the spell, but you can target only yourself with the invocation.
If your *retributive invisibility* is dispelled, a shock wave releases from your body in a 20-foot-radius burst.
This shock wave deals 4d6 points of sonic damage to all creatures in the area and stuns them for 1 round (a Fortitude save halves the damage and negates the stunning effect).

UTTERDARK BLAST

Dark; 8th; Eldritch Essence
This eldritch essence invocation allows you to change your *eldritch blast* into an *utterdark blast*.

An *utterdark blast* deals negative energy damage, which heals undead creatures instead of damaging them (much like *inflict* spells).

Any creature struck by the attack must make a Fortitude save or gain two negative levels.

The negative levels fade after 1 hour.

If a target ever has as many negative levels as Hit Dice, it dies.

WORD OF CHANGING

Dark; 5th

You utter a powerful word that transforms a creature into an inoffensive form.

This effect functions like the *baleful polymorph* spell, except that 24 hours after being transformed, the subject is entitled to a second saving throw (at its original save bonus) to spontaneously resume its normal form.

If this second save fails, it remains in its new form permanently or until restored by some other means.

COMPLETE MAGE (3.5)

LEAST

ALL-SEEING EYES

Least; 2nd

You gain a supernaturally precise vision of the world around you.

You gain the benefits of *comprehend languages*, albeit for written words only.

Additionally, you gain a +6 bonus on Search and Spot checks.

All-seeing eyes lasts for 24 hours.

CALL OF THE BEAST

Least; 2nd

You gain a rapport with the beasts of the world.

You gain the wild empathy ability as a druid of your warlock level and can communicate with animals as if under the effect of *speak with animals*.

This invocation lasts for 24 hours.

HAMMER BLAST

Least; 2nd; Eldritch Essence

You transform your *eldritch blast* into a *hammer blast*.

The *blast* deals normal damage to objects, rather than half.

OTHERWORLDLY WHISPERS

Least; 2nd

You hear whispers in your ears, revealing secrets of the multiverse.

You gain a +6 bonus on Knowledge (arcana), Knowledge (religion), and Knowledge (the planes) checks for 24 hours.

SERPENT'S TONGUE

Least; 2nd

Your tongue transforms into that of a serpent, and you gain the scent ability (MM 314).

Additionally, you gain a +5 bonus on saves against poison.

This invocation lasts for 24 hours.

SOULREAVING AURA

Least; 2nd

You can use *reaving aura* as the spell (see page 114).

In addition to the normal effect, if any creature within 10 feet of you dies, you gain temporary hit points equal to its HD (maximum 10) for 1 round.

SWIMMING THE STYX

Least; 2nd

By channeling the fiendish and infamous river, you become an aquatic creature.

Your hands and feet become slightly webbed, granting you a swim speed equal to your base land speed (and all other benefits derived from a swim speed, including a +8 racial bonus on Swim checks; see MM 311).

You gain the ability to breathe water as well as air.

This invocation lasts for 24 hours.

LESSER

BANEFUL BLAST

Lesser; 3rd; Eldritch Essence

You transform your *eldritch blast* into a *baneful blast*.

This blast deals an extra 2d6 points of damage against creatures of a specific type.

You must select the creature type when you first gain this invocation, and you can't later change your mind (though you can take this invocation more than once, choosing a new creature type each time).

You choose your creature type from the categories offered for a ranger's favored enemy (PH 47), including a subtype if you choose humanoid or outsider.

COLD COMFORT

Lesser; 2nd

Your unnatural aura renders you partly immune to the ravages of the environment.

You remain cool in hot weather and warm in cold weather, as the spell *endure elements*.

Additionally, you radiate a small aura of warmth or cold; allies within 30 feet of you also benefit from this effect.

This invocation lasts for 24 hours.

CRAWLING EYE

Lesser; 3rd

One of your eyes leaves your head and sprouts spidery legs. You can see through the eye no matter where it goes, so you can use it to scout or spy.

The eye can't crawl of its own volition, but you can direct it to move or climb up to 20 feet as a move action.

Its Climb modifier is equal to your warlock level +8.

You can direct a crawling eye in your space to climb back into your eye socket as a move action.

When you use this invocation, your current and full normal hit point totals are reduced by 2 for as long as the eye is detached.

The eye is considered a Fine creature with AC 20 and 2 hit points.

Its Hide and Move Silently modifiers are equal to your warlock level.

For all other purposes, its statistics are equal to yours.

You can't cast most invocations or spells through the eye, but any spells or invocations that affect your sense of sight—such as *devil's sight*, *all-seeing eyes*, or *detect magic*—function through the eye as though it was still attached.

If your *crawling eye* is destroyed, you are dazzled for 1d4 hours, during which time the eye regrows.

(If you normally have only one eye, you are blinded instead).

At the end of this period, you regain the 2 lost hit points, and the dazzled condition ends.

Only one of your eyes can be used for *crawling eye* at any time; if your *crawling eye* is destroyed, you can't use this invocation again until your eye regrows.

DISEMBODIED HAND

Lesser; 4th

One of your hands drops off at the wrist and floats in the air.

You can use the hand in all ways as if it were still attached—manipulating items, delivering attacks with a light or one-handed weapon, or even delivering a touch attack with a spell or invocation that you cast before it detaches.

However, it requires you to expend the same action that would have been required—picking up an item takes a move action, making an attack takes a standard action, and so forth.

The hand flies rather than crawls, but it can't move on its own.

You can move the hand up to 30 feet through the air as a move action.

You can direct a disembodied hand in your space to reattach to your arm as a move action.

When you use this invocation, your current and full normal hit point totals are reduced by 5 for as long as the hand is detached.

The hand is considered a Diminutive creature with AC 20 and 5 hit points.

Its Hide and Move Silently modifiers are equal to your warlock level.

For all other purposes, its statistics are equal to yours.

If your *disembodied hand* is destroyed, it regrows in 1d4 hours.

At the end of this period, you regain the 5 lost hit points.

Only one of your hands can be used for *disembodied hand* at any time; if your *disembodied hand* is destroyed, you can't use this invocation again until your hand regrows.

MASK OF FLESH

Lesser; 3rd

Make a touch attack against a living creature of your size category.

If you succeed, your physical appearance (including garb) changes to match his, as *disguise self*.

In addition, when you use this invocation you can choose to bestow a -1d6 penalty to the touched creature's Charisma score.

This penalty can't reduce the creature's Charisma below 1. A successful Will save by the target negates both effects.

A creature that successfully saves can't be affected by your *mask of flesh* for 24 hours.

Both effects last for 1 hour per warlock level; if you dismiss the invocation, both effects end.

RELENTLESS DISPELLING

Lesser; 4th

You can use the targeted version of *dispel magic*, as the spell.

The round after you use this invocation, the target of the effect is subjected to another targeted *dispel magic* at the start of your turn (with no additional action required on your part).

WITCHWOOD STEP

Lesser; 3rd

Your footsteps become supernaturally sure and supportive.

Your movement is unaffected by undergrowth or rubble of any kind, and you are immune to being entangled.

You can even walk on water, as the *water walk* spell.

This invocation lasts for 24 hours.

GREATER

CAUSTIC MIRE

Greater; 4th

You can use *caustic mire* as the spell (see page 98).

If you use this invocation a second time while a previous *caustic mire* is still present, the previous effect ends.

HELLSPAUNED GRACE

Greater; 6th

You take on the form and statistics of a hellcat (MM 54) for a number of rounds equal to 1/2 your warlock level.

This is a polymorph effect (see page 91).

If reduced to 0 or fewer hit points while in hellcat form, you can't use this invocation again for 1 hour.

HINDERING BLAST

Greater; 4th; Eldritch Essence

You transform your *eldritch blast* into a *hindering blast*.

Any living creature struck by a *hindering blast* must succeed on a Will save or be *slowed* for 1 round in addition to the normal damage from the blast.

NIGHTMARES MADE REAL

Greater; 5th

You can use *nightmare terrain* as the spell (see page 111).

In addition to the normal effect, all creatures within the area at the start of your turn take 1d6 points of damage if they do not succeed on Will saves to disbelieve the effect.

If you use this invocation a second time while a previous *nightmares made real* is still present, the previous effect ends.

PAINFUL SLUMBER OF AGES

Greater; 6th You can use *endless slumber* as the spell (see page 103).

Any creature awakened from this effect by anything other than a successful save takes damage equal to your warlock level (no save).

DARK

BINDING BLAST

Dark; 7th; Eldritch Essence

You transform your *eldritch blast* into a *binding blast*.

Any creature struck by a *binding blast* must succeed on a Will save or be stunned for 1 round.

This is a mind-affecting effect.

CASTER'S LAMENT

Dark; 8th

You can produce a *break enchantment* effect (as the spell) with your touch.

You can only attempt to affect any single magical effect—an ongoing spell, a permanent transformation, a magic item, or the like—once per 24-hour period.

In addition, you can use *casters lament* to counterspell another caster's spell (of 7th level or lower) as if casting *greater dispel magic*.

STEAL SUMMONING

Dark; 6th

You can use *steal summoning* as the spell (see page 118).

DRAGON MAGIC (3.5)

LEAST

ELDRITCH GLAIVE

Least; 2nd; Blast Shape

Your *eldritch blast* takes on physical substance, appearing similar to a glaive.

As a full-round action, you can make a single melee touch attack as if wielding a reach weapon.

If you hit, your target is affected as if struck by your *eldritch blast* (including any *eldritch essence* applied to the blast).

Unlike *hideous blow* (*Complete Arcane* 134), you cannot combine your *eldritch glaive* with damage from a held weapon.

Furthermore, until the start of your next turn, you also threaten nearby squares as if wielding a reach weapon, and you can make attacks of opportunity with your *eldritch glaive*.

These are melee touch attacks.

If your base attack bonus is +6 or higher, you can (as part of the full-round action) make as many attacks with your *eldritch glaive* as your base attack bonus allows.

For example, a 12th-level warlock could attack twice, once with a base attack bonus of +6, and again with a base attack bonus of +1.

LESSER

DETERIORATING BLAST

Lesser; 4th; Eldritch Essence

This *eldritch essence* invocation allows you to change your *eldritch blast* into a *deteriorating blast*.

Any creature struck by a *deteriorating blast* must succeed on a Fortitude save or have its damage reduction lowered by 5 for 1 minute.

If the target has more than one type of damage reduction, this effect applies to all of them.

Multiple uses of this essence don't stack; instead, the new duration replaces the old one.

DREAD SEIZURE

Lesser; 4th

You speak a word that sends wracking pain through the limbs of a single target creature within 60 feet.

Though these seizures are not powerful enough to immobilize the creature, they do reduce all of its speeds by 1/2 (round fractions up to the nearest 5-foot increment).

The target also takes a –5 penalty on attacks made against creatures more than 5 feet away from it (or against creatures outside its own space, for creatures with a natural reach of 0 feet).

This effect lasts for 3 rounds; a successful Fortitude save negates the effect.

IGNORE THE PYRE

Lesser; 4th

When you use this invocation, you gain remarkable resilience to any one energy type (acid, cold, electricity, fire, or sonic).

For 24 hours, you gain resistance equal to your invocation caster level against the energy type of your choice.

If you use this invocation a second time before the duration of the first expires, the new resistance and duration replace the old one.

WEIGHTY UTTERANCE

Lesser; 4th

You speak a word of the Dark Speech (*Book of Vile Darkness* 47), causing one flying creature to be forced downward suddenly.

You can affect a single target creature within 60 feet.

The target must make a Will save or fall 5 feet per caster level.

A creature that is forced to the ground as a result of this invocation takes 1d6 points of damage per 10 feet traveled and cannot fly again for 1 round.

GREATER

DRAGONWARD

Greater; 6th

Using this invocation makes you resistant to the attacks and special abilities of dragons for 24 hours.

You gain the following benefits, which apply against any creature of the dragon type or the dragonblood subtype (see page 4):

- Immunity to frightful presence.
- Damage reduction 5/– against natural weapons (this stacks with similar damage reduction you might already have, such as from barbarian levels).
- Resistance 20 against any acid, cold, electricity, fire, or sonic damage dealt by a breath weapon.

ELDRITCH LINE

Greater; 5th; Blast Shape

This blast shape invocation allows you to invoke your *eldritch blast* as a 60-foot line.

An *eldritch line* deals the normal *eldritch blast* damage to all targets within the area.

This is not a ray attack, so it requires no ranged touch attack.

Any creature in the line can attempt a Reflex save for half damage.

PENETRATING BLAST

Greater; 6th; Eldritch Essence

This eldritch essence invocation allows you to change your *eldritch blast* into a *penetrating blast*.

A *penetrating blast* gains a +4 bonus on caster level checks made to penetrate a target's spell resistance.

A creature affected by a *penetrating blast* must succeed on a Will save or have its spell resistance lowered by 5 for 1 minute.

Multiple uses of this essence don't stack; instead, the new duration replaces the old one.

DARK

IMPENETRABLE BARRIER

Dark; 7th

You can conjure a *wall of force* as the spell (PH 298) with this invocation.

The wall is black and blocks sight of all kind.

You can only have one *impenetrable barrier* in effect at a time.

If you use the invocation a second time before the duration of the first expires, the previous wall disappears.

If your barrier is destroyed (such as by a *rod of cancellation*, a *sphere of annihilation*, a *disintegrate spell*, or a *Mordenkainen's disjunction spell*), you take 1d10 points of damage.

DROW OF THE UNDERDARK (3.5)

LESSER

SPIDER-SHAPE

Lesser; 3rd

You can transform yourself into the form of a Small or Medium fiendish monstrous spider.

The available range of sizes you can assume increases as your caster level increases.

Level	Additional Size Available
8th	Large
11th	Tiny
15th	Huge
20th	Gargantuan

This invocation is a polymorph effect (see page 59 for details of the polymorph subschool).

It lasts for a number of hours equal to your caster level, or until you choose to end it.

SUDDEN SWARM

Lesser; 4th

When you kill a living creature with one of your invocations (including *eldritch blast*), a swarm of spiders bursts from the corpse.

This swarm has the same statistics as a normal spider swarm (MM 239), except that you add your warlock level to its hit points and the save DC for its poison.

The swarm is entirely under your mental control, and fights as you direct it.

Commanding the swarm is a free action.

The swarm remains for a number of rounds equal to your caster level or until it is destroyed.

The swarm can take only a standard action in the round when it emerges.

At any given time, you can control only one of these swarms.

If you slay a second creature when a previous swarm is still active, you can choose either to create a second swarm (in which case the first disappears) or to leave the first swarm active and not create a second one.

Sudden swarm lasts for 24 hours or until its effect is triggered.

MAGIC OF INCARNUM (3.5)

LEAST

DRAIN INCARNUM

Least; 2nd

This ephemeral claw reaches into a single creature within 30 feet.

Unless the creature succeeds on a Fortitude save, it takes 1 point of *essentia* damage.

A creature without an *essentia* pool instead takes 1 point of Wisdom damage.

LESSER

STEAL INCARNUM

Lesser; 4th

You can use this invocation to steal *essentia* from a touched opponent for your own use.

Unless the creature succeeds on a Fortitude save, it loses 1 point of *essentia* for every 5 caster levels (to a maximum loss of 4 points at 20th level), and you gain *essentia* equal to the amount lost.

The gained *essentia* fades after 1 minute, though the *essentia* loss must be healed or otherwise restored normally.

If a creature fails its save against this invocation, it can't be affected by it again for 24 hours.

A target without *essentia* can't be affected by this invocation.

GREATER

INCARNUM BLAST

Greater; 6th; Eldritch Essence

This eldritch essence invocation allows you to change your *eldritch blast* into an *incarnum blast*.

Any living creature whose alignment is opposed to at least one component of yours must succeed on a Fortitude save or be dazed for 1 round.

(For example, a chaotic good warlock would daze lawful good, lawful neutral, lawful evil, neutral evil, and chaotic evil opponents).

If the creature also has an *essentia* pool, it also loses 1 point of *essentia* if it fails the save.

Other living creatures take the normal damage for your *eldritch blast* but are not dazed.

Nonliving creatures are entirely unaffected by *incarnum blast*.

You can invest *essentia* in this invocation once per day as if it were an *incarnum* feat.

Every point of *essentia* invested in your *incarnum blast* invocation increases the damage dealt by the blast by 1d6 points, but only against living creatures whose alignment is opposed to at least one component of yours.

Once the amount of *essentia* invested is chosen, it cannot be altered and remains invested for 24 hours.

DARK

INCARNUM SHROUD

Dark; 8th

Your *incarnum shroud* grants you concealment (20% miss chance) from all attackers, though you do not suffer any miss chance against others because of this invocation.

You gain 1 point of *essentia* when this invocation is in effect.

The duration of the invocation is 24 hours.

You can invest *essentia* in this invocation once per day as if it were an *incarnum* feat.

Every point of *essentia* invested in your *incarnum shroud* invocation grants you a +1 insight bonus to your Armor Class and on your Fortitude saving throws.

Once the amount of *essentia* invested is chosen, it cannot be altered and remains invested for 24 hours.

If your *incarnum shroud* is dispelled during this time, the *essentia* investment remains in place, taking effect once again when you activate the invocation.

MANEUVERS AND STANCES

TOME OF BATTLE (3.5)

DESERT WIND

Desert Wind maneuvers focus on quick movement and swirling, flaming strikes. The scimitar, light mace, light pick, spear, and falchion are the preferred weapons of the Desert Wind discipline. The complex spinning and slashing of the curved blade incorporated into many Desert Wind maneuvers are in fact carefully honed gestures that evoke the power of fire, if performed correctly and with the proper focus. Tumble is the key skill for Desert Wind, providing the initiator with agility and maneuverability. Desert Wind maneuvers are usable only by a swordmage, unless you take the Martial Study feat (see page 31).

BLISTERING FLOURISH

Desert Wind (Strike) [Fire]
Level: Swordsage 1
Initiation Action: 1 standard action
Range: 30 ft.
Area: 30-ft.-radius burst centered on you
Duration: 1 minute
Saving Throw: Fortitude negates
Your weapon bursts into flames as you twirl it over your head. With a flourish, you cause the fire to explode with a blinding flash. When you use this strike, you generate a burst of brilliant light.
 Any creature other than you caught in this maneuver's area must make a Fortitude save (DC 11 + your Wis modifier) or be dazzled for 1 minute.
 This maneuver is a supernatural ability.

BURNING BLADE

Desert Wind (Boost) [Fire]
Level: Swordsage 1
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: End of turn
Your blade bursts into flame as it sweeps toward your foe in an elegant arc.
 A subtle yet precise twisting of your blade unlocks the power of flame.
 When you initiate this maneuver, fire trails from your melee weapon.
 For the rest of your turn, your melee attacks deal an extra 1d6 points of fire damage +1 point per initiator level.
 This maneuver is a supernatural ability.

BURNING BRAND

Desert Wind (Boost) [Fire]
Level: Swordsage 2
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: End of turn
Your weapon transforms into a roaring gout of flame. As you swing your burning blade, it stretches out beyond your normal reach to scorch your foes.
 When you initiate this maneuver, your weapon turns into a burning brand for the rest of your turn.
 The brand increases your reach by 5 feet, and your melee attacks made with the brand deal fire damage equal to your normal melee damage.
 You still gain all the normal benefits from a high Strength score, feats, and other effects that increase your melee damage.
 For example, an attack with a longsword that normally deals 1d8+4 points of slashing damage would instead deal 1d8+4 points of fire damage.
 You otherwise attack with your weapon as normal.
 This maneuver is a supernatural ability.

DEATH MARK

Desert Wind (Strike) [Fire]
Level: Swordsage 3
Initiation Action: 1 standard action
Range: Melee attack
Target: One creature
Area: Variable spread; see text
Duration: Instantaneous
Saving Throw: Reflex half; see text
As your weapon strikes your foe, his body convulses as waves of flame run down your blade into his body. The fire causes him to briefly glow with a brilliant internal fire before the flames erupt from his body in a terrible explosion.
 When you use the strike, you channel overwhelming fiery energy into the body of your foe.
 In addition to dealing normal melee damage with your attack, you cause fire to erupt from your enemy's body in a spread.
 The radius of the spread is determined by the size of the target creature, as indicated on the table below.
 All creatures in the area, including your enemy, take 6d6 points of fire damage, with a Reflex save (DC 13 + your Wis modifier) for half.
 This radius is centered on the creature's position.
 You have immunity to the fire damage from your own death mark.
 This maneuver is a supernatural ability.

Size	Spread Radius
Small or smaller	5 feet
Medium	10 feet
Large	20 feet
Huge	30 feet
Gargantuan	40 feet
Colossal	50 feet

DESERT TEMPEST

Desert Wind (Strike)

Level: Swordsage 6

Prerequisite: Two Desert Wind maneuvers

Initiation Action: 1 full-round action

Range: Personal

Target: You

You move in a blur, leaving scorch marks in your wake as you twirl around the battlefield, slicing into your foes as you move.

As part of this maneuver, you move up to your speed.

Each time you exit a square adjacent to an enemy, you can first make a single melee attack against that foe.

You cannot attack a single enemy more than once with this maneuver.

Your movement provokes attacks of opportunity, as normal.

DISTRACTING EMBER

Desert Wind (Boost)

Level: Swordsage 1

Initiation Action: 1 swift action

Range: 30 ft.

Effect: One summoned fire elemental

Duration: End of turn

A wave of heat sweeps over the area, forms a small dust funnel, and ignites into flame next to your foe.

This boost allows you to conjure a Small fire elemental (MM 99) to threaten your enemy, providing you or an ally with the benefit of a flanking position.

You can use this ability to place the elemental in any space within range.

The elemental remains until the end of your current turn. It threatens all creatures within its reach.

It takes no actions or attacks of opportunity during your turn.

This maneuver is a supernatural ability.

DRAGON'S FLAME

Desert Wind (Strike) [Fire]

Level: Swordsage 5

Prerequisite: Two Desert Wind maneuvers

Initiation Action: 1 standard action

Range: 30 ft.

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex half

With a defiant roar, you summon your ki and unleash it, igniting it with a combination of your meditative focus and seething fury.

As a master of the Desert Wind advances in his studies, he learns to stoke raging fires with his ki.

This maneuver allows you to generate a gout of fire similar to a dragon's burning breath.

With this maneuver, you blast forth a cone of fire that deals 6d6 points of fire damage to everything in the area.

Creatures in the area can attempt Reflex saves (DC 15 + your Wis modifier) for half damage.

This maneuver is a supernatural ability.

FAN THE FLAMES

Desert Wind (Strike) [Fire]

Level: Swordsage 3

Prerequisite: One Desert Wind maneuver

Initiation Action: 1 standard action

Range: 30 ft.

Target: One creature

Flickering flame dances across your blade, then springs toward your target as you sweep your sword through the air.

A skilled Desert Wind adept can gather flame within his weapon and hurl it through the air.

When you initiate this maneuver, you launch a fist-sized ball of white-hot fire at a single opponent.

If you make a successful ranged touch attack, your target takes 6d6 points of fire damage.

This maneuver is a supernatural ability.

FIERY ASSAULT

Desert Wind (Stance) [Fire]

Level: Swordsage 6

Prerequisite: Two Desert Wind maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

Fire dances along your arms and across your weapon, lending burning energy to every attack you make.

While you are in this stance, every melee attack you make deals an extra 1d6 points of fire damage.

This stance is a supernatural ability.

FIRE RIPOSTE

Desert Wind (Counter) [Fire]

Level: Swordsage 2

Prerequisite: One Desert Wind maneuver

Initiation Action: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

You focus the pain from a wound you have just suffered into a fiery manifestation of revenge.

When a creature successfully strikes you with a melee or natural weapon, you can use this maneuver to give yourself the ability to make an immediate melee touch attack.

If your attack hits, your target takes 4d6 points of fire damage.

This maneuver is a supernatural ability.

FIRESNAKE

Desert Wind (Strike) [Fire]

Level: Swordsage 4

Prerequisite: Two Desert Wind maneuvers

Initiation Action: 1 standard action

Range: 60 ft.

Area: Special

Duration: Instantaneous

Saving Throw: Reflex half

You drive your weapon into the ground, causing a gout of fire to jet into the air.

The fire flows back to the ground and creeps ahead like a serpent, sweeping over your enemies and roasting them where they stand. When you initiate this maneuver, you cause a line of fire to twist across an area to burn your enemies. This line is 60 feet long.

Unlike a standard line, a firesnake can bend and twist to hit your foes.

A firesnake starts in an adjacent square.

It can move up to 60 feet each round.

It can move out of your line of sight or line of effect, but you gain no special knowledge of the areas it moves into.

If a firesnake moves into a creature's space, that creature takes 6d6 points of fire damage, with a Reflex save (DC 14 + your Wis modifier) for half damage.

A creature can only take damage from the firesnake once in a single round.

It makes the saving throw and takes damage the first time that the firesnake touches it.

After that, a firesnake has no effect on that creature.

A firesnake must move along the ground.

It cannot fly, and it pays the standard movement penalties for difficult terrain and other effects.

This maneuver is a supernatural ability.

FLAME'S BLESSING

Desert Wind (Stance) [Fire]

Level: Swordsage 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

Fire is not your enemy, and it does not harm you.

You gain some resistance to fire as long as you remain in this stance.

The amount of resistance is determined by your ranks in Tumble.

If you have 19 or more ranks in Tumble, you gain immunity to fire while you are in this stance.

This stance is a supernatural ability.

Tumble Ranks	Fire Resistance
4–8	5
9–13	10
14–18	20
19+	Immunity

FLASHING SUN

Desert Wind (Strike)

Level: Swordsage 2

Prerequisite: One Desert Wind maneuver

Initiation Action: 1 full-round action

Range: Personal

Target: You

Almost a blur of acceleration, your shining blade flashes as you attack with impossible speed.

Flashing sun allows you to make an additional melee attack during this round.

As part of this maneuver, you take a full attack action and make your normal melee attacks.

However, you can make one additional attack this round at your highest attack bonus.

All the attacks you make this round, including the extra attack granted by this maneuver, are made with a –2 penalty.

HATCHLING'S FLAME

Desert Wind (Strike) [Fire]

Level: Swordsage 2

Prerequisite: One Desert Wind maneuver

Initiation Action: 1 standard action

Range: 30 ft.

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex half

You focus a burning aura of energy at the end of your blade.

It forms a seething sphere that, after a moment, bursts into a torrent of energy.

The Desert Wind discipline teaches its students how to unleash their ki as burning energy.

This maneuver allows you to create a wave of fire that sweeps over your enemies.

When you initiate this maneuver, you blast forth a cone of flame that deals 2d6 points of fire damage.

This maneuver is a supernatural ability.

HOLOCAUST CLOAK

Desert Wind (Stance) [Fire]

Level: Swordsage 3

Prerequisite: One Desert Wind maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

Fire trails from your blade as you spin it about, cloaking you in flames that leap out to burn those who attack you.

The flame from your weapon hangs in midair, providing you with a fiery defense against your attackers.

An adjacent opponent that hits you with a melee attack while you are in this stance takes 5 points of fire damage.

Your holocaust cloak does not harm a creature using a reach weapon to attack you.

This stance is a supernatural ability.

INFERNO BLADE

Desert Wind (Boost) [Fire]

Level: Swordsage 7

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: End of turn

A blinding light flashes from your weapon, and for a split second, it transforms into burning magma.

You convert your ki into fiery energy, allowing it to flow down your arms and across your weapon.

Until the end of your turn, your melee attacks deal an extra 3d6 points of fire damage + 1 point per initiator level.

This maneuver is a supernatural ability.

INFERNO BLAST

Desert Wind (Strike) [Fire]

Level: Swordsage 9

Prerequisite: Five Desert Wind maneuvers

Initiation Action: 1 full-round action

Range: 60 ft.

Area: 60-ft.-radius burst centered on you

Duration: Instantaneous

Saving Throw: Reflex half

Hot winds swirl about you, and a faint aroma of brimstone sweeps over the area.

A flickering yellow aura surrounds you and grows in intensity, shedding tremendous heat and light.

Creatures around you stumble back from the heat.

With a howling roar, you unleash a hellish blast of fire that melts steel and warps stone.

Only true masters of the Desert Wind school are capable of unleashing an inferno blast.

You focus your internal *ki* into a blinding hot burst of fire that deals 100 points of fire damage to all creatures in the area.

You are not harmed by your own inferno blast.

This maneuver is a supernatural ability.

LEAPING FLAME

Desert Wind (Counter) [Teleportation]

Level: Swordsage 5

Prerequisite: Two Desert Wind maneuvers

Initiation Action: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

As your foe attacks you, you disappear in a burst of flame and smoke, only to reappear as if out of thin air next to him.

You instantly appear in a square adjacent to a creature that attacks you with a melee or ranged attack, after resolving the enemy's attack.

You cannot move into a space that is occupied by a creature or object.

You can move up to 100 feet in this manner.

If you cannot move adjacent to the target, this maneuver fails to function but is still considered used.

This maneuver is a supernatural ability.

LINGERING INFERNO

Desert Wind (Strike) [Fire]

Level: Swordsage 5

Prerequisite: Two Desert Wind maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 3 rounds; see text

A blue, dancing flame appears on your weapon.

As you strike your foe, this flame slides off your weapon and covers your enemy in raging fire.

You make a single melee attack that deals an extra 2d6 points of fire damage.

In addition, if your strike hits, the flames upon your weapon bind to the target, which takes an extra 2d6 points of fire damage each round at the start of its turn for 3 rounds.

This maneuver is a supernatural ability.

RING OF FIRE

Desert Wind (Strike) [Fire]

Level: Swordsage 6

Prerequisite: Two Desert Wind maneuvers

Initiation Action: 1 full-round action

Range: Special; see text

Area: Special; see text

Saving Throw: Reflex half

You move in a blur, your feet wreathed in flaming energy.

As you run, you leave a trail of fire behind you.

You encircle a foe, and the ring of fire you leave behind bursts into an inferno that engulfs your enemy and everything else in the area.

As part of this maneuver, you can move up to two times your speed along the ground.

All of your movement must be along continuous, solid ground.

You leave a trail of flames in your wake.

These flames have no effect unless they form a closed area.

In this case, a raging inferno erupts within that area.

All creatures within the area take 12d6 points of fire damage, with a Reflex save (DC 16 + your Wis modifier) for half damage.

The inferno erupts the first time you form a closed area.

You cannot create multiple areas in one move.

This maneuver is a supernatural ability.

RISING PHOENIX

Desert Wind 8 (Stance) [Fire]

Level: Swordsage 8

Prerequisite: Three Desert Wind maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

Hot wind swirls about your feet, lifting you skyward as flames begin to flicker below.

A column of superheated air lifts you into the air.

While you are in this stance, you can hover up to 10 feet above any solid or liquid surface.

You gain a fly speed equal to your land speed, with perfect maneuverability, but you must remain within 10 feet of the ground when you fly.

If you hover in place and make a full attack, the column of air becomes superheated, dealing 3d6 points of fire damage to creatures adjacent to or within the column, including creatures adjacent to your square.

You are not harmed by this effect.

You can move across shallow pits or other such variations in terrain without losing altitude, so long as your movement wouldn't take you more than 10 feet above a solid or liquid surface.

If you are ever more than 10 feet above the ground (such as if the floor drops out from under you or you move over the edge of a tall cliff), the rising phoenix stance immediately ends and you fall to the ground.

This stance is a supernatural ability.

SALAMANDER CHARGE

Desert Wind (Strike) [Fire]

Level: Swordsage 7

Prerequisite: Three Desert Wind maneuvers

Initiation Action: 1 full-round action

Range: Special

Area: One 5-ft square per 5 ft. of movement

Duration: Instantaneous; 5 rounds; see text (D)

You spin and tumble about the battlefield, a wall of raging flame marking your steps.

You initiate this maneuver as part of a charge attack.

As with a charge, you can move up to double your speed and make a single attack, gaining a +2 bonus on the attack roll and a -2 penalty to your Armor Class while you move and until your next turn.

Unlike a normal charge, however, your salamander charge does not need to be in a straight line and is not impeded by difficult terrain, or even other creatures.

You can change direction as much as you want during your movement, and you can also use your Tumble skill to avoid attacks of opportunity or to move through opponents' squares during the charge.

When you initiate a salamander charge, a wall of shimmering, spectral fire appears in each of the squares along the path you take.

A creature standing in the wall takes 6d6 points of fire damage at the beginning of that creature's turn.

A creature occupying a square adjacent to the wall takes 3d6 points of fire damage at the start of its turn.

Creatures that move into or through the wall also take 6d6 points of fire damage.

The wall lasts up to 5 rounds.

You can automatically dispel the wall with a wave of your hand (a swift action), and the wall is automatically dispelled if you initiate another salamander charge.

The wall does not block line of sight or line of effect.

This maneuver is a supernatural ability.

SEARING BLADE

Desert Wind (Boost) [Fire]

Level: Swordsage 4

Prerequisite: Two Desert Wind maneuvers

Initiation Action: 1 standard action

Range: Personal

Target: You

Duration: End of turn

Your weapon transforms into a raging torrent of flame, causing those around you to recoil slightly from the tremendous heat.

You convert your ki into fiery energy, allowing it to flow down your arms and across your weapon.

Until the end of your turn, your melee attacks deal an extra 2d6 points of fire damage + 1 point per initiator level.

This maneuver is a supernatural ability.

SEARING CHARGE

Desert Wind (Strike) [Fire]

Level: Swordsage 4

Prerequisite: One Desert Wind maneuver

Initiation Action: 1 full round

Range: Personal

Target: You

Duration: Instantaneous

You rush through the air toward your foe, fire streaming in your wake.

As part of this maneuver, you must charge an opponent. You gain the ability to fly at your base land speed with perfect maneuverability while charging.

Resolve your charge attack normally.

On a successful hit, you deal an extra 5d6 points of fire damage to the target of your charge.

This maneuver is a supernatural ability.

WIND STRIDE

Desert Wind (Boost)

Level: Swordsage 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: End of turn

A warm breeze swirls about you as you move speedily away.

The desert wind envelops you and carries you across the battlefield, giving you a burst of speed to move around and through your enemies.

Until the end of your turn, you gain a +10-foot enhancement bonus to your land speed.

WYRM'S FLAME

Desert Wind (Strike) [Fire]

Level: Swordsage 8

Prerequisite: Three Desert Wind maneuvers

Initiation Action: 1 standard action

Range: 30 ft.

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex half

You spin your blade in a whirling arc.

With each revolution, seething flames build upon its length.

With a flourish, you bring your blade to a halt, point it at your foe, and unleash a roaring wall of flame.

Masters of the Desert Wind can twirl and spin their blades with such power that they can evoke a great burst of fire.

When you execute this maneuver, you blast forth a cone of fire that deals 10d6 points of fire damage to all in its area.

Creatures in the area can attempt a Reflex save (DC 18 + your Wis modifier) for half damage.

This maneuver is a supernatural ability.

ZEPHYR DANCE

Desert Wind (Counter)

Level: Swordsage 3

Prerequisite: One Desert Wind maneuver

Initiation Action: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous; see text

You spin gracefully away from a foe's attack, whirling like the desert zephyr racing across the sands.

Your enemy's blade barely touches your cloak as you nimbly dodge aside.

You gain a +4 dodge bonus to AC against a single attack.

You can choose to use this maneuver after an opponent resolves his attack but before he determines damage.

DEVOTED SPIRIT

Devoted Spirit maneuvers focus on toughness, endurance, ripostes, and abilities designed to defeat a specific alignment.

Those who follow the Devoted Spirit discipline seek to support a cause by defending it, nurturing it, and destroying its enemies.

The falchion, greatclub, longsword, and maul are the Devoted Spirit discipline's preferred weapons, though many who follow this school of battle embrace weapons tied to the causes they follow.

Intimidate is the key skill for Devoted Spirit.

AURA OF CHAOS

Devoted Spirit (Stance) [Chaos]

Level: Crusader 6

Prerequisite: Two Devoted Spirit maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

A coruscating aura of purple energy surrounds you as chaos runs rampant in the area immediately around you.

While you are in this stance, your attacks have the potential to be utterly devastating.

When rolling damage for a melee attack, you gain a special benefit from any damage die that rolls its maximum amount (such as a result of 6 on a d6).

When one or more of your damage dice show a maximum possible result, reroll each such die and add its result to the original damage total.

You can continue to reroll as long as a die shows its maximum possible result, adding each new number to the damage total until each die has shown less than a maximum result.

AURA OF PERFECT ORDER

Devoted Spirit (Stance) [Law]

Level: Crusader 6

Prerequisite: Two Devoted Spirit maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

A perfect, hazy square of golden energy surrounds you as you enter this stance.

Order reigns supreme, driving away the whims of chaos.

This stance allows you to treat a potential d20 result as an 11.

You must decide to use this ability immediately before rolling the d20.

You can use this ability once per round.

Using this ability does not take an action.

You simply decide to invoke it before rolling a d20 for any reason, such as for an attack, save, or check.

AURA OF TRIUMPH

Devoted Spirit (Stance) [Good]

Level: Crusader 6

Prerequisite: Two Devoted Spirit maneuvers

Initiation Action: 1 swift action

Range: Personal

Targets: You and one ally within 10 ft.

Duration: Stance

You channel the power of good through your body and soul, infusing the area around you with a soft, golden radiance.

With each blow you strike against evil, you feel invigorated and driven onward.

While you are in this stance, you and any ally within 10 feet of you both heal 4 points of damage with each successful melee attack either of you makes against an evil target.

AURA OF TYRANNY

Devoted Spirit (Stance) [Evil]

Level: Crusader 6

Prerequisite: Two Devoted Spirit maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

A sickly gray radiance surrounds you, sapping the strength of your allies and funneling it to you.

While you are in this stance, you drain hit points from your allies.

At the end of your turn, you can choose to deal 2 points of damage to each willing ally within 10 feet.

For each ally who takes this damage, you heal 1 point of damage.

CASTIGATING STRIKE

Devoted Spirit (Strike)

Level: Crusader 7

Prerequisite: Two Devoted Spirit maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Area: 30-ft.-radius burst; see text

Duration: 1 minute

Saving Throw: Fortitude partial; see text

With a howling battle cry, your weapon crackles with energy.

As you strike your foe, that energy detonates in a burst that scythes through those who stand against your cause.

When you use this strike, make a single melee attack.

If you hit your opponent and his alignment has at least one component different from yours, a blast of divine energy originates from your attack's point of impact.

The target of this strike takes an extra 8d6 points of damage and must succeed on a Fortitude save (DC 17 + your Cha modifier) or take a –2 penalty on attack rolls for 1 minute.

All of your opponents within a 30-foot-radius burst of the target creature must also succeed on a Fortitude save.

Those who fail take 5d6 points of damage and take a –2 penalty on attack rolls for 1 minute.

A successful save results in half damage and negates the attack penalty.

CRUSADER'S STRIKE

Devoted Spirit (Strike)

Level: Crusader 1

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature
Divine energy surrounds your weapon as you strike. This power washes over you as your weapon finds its mark, mending your wounds and giving you the strength to fight on. As part of initiating this strike, you must make a successful melee attack against an enemy whose alignment has at least one component different from yours. This foe must pose a threat to you or your allies in some direct, immediate way. If your attack hits, you or an ally within 10 feet of you heals 1d6 points of damage + 1 point per initiator level (maximum +5).

DAUNTING STRIKE

Devoted Spirit (Strike)
Level: Crusader 5
Prerequisite: One Devoted Spirit maneuver
Initiation Action: 1 standard action
Range: Melee attack
Target: One creature
Saving Throw: Will negates
Duration: 1 minute
You attack your foe with an overwhelming strike, hammering through his shield and armor to cleave into his flesh. This display of raw power causes him to stumble backward, fear in his eyes. As part of this maneuver, you make a melee attack against an opponent you threaten. If this attack hits, your must make a Will save with a DC equal to the damage you deal or become shaken for 1 minute.

DEFENSIVE REBUKE

Devoted Spirit (Boost)
Level: Crusader 3
Prerequisite: One Devoted Spirit maneuver
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: 1 round
You sweep your weapon in a wide, deadly arc. When your blows strike home, you send your foe tumbling back on the defensive. He must deal with you first, or leave himself open to your deadly counter. Defensive rebuke allows you to excel at controlling the battlefield around you. Your enemies must pay heed to the threat you pose. If they ignore you in favor of attacking other targets, you take advantage of their lapses with a punishing counterattack. Each enemy you strike after you initiate this maneuver becomes vulnerable to your further attacks. If such an opponent attacks anyone other than you in melee for the duration of the maneuver, that attack provokes an attack of opportunity from you (each separate attack a target makes provokes an attack of opportunity, making this boost especially lethal if you have Combat Reflexes). Enemies you strike become aware of the consequences of the maneuver.

DIVINE SURGE

Devoted Spirit (Strike)
Level: Crusader 4
Prerequisite: One Devoted Spirit maneuver
Initiation Action: 1 standard action
Range: Melee attack
Target: One creature
Your body shakes and spasms as unfettered divine energy courses through it. This power sparks off your weapon and courses into your foe, devastating your enemy but leaving you drained. As part of this maneuver, you make a single melee attack that deals an extra 8d8 points of damage.

DIVINE SURGE, GREATER

Devoted Spirit (Strike)
Level: Crusader 8
Prerequisite: Two Devoted Spirit maneuvers
Initiation Action: 1 full-round action
Range: Melee attack
Target: One creature
Duration: 1 round; see text
A torrent of divine energy courses through you. With supreme force of will, you channel the energy into a devastating attack even as it saps your mortal form. As part of this maneuver, you make a single melee attack that deals an extra 6d8 points of damage. In addition, before making this melee attack, you can also decide to take a number of points of Constitution damage equal to your initiator level or lower. For each point of Constitution damage you take, you gain a +1 bonus on your attack roll and deal an extra 2d8 points of damage. After using this maneuver, you are considered flat-footed until the beginning of your next turn.

DOOM CHARGE

Devoted Spirit (Strike) [Evil]
Class: Crusader 5
Prerequisite: One Devoted Spirit maneuver, evil alignment
Initiation Action: 1 full-round action
Range: Melee attack
Target: One creature
Duration: 1 round
You cloak yourself in a black, terrible aura of contempt and spite. You must make a charge attack as part of this maneuver. If your target is good-aligned, your attack deals an extra 6d6 points of damage. In addition, if your charge attack hits and the target is good-aligned, you become wreathed in unholy energy. You gain damage reduction 10/- until the beginning of your next turn.

ENTANGLING BLADE

Devoted Spirit (Strike)
Level: Crusader 4
Prerequisite: One Devoted Spirit maneuver
Initiation Action: 1 standard action
Range: Melee attack

Target: One creature

Duration: See text

You hack into your foe's legs, forcing his movement to slow and his resolution to falter.

As part of this maneuver, you make a melee attack against an opponent.

Your attack deals an extra 2d6 points of damage.

In addition, if your attack hits, your target's speed is reduced by 20 feet until the end of its next turn, which might prevent it from moving entirely.

This penalty applies to all movement modes.

A flying creature with a fly speed of 0 feet falls to the ground (and takes falling damage appropriately) if it is subject to this effect while in the air.

FOEHAMMER

Devoted Spirit (Strike)

Level: Crusader 2

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Your throw yourself behind your attack, lending your blow such great weight and force that you leave injuries that even magical defenses cannot mend.

Your devotion to your cause gives you boundless energy that allows you to smash through supernatural defenses.

When you land an attack, you hit with such force that damage reduction offers little resistance against you.

When you use this maneuver, you make a melee attack against a single foe.

This attack automatically overcomes the opponent's damage reduction and deals an extra 2d6 points of damage.

IMMORTAL FORTITUDE

Devoted Spirit (Stance)

Level: Crusader 8

Prerequisite: Three Devoted Spirit maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

Despite the horrific wounds you suffer, the flash of searing spells, and the crash of a foe's mighty attacks, you stand resolute on the field.

So long as the potential for victory exists, you fight on.

Death has little meaning to you in light of the cause you fight for.

So long as the mission stands before you uncompleted, or a battle remains in doubt, you fight on.

Stories abound of crusaders who, while in the grips of this stance, fought for days on end to hold a mountain pass against orcs, trolls and other fiends.

So long as you remain in this stance, you cannot be killed or incapacitated by effects or attacks that reduce you to 0 or fewer hit points.

If you take such damage, you can make a Fortitude save with a DC equal to your negative hit point total.

If you fail this save, you die or fall unconscious (as appropriate).

If this save is successful, you are still alive and conscious, with 1 hit point remaining.

This stance provides no protection against effects that slay you without dealing hit point damage, or other effects that petrify, paralyze, and so forth.

You can still be slain by a coup de grace if a spell or effect renders you helpless.

After you attempt three saving throws to avoid death or unconsciousness, this stance automatically ends.

You can activate it again on your turn as normal.

Even the toughest crusader can endure only so much punishment.

IRON GUARD'S GLARE

Devoted Spirit (Stance)

Level: Crusader 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

With a quick snarl and a glare that would stop a charging barbarian in his tracks, you spoil an opponent's attack.

Rather than strike his original target, your enemy turns his attention toward you.

While you are in this stance.

any opponent that you threaten takes a -4 penalty on attack rolls against your allies.

This penalty does not apply to attacks made against you.

Enemies you threaten become aware of the consequences of the stance.

LAW BEARER

Devoted Spirit (Strike) [Law]

Class: Crusader 5

Prerequisite: One Devoted Spirit maneuver, lawful alignment

Initiation Action: 1 full-round action

Range: Melee attack

Target: One creature

Duration: 1 round

The air around you hums with cosmic energy as the power of pure law surges through you.

For a moment, you take on the aspect of a perfect being as you charge forward to smite your foes.

You must make a charge attack as part of this maneuver.

If the target is chaotic-aligned, you gain a +8 bonus on your attack (in addition to the charge bonus) and your attack deals an extra 4d6 points of damage.

In addition, if your charge attack hits and the target is chaotic-aligned, you become wreathed in axiomatic energy. You gain a +5 bonus on saves and to AC until the beginning of your next turn.

MARTIAL SPIRIT

Devoted Spirit (Stance)

Level: Crusader 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

As you cleave through your foes, each ferocious attack you make lends vigor and strength to you and your allies.

While you are in this stance, you or an ally within 30 feet heals 2 points of damage each time you make a successful melee attack.

This healing represents the vigor, drive, and toughness you inspire in others.

Your connection to the divine causes such inspiration to have a real, tangible effect on your allies' health.

Each time you hit an opponent in melee, you can choose a different recipient within range to receive this healing.

RADIANT CHARGE

Devoted Spirit (Strike) [Good]

Class: Crusader 5

Prerequisite: One Devoted Spirit maneuver, good alignment

Initiation Action: 1 full-round action

Range: Melee attack

Target: One creature

Duration: 1 round

You gather the power of your faith and discipline, surrounding yourself in an aura of blinding glory.

You must make a charge attack as part of this maneuver.

If the target is evil-aligned, your attack deals an extra 6d6 points of damage.

In addition, if your charge attack hits and the target is evil-aligned, you become wreathed in holy energy.

You gain damage reduction 10/- until the beginning of your next turn.

RALLYING STRIKE

Devoted Spirit (Strike)

Level: Crusader 6

Prerequisite: Two Devoted Spirit maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Your weapon blazes with divine energy as you smite your enemy. The energy discharges in a great pulse, sweeping over your allies and mending their wounds.

As part of initiating this strike, you must make a successful melee attack against an enemy whose alignment has at least one component different from yours.

This foe must pose a threat to you or your allies in some direct, immediate way.

If your attack hits, you and all allies within 30 feet of you heal 3d6 points of damage +1 point per initiator level (maximum +15).

REVITALIZING STRIKE

Devoted Spirit (Strike)

Level: Crusader 3

Prerequisite: One Devoted Spirit maneuver

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

As you rear back to strike your foe, an aura of divine energy surrounds you.

As your attack slams home, this aura dissipates in a flash, knitting your wounds as it discharges.

As part of initiating this strike, you must make a successful melee attack against an enemy creature whose alignment has at least one component different from yours.

This foe must pose a threat to you or your allies in some direct, immediate way.

If your attack hits, you or an ally within 10 feet of you heals 3d6 points of damage +1 point per initiator level (maximum +10).

SHIELD BLOCK

Devoted Spirit (Counter)

Level: Crusader 2

Initiation Action: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

With a heroic burst of effort, you thrust your shield between your defenseless ally and your enemy.

As an immediate action, you can grant an AC bonus to an adjacent ally equal to your shield's AC bonus + 4.

You apply this bonus in response to a single melee or ranged attack that targets your ally.

You can initiate this maneuver after an opponent makes his attack roll, but you must do so before you know whether the attack was a success or a failure.

SHIELD COUNTER

Devoted Spirit (Counter)

Level: Crusader 7

Prerequisite: Two Devoted Spirit maneuvers

Initiation Action: 1 immediate action

Range: Melee attack

Target: One creature

As your opponent prepares to make his attack, you bash him with your shield and disrupt his attempt.

As an immediate action, you can attempt a shield bash against an opponent you threaten.

This attack is made with a -2 penalty.

If your shield attack hits, your target's next attack automatically misses.

You can use this maneuver immediately after an opponent declares an attack, but you must do so before the attack's result has been determined.

STRIKE OF RIGHTEOUS VITALITY

Devoted Spirit (Strike)

Level: Crusader 9

Prerequisite: Three Devoted Spirit maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

As your enemy reels from your mighty blow, an ally nearby is simultaneously healed and cleansed of its wounds by the power of your faith.

When you make this strike, you or one ally within 10 feet of you gains the benefit of a *heal* spell cast as a cleric of your character level.

To gain the benefit of this maneuver, you must strike an enemy creature whose alignment has at least one component different from yours.

This foe must pose a threat to you or your allies in some direct, immediate way.

THICKET OF BLADES

Devoted Spirit (Stance)

Level: Crusader 3

Prerequisite: One Devoted Spirit maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You maintain a careful guard as you search for any gaps in your opponent's awareness.

Even the slightest move provokes a stinging counter from you.

While you are in this stance, any opponent you threaten that takes any sort of movement, including a 5-foot step, provokes an attack of opportunity from you.

Your foes provoke this attack before leaving the area you threaten.

Your opponents also cannot use the withdraw action (PH 143) to treat the square they start in as no longer threatened by you.

TIDE OF CHAOS

Devoted Spirit (Strike) [Chaos]

Class: Crusader 5

Prerequisite: One Devoted Spirit maneuver, chaotic alignment

Initiation Action: 1 full-round action

Range: Melee attack

Target: One creature

Duration: 1 round

The power of chaos swirls around you, lending strength to your attacks as you cast your fate to the whims of luck.

You must make a charge attack as part of this maneuver.

If the target is lawful-aligned, you gain a +8 bonus on your attack (in addition to the charge bonus) and your attack deals an extra 4d6 points of damage.

In addition, if your charge attack hits and the target is lawful-aligned, you become wreathed in anarchic energy.

You gain total concealment against all attacks that target you until the beginning of your next turn.

VANGUARD STRIKE

Devoted Spirit (Strike)

Level: Crusader 1

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You batter aside your foes defenses with a vicious, overwhelming attack, leaving him vulnerable to your allies' blows.

As part of this maneuver, you make a melee attack against an opponent you threaten.

If this attack hits, all your allies gain a +4 bonus on ranged and melee attacks against that target until the start of your next turn.

DIAMOND MIND

Diamond Mind maneuvers allow a warrior to use her cunning, intellect, and feel for the battlefield against her enemies.

Time seems to flow slower to a Diamond Mind initiate.

The bastard sword (or katana), rapier, shortspear, and trident are this discipline's favored weapons.

Concentration is the Diamond Mind discipline's key skill.

ACTION BEFORE THOUGHT

Diamond Mind (Counter)

Level: Swordsage 2, warblade 2

Initiation Action: 1 immediate action

Range: Personal

Target: You

Your supreme sense of the battlefield, unmatched martial training, and simple, intuitive sense of danger allow you to act faster than the speed of thought.

When a spell or other attack strikes you, you move a split second before you are even aware of the threat.

Your mind is a keenly honed weapon.

Other warriors rely on their physical talents.

You know that a mix of mental acuity and martial training, along with a strong sword arm, is an unbeatable combination.

This maneuver epitomizes your approach.

Your mind, rather than your raw reflexes, dictates your defenses.

You can use this maneuver any time you would be required to make a Reflex save.

Roll a Concentration check instead of the Reflex save and use the result of that check to determine the save's success.

You must use this maneuver before you roll the Reflex save.

A result of a natural 1 on your Concentration check is not an automatic failure.

AVALANCHE OF BLADES

Diamond Mind (Strike)

Level: Swordsage 7, warblade 7

Prerequisite: Three Diamond Mind maneuvers

Initiation Action: 1 full-round action

Range: Melee attack

Target: One creature

In a flashing blur of steel, you unleash a devastating volley of deadly attacks against your enemy, striking it again and again.

You lash at an opponent.

If your attack hits, you repeat the same attack again and again at nearly superhuman speed, allowing you to score multiple hits in a blur of activity.

Unfortunately, as soon as an attack misses, your tempo breaks, and this delicate maneuver crumbles into a flurry of wasted motion.

As part of this maneuver, you make a single melee attack against an opponent.

If that attack hits, resolve your damage as normal.

You can then make another attack against that foe with a -4 penalty on your attack roll.

If that attack hits, you can make another attack against that opponent with a -8 penalty.

You continue to make additional attacks, each one with an additional -4 penalty, until you miss or your opponent is reduced to -1 hit points or fewer.
You must direct all these attacks at a single foe.

BOUNDING ASSAULT

Diamond Mind (Strike)

Level: Swordsage 4, warblade 4

Prerequisite: Two Diamond Mind maneuvers

Initiation Action: 1 full-round action

Range: Melee attack

Target: One creature

You spring across the battlefield, using your focus and ability to act quickly to make an attack while moving.

You combine speed and power into a deadly combination.

With this maneuver, you move across the battlefield in a blur, pausing only to deliver a ferocious attack.

As part of this maneuver, make a double move.

After you move, you can also make a melee attack.

You gain a +2 bonus on this attack.

This maneuver is considered a charge attack when determining if feats and other abilities apply to your attack.

DIAMOND DEFENSE

Diamond Mind (Counter)

Level: Swordsage 8, warblade 8

Initiation Action: 1 immediate action

Range: Personal

Target: You

You steel yourself against an opponent's spell, drawing on your focus and training to overcome its effect.

You can initiate this maneuver any time you would be required to make a saving throw.

You gain a bonus on that save equal to your initiator level.

You must use this maneuver before you roll the saving throw.

DIAMOND NIGHTMARE BLADE

Diamond Mind (Strike)

Level: Swordsage 8,
warblade 8

Prerequisite: Three Diamond Mind maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You spot a single fatal flaw in your opponent's defenses.

With a single attack, you put all the force of your supreme focus into a single, crippling blow.

You must make a Concentration check as part of this maneuver.

The DC of this check is the target creature's AC.

You then make a single melee attack against your target, also as part of the maneuver.

If your Concentration check succeeds, this attack deals four times your normal melee damage.

If your check fails, your attack is made with a -2 penalty and doesn't deal any additional damage.

If your strike is a critical hit, you stack the multipliers as normal (PH 304).

DISRUPTING BLOW

Diamond Mind (Strike)

Level: Swordsage 5, warblade 5

Prerequisite: Two Diamond Mind maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Will negates

Duration: 1 round

With a combination of brute force, keen timing, and exacting aim, you force your opponent into an awkward position that ruins his next action.

As part of this maneuver, you make a melee attack.

If this attack hits, your target takes normal melee damage and must make a Will save (DC 15 + your Str modifier) or be unable to take any actions for 1 round.

The target does not suffer any other drawbacks or penalties. He can still make attacks of opportunity but is unable to take immediate actions until his next turn.

EMERALD RAZOR

Diamond Mind (Strike)

Level: Swordsage 2, warblade 2

Prerequisite: One Diamond Mind maneuver

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You stare at your enemy, studying his every move.

You mentally probe his defenses in search of a weakness.

A lesser warrior could spend long minutes pondering this problem, but you see an opening and seize upon it in an instant.

Your understanding of combat, your keenly honed mind, and your capability to read your opponents make you a deadly combatant.

When you focus your mind, even the most elusive opponent becomes an easy target.

As part of this maneuver, make a single melee attack against an opponent.

This is a touch attack rather than a standard melee attack.

If you hit, you deal normal melee damage.

HEARING THE AIR

Diamond Mind (Stance)

Level: Swordsage 5, warblade 5

Prerequisite: Two Diamond Mind maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

Your perception becomes so fine that you can hear the tiniest flutter of air moving past you.

Invisible foes and other hidden threats become as plain as day in the area of your heightened senses.

Drawing on your combat training, sharpened senses, and capability to predict your enemy's moves, you become a faultless sentinel on the battlefield.

Even the smallest detail or stealthiest enemy cannot hope to evade your notice.

While you are in this stance, you gain blindsense out to 30 feet and a +5 insight bonus on Listen checks.

INSIGHTFUL STRIKE

Diamond Mind (Strike)

Level: Swordsage 3, warblade 3

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You study your opponent and spot a weak point in her armor. With a quick, decisive strike, you take advantage of this weakness with a devastating attack.

Your mind rather than your physical power allows you to deal grievous injuries to your foes.

When you attack, your training and mental focus allow you to score a telling blow.

As part of this maneuver, make a melee attack.

If this attack hits, you do not deal normal damage.

Instead, you make a Concentration check and deal damage equal to the check result.

Your Strength modifier, your weapon's magical properties (if any), and any other extra damage you normally deal do not modify this check (including extra damage from class abilities, feats, or spells).

INSIGHTFUL STRIKE, GREATER

Diamond Mind (Strike)

Level: Swordsage 6, warblade 6

Prerequisite: Two Diamond Mind maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Your keen eye picks out the slightest imperfection in your opponent's defenses.

Your weapon becomes a tool of your mind.

This maneuver functions like insightful strike, except that you deal damage equal to $2 \times$ your Concentration check result.

MIND OVER BODY

Diamond Mind (Counter)

Level: Swordsage 3, warblade 3

Initiation Action: 1 immediate action

Range: Personal

Target: You

Your training and mental toughness allow you to use your focus to overcome physical threats.

By focusing your mind, you ignore the effect of a deadly poison or debilitating sickness.

Your diligent training and intense mental focus combine to allow you to overcome physical threats with the raw power of your mind.

You can use this maneuver any time you would be required to make a Fortitude save.

Make a Concentration check instead of the Fortitude save and use the result of that check to determine the saves success.

You must use this maneuver before you attempt the Fortitude save.

A result of a natural 1 on your Concentration check is not an automatic failure.

MIND STRIKE

Diamond Mind (Strike)

Level: Swordsage 4, warblade 4

Prerequisite: Two Diamond Mind maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Will negates

You strike your opponent's head, rattling his senses and causing him to lose focus.

As a warrior who fights with your mind as well as your brawn, you know that attacking a foe's senses is just as valuable as sapping his strength.

With this attack, you leave an opponent befuddled and vulnerable.

As part of this maneuver, make a melee attack.

If this attack hits, your target must make a Will save (DC 14 + your Str modifier) or take 1d4 points of Wisdom damage.

The target ignores the Wisdom damage on a successful save but still takes weapon damage normally.

MOMENT OF ALACRITY

Diamond Mind (Boost)

Class: Swordsage 6, warblade 6

Prerequisite: Two Diamond Mind maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Instantaneous

You step into a space between heartbeats and act again while your enemies are still reacting to your last strike.

You can improve your initiative count for the next round and all subsequent rounds of the current encounter.

When you initiate this maneuver, your initiative count improves by 20, and your place in the initiative order changes accordingly.

This modifier applies at the end of the round.

Your place in the initiative order changes to reflect moment of alacrity's effect starting with the next round.

MOMENT OF PERFECT MIND

Diamond Mind (Counter)

Level: Swordsage 1, warblade 1

Initiation Action: 1 immediate action

Range: Personal

Target: You

Your mental focus and martial study rendered your will into an unbreakable iron wall.

When someone targets you with a spell that seeks to erode your willpower, you steel yourself against the attack.

Between your devoted study, iron will, and supreme focus, you have learned to resist attempts to subvert your willpower.

When you feel such an effect try to cloud your mind, you can draw on untapped reserves of energy to counter the attempt.

You can use this maneuver any time you would be required to make a Will save.

Make a Concentration check instead of the Will save and use the result of that check to determine the save's success. You must use this maneuver before you attempt the Will save.

A result of a natural 1 on your Concentration check is not an automatic failure.

PEARL OF BLACK DOUBT

Diamond Mind (Stance)

Level: Swordsage 3, warblade 3

Prerequisite: One Diamond Mind maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

With every miss, your opponents become more uncertain, their doubt growing like an irritating pearl in the mouth of a helpless oyster.

You prey on your opponents' fear and lack of confidence. Each failed attack against you reminds them that their skill cannot hope to match yours.

When you enter this stance, you become more difficult to hit with each successive attack that misses you.

Each time an opponent misses you with a melee attack, you gain a +2 dodge bonus to AC.

This bonus lasts until the start of your next turn and is cumulative for the round.

The bonus applies to any attacks made by all opponents until the beginning of your next turn.

QUICKSILVER MOTION

Diamond Mind (Boost)

Level: Swordsage 7, warblade 7

Prerequisite: Three Diamond Mind maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

In the blink of an eye, you make your move.

Your speed, reflexes, and boundless confidence combine to allow you to make a fast, bold move that catches your foes off guard.

With a burst of energy, you move forward to press an attack, draw an item from your backpack, or take some other move action.

Your training, mental acuity, and drive allow you to move with greater speed and confidence than other warriors.

This maneuver requires a swift action to initiate.

You can take a free move action after you initiate this maneuver.

You can use any of the options available for a move action.

You can then use the rest of your actions as normal.

For example, you could use this maneuver to move next to a foe, then take a full attack action.

You could move, then make a charge attack, and so forth.

The move action you gain from this maneuver provokes attacks of opportunity as normal.

RAPID COUNTER

Diamond Mind (Counter)

Level: Swordsage 5, warblade 5

Initiation Action: 1 immediate action

Range: Personal

Target: You

You lash out, your weapon a blur, hammering at the slightest gap that appears in your defenses.

This maneuver allows you to make a free attack against a reckless enemy.

When a foe provokes an attack of opportunity from you, you can initiate this maneuver.

As part of this maneuver, you make an immediate melee attack against the foe that provoked the attack of opportunity.

This attack does not replace the normal attack of opportunity you receive.

You can also use this maneuver before making your normal attack of opportunity when an opponent provokes (or vice versa).

The attack granted by the maneuver is not an extra attack of opportunity.

You can initiate this maneuver before, after, in addition to, or instead of making an attack of opportunity against an opponent (thus possibly saving your attack of opportunity to use against another enemy later in the round).

RUBY NIGHTMARE BLADE

Diamond Mind (Strike)

Level: Swordsage 4, warblade 4

Prerequisite: Two Diamond Mind maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

With a moment's thought, you instantly perceive the deadliest place to strike your enemy as you study her defenses, note gaps in her armor, and read subtle but important clues in how she carries herself or maintains her fighting stance.

The ruby nightmare blade is a favored finishing move of warriors who study the Diamond Mind discipline.

By intently analyzing your foe's stance and moves, you find the precise spot that you must strike to end the fight with a decisive blow.

You attempt a Concentration check as part of this maneuver, using the target creature's AC as the DC of the check.

You then make a single melee attack against your target.

This attack is also made as part of this maneuver.

If your Concentration check succeeds, this melee attack deals double normal melee damage.

If your check fails, your attack is made with a -2 penalty and deals only normal melee damage.

If your strike is a critical hit, you stack the multipliers as normal (PH 304).

SAPPHIRE NIGHTMARE BLADE

Diamond Mind (Strike)

Level: Swordsage 1, warblade 1

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You study your enemy for a brief moment, watching his defensive maneuvers and making a strike timed to take advantage of a lull in his vigilance.

The sapphire nightmare blade is one of the most basic, but important, maneuvers that a Diamond Mind adept studies. It illustrates that a keen mind can pierce even the toughest defenses.

You attempt a Concentration check as part of this maneuver, using the target creature's AC as the DC of the check.

You then make a single melee attack against your target.

The attack is also part of this maneuver.

If your Concentration check succeeds, the target is flat-footed against your attack, and you deal an extra 1d6 points of damage.

If your check fails, your attack is made with a -2 penalty and deals normal damage.

STANCE OF ALACRITY

Diamond Mind (Stance)

Level: Swordsage 8, warblade 8

Prerequisite: Three Diamond Mind maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

Your mind and body meld, granting you an edge in combat.

You move slightly faster than normal due to a combination of confidence, training, and clarity of mind.

This slight edge adds up with each action.

Your mental swiftness translates to physical action on the battlefield.

You are constantly on edge, allowing you to react to multiple attacks and threats.

Most warriors can only manage a single counter move each round.

While you are in this stance, you can use one counter per round without taking an immediate action.

You cannot use the same maneuver two times in a round.

In essence, one counter you use during the round does not require an immediate action.

If you have already taken an immediate action within the past round, such as casting a *feather fall* spell, you can still use this stance to initiate a counter.

STANCE OF CLARITY

Diamond Mind (Stance)

Level: Swordsage 1, warblade 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You focus your efforts on a single opponent, studying his moves and preparing an attack.

Your other opponents fade from sight as your mind locks onto your target.

This stance allows you to focus on a single opponent to the exclusion of all others.

You read your foe's fighting stance, his favored attacks, and the methods he used to train.

By combining these factors into a single analysis of his abilities, you see how to foil his attacks.

While you are in this stance, you must choose a single opponent as your target at the start of your turn.

You gain a +2 insight bonus to AC against that foe until you change the target of this stance.

You take a -2 penalty to AC against all other opponents while using stance of clarity.

TIME STANDS STILL

Diamond Mind (Strike)

Level: Swordsage 9, warblade 9

Prerequisite: Four Diamond Mind maneuvers

Initiation Action: 1 full-round action

Range: Personal

Target: You

The raindrops themselves stand still as you act at the speed of thought.

You move like a blur, catching your enemies by surprise until a complex action carried out in a tiny fraction of the time normally needed to complete it.

In an unmatched burst of speed, agility, and decisive action, you move more quickly than the eye can follow.

You can lash out with your blade, striking your opponent so rapidly that observers can't keep track of your moves.

As part of this maneuver, you can use a full attack action two times in succession.

Take your first full attack as normal.

Once you have resolved those attacks, you can then take another full attack action.

You must resolve these actions separately.

You cannot combine the attacks provided by both actions as you wish.

Instead, you must take them separately and in order as normal for a full attack.

IRON HEART

The Iron Heart discipline focuses on pure weapon skill.

Its students learn to complete fighting maneuvers that border on the supernatural.

The Iron Heart's preferred weapons are the bastard sword, dwarven waraxe, longsword, and two-bladed sword.

Its key skill is Balance, because body control, good footing, and impeccable timing are important to completing Iron Heart maneuvers.

ABSOLUTE STEEL

Iron Heart (Stance)

Level: Warblade 3

Prerequisite: One Iron Heart maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You shift your weight to the back of your feet and hold your blade carefully forward at the ready.

Your muscles twitch slightly as you prepare to dodge the next attack you face.

The absolute steel stance allows you to enhance your mobility and speed.

You move quickly, keep a sharp eye on your enemies, and are ready to instantly sidestep any incoming attacks.

While you are in this stance, you gain a +10-foot enhancement bonus to your speed.

If you move at least 10 feet during your turn, you gain a +2 dodge bonus to AC until the beginning of your next turn.

ADAMANTINE HURRICANE

Iron Heart (Strike)

Level: Warblade 8

Prerequisite: Three Iron Heart maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Targets: One or more adjacent creatures you threaten

In a blur of motion, you make a short, twisting leap in the air. As you turn, your weapon flashes through the enemies around you like a blazing comet.

As you drop back to the ground in your fighting stance, your enemies crumple to the ground around you.

You sweep your weapon in a circle around you, striking out at nearby enemies.

You strike with the speed and ferocity of a lightning bolt, forcing your enemies to rely on their reflexes for protection rather than their armor and shields.

You make two melee attacks against each adjacent opponent you threaten when you initiate this maneuver. You receive a +4 bonus on each of these attacks, which are otherwise made with your highest attack bonus.

DANCING BLADE FORM

Iron Heart (Stance)

Level: Warblade 5

Prerequisite: Two Iron Heart maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You strike forward like a slithering snake, tiding yourself almost beyond your ability to maintain your balance.

Your foe stumbles backward, surprised that you could reach him from such a great distance.

By carefully distributing your weight and establishing a steady, rugged posture, you can reach out and strike opponents with your melee attacks at a greater than normal distance.

A warrior with less training and expertise would fall flat on his face attempting this maneuver.

You, on the other hand, have the grace, focus, and skill needed to complete this complex move.

While you are in this stance, you gain a bonus to your reach during your turn.

When you make a melee attack, your reach increases by 5 feet.

Your reach is not improved when it is not your turn, such as when you make an attack of opportunity.

You cannot improve your reach by more than 5 feet by using this ability in conjunction with other maneuvers.

DAZING STRIKE

Iron Heart (Strike)

Level: Warblade 5

Prerequisite: Two Iron Heart maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 1 round

Saving Throw: Fortitude partial

Through focus, raw power, and expert aim, you make a mighty attack against your foe, leaving him temporarily knocked senseless by your attack.

The proper application of force to just the right part of a foe's anatomy allows you to disrupt his actions.

While he stumbles back, senseless, you press the advantage. You make a single melee attack as part of this strike.

If this attack hits, the target takes melee damage normally and must make a Fortitude save (DC 15 + your Str modifier) or be dazed for 1 round.

DISARMING STRIKE

Iron Heart (Strike)

Level: Warblade 2

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You chop at your foe's hand, causing a grievous injury and forcing him to drop his weapon.

This maneuver allows you to combine a disarm attempt with a normal attack.

You make a single melee attack as part of this strike.

If this attack hits and deals damage, you can also attempt to disarm your opponent (PH 155).

This disarm attempt does not provoke attacks of opportunity, nor is there any risk that your foe can disarm you.

EXORCISM OF STEEL

Iron Heart (Strike)

Level: Warblade 3

Prerequisite: One Iron Heart maneuver

Initiation Action: Standard action

Range: Melee attack

Target: One creature

Duration: 1 minute

Saving Throw: Will half

You attack, striking not your foe, but his weapon, sending a shockwave up his arm that leaves him unable to strike with full force.

Your mastery of the Iron Heart style has taught you much about the power within a blade, and you can use this knowledge to not only enhance your own ability but also to deprive others of that power.

When you initiate this maneuver, you attack your opponent's weapon (PH 155).

This attack does not provoke attacks of opportunity. If you succeed, your foe takes a -4 penalty on melee damage rolls for 1 minute.

The wielder of the weapon can attempt a Will save (DC 13 + your Str modifier) to halve this penalty.

You can use this maneuver only against manufactured weapons.

You cannot use it against natural weapons.

FINISHING MOVE

Iron Heart (Strike)

Level: Warblade 7

Prerequisite: Three Iron Heart maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You deliver a devastating strike against a wounded foe, aiming to finish him off once and for all.

Iron Heart teaches that it is best to finish off a foe with as little effort as possible, the better to save your strength for your remaining enemies.

When you use this maneuver, you throw yourself on the offensive with little thought to your defenses. If this attack strikes home, it might end a fight several crucial seconds early. As part of this maneuver, you make a melee attack against a creature. This attack deals an extra 4d6 points of damage. If the target's current hit points are less than its full normal hit points, the attack instead deals an extra 6d6 points of damage. If its hit points are equal to or less than one-half its full normal hit points, the attack instead deals an extra 14d6 points of damage.

IRON HEART ENDURANCE

Iron Heart (Boost)

Level: Warblade 6

Prerequisite: Two Iron Heart maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

You push aside the pain of your injuries to fight on past mortal limits.

If you have half or fewer of your full normal hit points remaining, you can initiate this maneuver to heal hit points equal to 2 × your level.

IRON HEART FOCUS

Iron Heart (Counter)

Level: Warblade 5

Prerequisite: Two Iron Heart maneuvers

Initiation Action: 1 immediate action

Range: Personal

Target: You

With a last-second burst of speed, you summon reserves of mental and physical will and throw off the effects of your enemy's attack.

Your training in the Iron Heart discipline grants you excellent reflexes, mental toughness, and stamina.

You can draw upon your training and focus to overcome a variety of deadly effects.

As an immediate action, you can reroll a saving throw you have just made.

You must accept the result of this second roll, even if the new result is lower than your initial roll.

IRON HEART SURGE

Iron Heart

Level: Warblade 3

Prerequisite: One Iron Heart maneuver

Initiation Action: 1 standard action

Range: Personal

Target: You

Duration: See text

By drawing on your mental strength and physical fortitude, you break free of a debilitating state that might otherwise defeat you.

Your fighting spirit, dedication, and training allow you to overcome almost anything to defeat your enemies.

When you use this maneuver, select one spell, effect, or other condition currently affecting you and with a duration of 1 or more rounds.

That effect ends immediately.

You also surge with confidence and vengeance against your enemies, gaining a +2 morale bonus on attack rolls until the end of your next turn.

LIGHTNING RECOVERY

Iron Heart (Counter)

Level: Warblade 4

Prerequisite: Two Iron Heart maneuvers

Initiation Action: 1 immediate action

Range: Personal

Target: You

Your foe twists out of the way of your initial attack, but your weapon becomes a blur as you reverse direction and strike at him again with lightning speed.

In the blink of an eye, you complete your attack and resume your defensive posture.

This maneuver embodies the ethos of speed and energy that the Iron Heart tradition teaches.

If one of your melee attacks misses, you can initiate this maneuver to reroll that attack roll with a +2 bonus.

LIGHTNING THROW

Iron Heart (Strike)

Level: Warblade 8

Prerequisite: Two Iron Heart maneuvers

Initiation Action: 1 standard action

Range: 30 ft.

Area: 30-ft. line

Duration: Instantaneous

Saving Throw: Reflex half

You throw your weapon through the air, sending it flying end over end to strike with uncanny accuracy and terrible force.

It leaves in its wake a trail of battered enemies.

The Iron Heart tradition's more esoteric teachings allow a student to transform any melee weapon into a thrown projectile.

By focusing your concentration and attuning your senses to your weapon's balance, you can throw almost anything.

When you use this strike, you make a single melee attack (even though you are throwing your weapon).

You deal damage to each creature in the maneuver's area equal to your normal melee damage (including damage from your strength modifier, feats, magical abilities on your weapon, and so forth), plus an extra 12d6 points of damage. Each creature in the attack's area can make a Reflex save with a DC equal to the result of your attack roll.

A successful save halves the damage dealt.

Your weapon automatically returns to your hand at the end of the round.

MANTICORE PARRY

Iron Heart (Counter)

Level: Warblade 6

Prerequisite: Two Iron Heart maneuvers

Initiation Action: 1 immediate action

Range: Personal

Target: You

You block an enemy's attack with a lightning-quick parry, then deflect it toward a different target.

Your foe can barely control its momentum as its attack now slams into an ally.

When you initiate this maneuver, you can attempt to block an enemy's melee attack that targets you and redirect it to another target adjacent to you. Make a melee attack roll.

If your result is greater than your foe's attack roll, you bat aside the strike and direct it against a target of your choice that stands adjacent to you.

You must decide whether to initiate this maneuver after the enemy attacks, but before you know whether or not the attack you are attempting to deflect actually hits.

If the attack misses, you can still attempt to deflect it.

If you succeed in deflecting the attack, use the result of your opponent's attack roll to determine if it strikes the new target.

This maneuver functions only against armed melee attacks. You cannot use it against unarmed attacks, natural weapons, or touch spells.

MITHRAL TORNADO

Iron Heart (Strike)

Level: Warblade 4

Prerequisite: Two Iron Heart maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: All adjacent opponents

Your weapon becomes a blur of motion as you swing it in a tight arc over your head.

Once you build up enough speed, you explode into a sweeping attack that chops into the enemies around you.

When you initiate this strike, you make a melee attack against every opponent adjacent to you.

Resolve each attack separately.

You gain a +2 bonus on each of these attacks, which are otherwise made at your highest attack bonus.

PUNISHING STANCE

Iron Heart (Stance)

Level: Warblade 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You chop down violently with your weapon, lending extra force to your blows.

These attacks come at a cost, as your enemies slash at your undefended legs and flanks.

You hold your weapon overhead, allowing you to chop down with superior force.

However, this fighting stance leaves you vulnerable to an opponent's attacks.

Only an initiate of the Iron Heart tradition can manage the perilous balance between trading attack power for defense. A lesser warrior would leave himself nearly helpless to resist an opponent's attacks.

While you are in this stance, you deal an extra 1d6 points of damage with all melee attacks.

You also take a -2 penalty to AC, because this fighting stance emphasizes power over a defensive posture.

SCYTHING BLADE

Iron Heart (Boost)

Level: Warblade 7

Prerequisite: Three Iron Heart maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

You strike at one foe with a long, high backhand cut, then make a quick turn to continue the stroke against another nearby enemy.

You swing your weapon in a wide, deadly arc.

With your supreme skill and martial training, you aim your attack so that as you strike one opponent, you set yourself up perfectly to make a second attack against a different foe.

As your weapon strikes one opponent, it cuts into him, then ricochets to your second target.

If the first melee attack you make during your turn hits, you can immediately make a free attack at your highest attack bonus against a different enemy that you threaten.

You can only gain one free attack each time you initiate this maneuver, regardless of how many successful attacks you make in this round.

STEEL WIND

Iron Heart (Strike)

Level: Warblade 1

Initiation Action: 1 standard action

Range: Melee attack

Target: Two creatures

You swing your weapon in a broad, deadly arc, striking two foes with a single, mighty blow.

Through a combination of sheer power and unmatched talent, you make an attack that injures multiple opponents. As you initiate this strike, you make two melee attacks, each against a different foe that you threaten.

Resolve each attack separately.

STEELY STRIKE

Iron Heart (Strike)

Level: Warblade 1

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 1 round; see text

You focus yourself for a single, accurate attack, shrugging off your opponent's blows and ignoring the need for defense as you make your assault.

The Iron Heart discipline teaches focus, allowing you to engage and defeat one opponent at a time.

Your other enemies mean nothing to you as you press your attack.

You make a single melee attack as part of this strike.

You gain a +4 bonus on the attack roll.

All opponents other than the one you attacked gain a +4 bonus on attack rolls against you for 1 round.

STRIKE OF PERFECT CLARITY

Iron Heart (Strike)

Level: Warblade 9

Prerequisite: Four Iron Heart maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Your supreme focus and perfect fighting form allow you to make a single, devastating attack.

You execute a flawless strike to drop your foe with a single attack.

The ultimate Iron Heart maneuver teaches the precise, perfect cut necessary to slay almost any creature.

Only the mightiest foes can withstand this attack.

Adepts of the Iron Heart tradition seek to use this attack to end fights as quickly as possible.

You might open a fight with a quick flurry of attacks, but once a foe is injured, you seek to end the battle with this decisive strike.

You make a single melee attack as part of this strike.

If your attack hits, it deals an extra 100 points of damage (in addition to your normal melee damage).

SUPREME BLADE PARRY

Iron Heart (Stance)

Level: Warblade 8

Prerequisite: Three Iron Heart maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You drop into a relaxed pose, allowing your defenses to flow naturally and easily.

Your blade lashes out to absorb or deflect each attack you face, blunting the force of your enemies' blows.

As a student of the Iron Heart discipline, you learn that a simple flick of the wrist or turn of the blade can transform a deadly strike into a wild miss.

In battle, you enter a steady rhythm that makes you frustratingly difficult to fight.

You disrupt each attack with a perfectly timed counter, leaving your foes' strikes weak and ineffectual.

While you are in this stance, you gain damage reduction 5/- against any opponent that does not catch you flat-footed.

To gain this benefit, you must be proficient with the weapon you carry.

You gain this benefit while unarmed only if you have the Improved Unarmed Strike feat.

WALL OF BLADES

Iron Heart (Counter)

Level: Warblade 2

Initiation Action: 1 immediate action

Range: Personal

Target: You

Your weapon sways back and forth in your hand, ready to block incoming blows. With the speed of a thunderbolt, you clash your weapon against your foe's blade as he attempts to attack.

Your weapon mastery transforms your blade into an extension of your arm, allowing you to wield it with the speed and timing needed to make a precise block.

When an enemy makes a melee or ranged attack against you, you can initiate this counter to oppose that attack by making an attack roll with any melee weapon you are holding.

Use the higher of your AC or your attack roll as your effective AC against the incoming attack.

You can't use this maneuver if you are denied your Dexterity bonus to AC against your attacker.

You can decide to use this ability after you learn the result of your opponent's attack.

SETTING SUN

The Setting Sun discipline teaches its initiates to turn their opponents' strength against them.

With a quick shift in stance and a carefully aimed attack, a Setting Sun warrior sends a charging enemy tumbling in a new direction.

Setting Sun's preferred weapons are the quarterstaff, short sword, nunchaku, and unarmed strike.

The discipline's key skill is Sense Motive.

BAFFLING DEFENSE

Setting Sun (Counter)

Level: Swordsage 2

Prerequisite: One Setting Sun maneuver

Initiation Action: 1 immediate action

Range: Personal

Target: You

You crouch balanced on one foot, hands held high over your head. Your foe hesitates, unsure of how to attack you in this unlikely stance.

If your opponent strikes you on his turn, you can replace your AC with the result of a Sense Motive check as an immediate action.

You must decide whether to initiate this maneuver before you know the result of your opponent's attack (but after the attack is declared).

Your Sense Motive check applies to only one attack.

You must be aware of the attack to which you will apply the effect of this maneuver.

If you are flat-footed against the incoming attack, you cannot use this maneuver.

BALLISTA THROW

Setting Sun (Strike)

Level: Swordsage 6

Prerequisite: Two Setting Sun maneuvers

Initiation Action: 1 standard action

Range: Touch and 60 ft.; see text

Target: Creature touched

Area: 60-ft. line

You grab your opponent and spin like a top, swinging him around before throwing him at your opponents like a bolt from a ballista.

This maneuver functions like mighty throw (page 73), except as noted here.

As part of this maneuver, you must succeed on a melee touch attack against your foe.

You can then make a trip attempt against your enemy.

You gain a +4 bonus on the ability check.

If you succeed in tripping your foe, you throw him in a 60-foot line.

The target and all creatures in this area take 6d6 points of damage.

The thrown creature lands prone at the end of this line.

You must place the target in an empty space.

If the space at the end of the line is occupied, your opponent falls prone in the open space closest to the line's endpoint.

CLEVER POSITIONING

Setting Sun (Strike)

Level: Swordsage 2

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Reflex partial

With a swift flurry of motion, you knock your foe off balance, slip into his space, and force him into the spot you just occupied.

You make a melee attack, and while your opponent is slightly off balance from your blow, you find the leverage needed to pull him into your space while moving into his space.

As part of this maneuver, you make a single melee attack against a target.

If your attack hits, the target takes damage normally and must make a Reflex save (DC 12 + your Dex modifier).

If this save fails, you swap positions with the target.

If the target is Large or larger, you can occupy any of the squares that make up its space.

The target must in turn occupy the square, or one of the squares, you previously occupied.

You cannot use this maneuver if you or the target would end up sharing the same space as another creature or an impassable terrain feature, such as a wall.

If your target occupies a larger space than you do, he chooses his final position according to the guidelines given above.

COMET THROW

Setting Sun (Strike)

Level: Swordsage 4

Prerequisite: One Setting Sun maneuver

Initiation Action: 1 standard action

Range: Touch

Target: Creature touched; see text

Saving Throw: Reflex partial; see text

You use your foe's momentum against him, throwing him through the air to crash into a second enemy.

This maneuver functions like mighty throw (page 73), except as noted here.

As part of this maneuver, you must succeed on a melee touch attack against your foe.

You can then make a trip attempt against your enemy.

You gain a +4 bonus on the ability check.

If you succeed in tripping your foe, you throw him up to 10 feet away from you in a direction of your choice.

You select your enemy's destination square.

The target falls prone in that space and takes 4d6 points of damage.

For every 5 points by which you win the opposed check, you gain an additional 5 feet of throw range.

For example, if you win by 10, you can place your foe in any space within 20 feet of you.

You can throw your opponent into a space occupied by a second foe.

In this case, the opponent in the target square also takes 4d6 points of damage and is knocked prone.

A Reflex save (DC 14 + your Str modifier) halves this damage and allows the second target to remain standing.

The thrown creature then falls prone in a clear space of your choice adjacent to the second target.

COUNTER CHARGE

Setting Sun (Counter)

Level: Swordsage 1

Initiation Action: 1 immediate action

Range: Melee attack

Target: One creature

With a quick sidestep, you send a charging opponent sprawling.

With this counter, you can attempt to redirect a creature that intends to make a charge attack against you.

Immediately before the creature makes its charge attack, make your choice of an opposed Strength or Dexterity check against it.

The target makes its check using the same ability you chose for your check.

If you are of a larger size category than the attacking creature, you use your superior bulk to redirect your foe and gain a +4 bonus on your Strength check (if you opt for a Strength check).

If you are of a smaller size category, you use leverage, misdirection, and trickery to gain a +4 bonus on your Dexterity check (if you use that option).

If you succeed on the Strength or Dexterity check, the creature does not get to attack you.

You can then move it up to 2 squares in a direction of your choice away from you.

If you fail the Strength or Dexterity check, the creature gains a +2 bonus on its charge attack, in addition to the normal +2 bonus from taking the charge attack action.

DEVASTATING THROW

Setting Sun (Strike)

Level: Swordsage 3

Prerequisite: One Setting Sun maneuver

Initiation Action: 1 standard action

Range: Touch

Target: Creature touched

Seizing your foe by the arm, you spin in a quick half-circle and hurl him headlong away from you.

This maneuver functions like mighty throw (page 73), except as noted here.

To set up a devastating throw, you must move at least 15 feet.

As part of this maneuver, you must succeed on a melee touch attack against your foe.

You can then make a trip attempt against your enemy.

You gain a +4 bonus on the ability check.

If you succeed in tripping your foe, you throw him up to 10 feet away from you.

The target falls prone in the destination space and takes 2d6 points of damage.

You choose where he lands.

For every 5 points by which you win the opposed check, you gain an additional 5 feet of throw distance.

For example, if you win by 10, you can place your foe in any space within 20 feet of you.

You must place the target in an empty space.

If you lack the distance to throw your target into a clear space, he falls prone in his current space.

FEIGNED OPENING

Setting Sun (Counter)

Level: Swordsage 3

Prerequisite: One Setting Sun maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

You show your opponent a seemingly fatal mistake in your defenses, but easily avoid the ensuing attack and simultaneously draw your foe into overextending.

As she fights to regain her balance, you make a swift counterattack.

You can use this maneuver when an opponent attempts an attack of opportunity against you.

As you provoke the attack of opportunity, you position yourself in such a way as to force your opponent to throw herself off balance to strike you.

Even if she succeeds in striking you, your foe might regret her attack as your allies leap in to finish her.

When your enemy makes an attack of opportunity against you, but before you know the result of the attack, you can initiate this maneuver.

If her attack misses, she provokes an attack of opportunity from you.

If her attack of opportunity hits you, she provokes an attack of opportunity from any of your allies who threaten her.

FOOL'S STRIKE

Setting Sun (Counter)

Level: Swordsage 8

Prerequisite: Three Setting Sun maneuvers

Initiation Action: 1 immediate action

Range: Melee attack

Target: One creature

A creature strikes, but you turn the blow straight back at it.

When an enemy attacks you on its turn, you can attempt to block the blow and send it back at that creature.

You step into the attack and redirect it.

This maneuver pits your skill against that of your foe.

If an opponent attacks you, you can initiate this maneuver to make an opposed attack roll as an immediate action.

If your foe's result is higher, he attacks you as normal.

If your result is higher, your foe rolls damage as normal for the attack and takes that much damage.

GHOSTLY DEFENSE

Setting Sun (Stance)

Level: Swordsage 8

Prerequisite: Three Setting Sun maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You lurk within concealing mist, luring your opponent into attacking you, only to dodge out of the way and direct your enemy's blow at an unwitting ally.

You are a ghost in the mist, capable of turning a foe against her allies.

By gauging your opponent's fighting stance, timing your dodge correctly, and placing yourself in the right position, you can lead her into attacking one of her allies rather than you.

When your foe strikes, you duck out of the way.

As she follows through with her attack, she inadvertently attacks an ally.

You gain this stance's benefit when an opponent's attack against you has a miss chance, such as from concealment. Whenever an opponent's melee or ranged attack misses you because of this miss chance, you can choose to change the target of the attack from you to another eligible target (other than your attacker).

For a melee attack, the new target must be within your opponent's reach and adjacent to you.

For a ranged attack, the new target must be adjacent to you, and your opponent must have line of effect to him.

Use the result of the original attack to determine if it hits the new target.

Your foe does not check again for a miss chance, as you guide the attack directly to the new target.

This ability applies only once per attack.

If you use ghostly defense to redirect an attack against a foe using this stance, he does not have the option to redirect the attack again.

You must be aware of an opponent's attack to gain the benefit of this stance.

You cannot use it against attacks that catch you flat-footed.

GIANT KILLING STYLE

Setting Sun (Stance)

Level: Swordsage 3

Prerequisite: One Setting Sun maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You dart between a giant's legs, lashing at his inner ankles and other vulnerable areas while staying inside his reach where he cannot hope to parry your attacks.

The Setting Sun school teaches a fighting style that emphasizes using an opponent's strength and momentum against him.

The giant killing strike epitomizes this approach.

By sizing up a larger opponent and studying his fighting stance and tendencies, you aim your strikes at vulnerable points on his lower body that he cannot defend effectively. You slice at tendons on your foe's feet, smash his knees, and cut into his hamstrings.

When you are in this stance, you gain a +2 bonus on attack rolls and a +4 bonus on damage rolls against opponents of a larger size category than yours.

This bonus applies to all attacks you make for the rest of your turn.

HYDRA SLAYING STRIKE

Setting Sun (Strike)

Level: Swordsage 7

Prerequisite: Three Setting Sun maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You take stock of an opponent's lighting style and make a single, carefully aimed attack that leaves the creature unable to make all of its attacks.

You take careful aim at an enemy creature, striking it with the precise amount of force needed to push it off guard and leave it unable to bring all of its attacks to bear. Your opponent must spend critical seconds adjusting its guard and reevaluating its surroundings. As part of this maneuver, make a single melee attack. If this attack hits, your target takes normal damage and cannot make a full attack on its next turn. Otherwise, it can act normally.

MIGHTY THROW

Setting Sun (Strike)

Level: Swordsage 1

Initiation Action: 1 standard action

Range: Touch

Target: Creature touched

You use superior leverage and your Setting Sun training to send an opponent fumbling to the ground.

As part of this maneuver, you must succeed on a melee touch attack against your foe.

Resolve the throw as a trip attempt (PH 158), but you do not provoke attacks of opportunity, and your opponent cannot try to trip you if you lose the opposed check.

You can use your Dexterity or Strength modifier, whichever is higher.

You gain a +4 bonus on the ability check.

If you succeed in tripping your foe, you throw it up to 10 feet away from you.

The target falls prone in the destination space.

You choose where it lands.

You must place the target in an empty space.

If you lack the distance to throw your target into a clear space, it falls prone in its current space.

An enemy you throw with this maneuver does not provoke attacks of opportunity for passing through enemies' threatened areas as part of the throw, and you can throw an enemy through occupied squares.

MIRRORED PURSUIT

Setting Sun (Counter)

Level: Swordsage 5

Prerequisite: Two Setting Sun maneuvers

Initiation Action: 1 immediate action

Range: Personal

Target: You

Your movements perfectly match your foe's, allowing you to move as she does.

Try as she might to escape, you remain at her side.

Your ability to study a foe and match her motions allows you to remain within arm's reach at all times.

Your opponent cannot hope to escape you.

When an opponent adjacent to you moves, you can initiate this maneuver to immediately move to any square adjacent to her as soon as she stops moving, as long as the distance you cover is less than or equal to your speed.

This movement does not provoke attacks of opportunity.

SCORPION PARRY

Setting Sun (Counter)

Level: Swordsage 6

Prerequisite: Two Setting Sun maneuvers

Initiation Action: 1 immediate action

Range: Personal

Target: You

You knock your opponent's attack aside, guiding his weapon into one of his allies.

Your keen eye and ability to discern a foe's motives and intentions allow you to deflect an incoming attack into a different target.

If an opponent attacks you, you can initiate this maneuver to make an opposed attack roll as an immediate action.

If your foe's result is higher, he attacks you as normal.

If your result is higher, you can choose a creature adjacent to you and within your opponents threatened. The chosen creature is the new target of your foe's attack.

Use your enemy's original attack roll result to determine if he strikes the new target.

SHIFTING DEFENSE

Setting Sun (Stance)

Level: Swordsage 5

Prerequisite: Two Setting Sun maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You duck and move as you dodge your opponent's attacks.

Slowly but surely, each attack gives you the opportunity to move across the battlefield.

Your ability to read your opponents' moves and use their strength against them allows you to shift your position during a battle.

Each failed attack gives you the split-second you need to move without drawing attacks.

While you are in this stance, you can make an immediate 5-foot step each time an opponent attacks you.

Moving in this manner consumes one of your attacks of opportunity in the current round.

You cannot move in this manner if you have no attacks of opportunity remaining.

This movement does not provoke attacks of opportunity.

SOARING THROW

Setting Sun (Strike)

Level: Swordsage 5

Prerequisite: Two Setting Sun maneuvers

Initiation Action: 1 standard action

Range: Touch

Target: Creature touched

With a great shout, you send your opponent soaring through the air in a high arc.

He slams back to the ground with a bone-crushing thud.

As part of this maneuver, you must succeed on a melee touch attack against your foe.

Resolve the throw as a trip attempt (PH 158), but you do not provoke attacks of opportunity, and your opponent cannot try to trip you if you lose the opposed check.

You can use your Dexterity or Strength modifier, whichever is better.

You gain a +4 bonus on the ability check.

If you succeed in tripping your foe, you throw him up to 20 feet away from you.

The target falls prone in the destination space and takes 8d6 points of damage.

You choose where he lands.

For every 5 points by which you win the opposed check, you gain an additional 5 feet of throw distance.

For example, if you win by 10, you can place your foe in any space within 30 feet of you.

You must place the target in an empty space.

If you lack the distance to throw your target into a clear space, he falls prone in his current space.

An enemy you throw with this maneuver does not provoke attacks of opportunity for passing through enemies' threatened areas as part of the throw, and you can throw an enemy through occupied squares.

STALKING SHADOW

Setting Sun (Counter)

Level: Swordsage 5

Prerequisite: Two Setting Sun maneuvers

Initiation Action: 1 immediate action

Range: Personal

Target: You

When the creature you are bottling tries to back away, you step next to it in the blink of an eye, forcing it to stand and fight or suffer the consequences of withdrawal.

Using your watchful eye and your ability to judge an opponent's actions, you move at precisely the same time your enemy begins to move.

If an opponent in a square adjacent to you moves, you can initiate this maneuver to make a 5-foot step into the space (or one of the squares) it occupied.

This movement does not provoke attacks of opportunity.

STEP OF THE WIND

Setting Sun (Stance)

Level: Swordsage 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You walk across rubble and other broken terrain with deceptive ease, allowing you to take advantage of your opponents as they struggle to move at full speed.

You are so closely attuned to your environment that you easily pick out steady spots in rough terrain.

While others struggle to move over broken ground, you slip across it with ease.

When you fight on rough ground, you turn the uneven footing into an advantage.

By gauging how an opponent distributes his weight, you strike at just the right moment and in the precise spot needed to send him tumbling to the ground.

While you are in this stance, you ignore penalties to speed, movement, or skill checks associated with movement (such as Tumble, Jump, and Climb checks) incurred by moving through difficult terrain, if you attack an opponent standing on difficult terrain while you are in this stance, and if that foe takes a movement penalty for moving through difficult terrain, you gain a +2 bonus on attack rolls and a +4 bonus on Strength or Dexterity checks made as part of a bull rush or trip attempt against that enemy.

You gain this bonus on checks made to either accomplish or resist a bull rush or trip.

STRIKE OF THE BROKEN SHIELD

Setting Sun (Strike)

Level: Swordsage 4

Prerequisite: Two Setting Sun maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Reflex partial

You study your opponent and deliver an attack precisely aimed to ruin his defenses and force him to scramble for his balance.

While he struggles to ready himself, he becomes more vulnerable to your attacks.

As part of this maneuver, make a single melee attack.

This attack deals an extra 4d6 points of damage.

In addition, the target must make a Reflex save (DC 14 + your Str modifier) or become flat-footed until the start of his next turn.

The target takes damage (normal melee damage plus the extra damage) even if his save succeeds.

If the target cannot be caught flat-footed (he has uncanny dodge, for example), he still takes the extra damage from the strike but otherwise suffers no ill effect.

TORNADO THROW

Setting Sun (Strike)

Level: Swordsage 9

Prerequisite: Five Setting Sun maneuvers

Initiation Action: 1 full-round action

Range: Melee attack

Target: One or more creatures

Like a whirlwind, you twist and spin across the battlefield, tossing foes away left and right.

As part of initiating this maneuver, you move up to your opponent, throw her aside, and move again.

You must move at least 10 feet before making your throw.

This movement and your movement after your throw provoke attacks of opportunity as normal.

You can move up to double your speed as part of this maneuver.

If you fail in your throw attempt, you can still move afterward.

After every 10 feet you move, you can attempt another throw against the same opponent or a different foe.

To make your throw attempt, you must succeed on a melee touch attack.

Resolve the throw as a trip attempt (PH 158), but you do not provoke attacks of opportunity, and your opponent cannot try to trip you if you lose the opposed check.

You can use your Dexterity or Strength modifier on this check, whichever is better.

You gain a +2 bonus on this check for every 5 feet that you have moved during your turn.

If you succeed in tripping your foe, you throw him up to 10 feet away from you.

The target falls prone in the destination space and takes 2d6 points of damage.

You choose where he lands.

For every 5 points by which you win the opposed check, you gain an additional 5 feet of throw distance and the target takes an additional 1d6 points of damage. For example, if you win by 10, you can place your foe in any space within 20 feet of you, and he takes a total of 4d6 points of damage.

You must place the target in an empty space.

If you lack the distance to throw your target into a clear space, he falls prone in his current space.

An enemy you throw with this maneuver does not provoke attacks of opportunity for passing through enemies' threatened areas as part of the throw, and you can throw an enemy through occupied squares.

SHADOW HAND

The Shadow Hand discipline teaches the arts of stealth, deception, and ambush.

Its maneuvers allow a warrior to take on a shadowy aspect or to channel dark energy to sap an enemy's strength.

This discipline's preferred weapons are the dagger, sai, short sword, spiked chain, siangham, and unarmed strike. Its key skill is Hide.

ASSASSIN'S STANCE

Shadow Hand (Stance)

Level: Swordsage 3

Prerequisite: One Shadow Hand maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

As your foe struggles to regain his defensive posture, you line up an exacting strike that hits with superior accuracy and deadly force.

A shadow cast by a gap between two armored plates or a crease in a creature's thick hide calls to your weapon, allowing you to strike with deadly accuracy against an unprepared opponent.

While you are in this stance, you gain the sneak attack ability, if you do not already have it, which deals an extra 2d6 points of damage.

If you already have the sneak attack class feature, your existing sneak attack ability deals an extra 2d6 points of damage.

See the rogue class feature (PH 50) for a complete description of sneak attack.

BALANCE ON THE SKY

Shadow Hand (Stance)

Level: Swordsage 8

Prerequisite: Three Shadow Hand maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

With arms spread wide, you step onto the air.

You gain the ability to use *air walk* (PH 196) on yourself only.

You must keep at least one hand empty while using this stance.

Moving upward requires you to spend 10 feet of movement for each 5 feet of elevation you gain.

You gain the benefit of *air walk* only while you maintain this stance.

If for some reason your stance ends while you are in midair, you fall to the ground.

This stance is a supernatural ability.

BLOODLETTING STRIKE

Shadow Hand (Strike)

Level: Swordsage 5

Prerequisite: Two Shadow Hand maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Fortitude partial

Spinning your blade in a butterflylike pattern, you administer a dozen precise cuts in an eyeblink.

Blood flows from your foe's opened veins.

As part of this maneuver, you make single melee attack.

If this attack hits, your opponent takes 4 points of constitution damage in addition to your attack's normal damage.

A successful Fortitude save (DC 15 + your Wis modifier) reduces this Constitution damage to 2 points, although the foe still takes full normal melee damage.

CHILD OF SHADOW

Shadow Hand (Stance)

Level: Swordsage 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

As you move, shadows flutter and swarm around you.

Even under the bright desert sun, you are difficult to spot as long as you remain in motion.

As an initiate of the Shadow Hand school, you learn to channel and control dark, shadowy energies.

This energy flows around you like a concealing robe, hiding you from your opponents as they attempt to strike you.

If you move at least 10 feet during your turn, you gain concealment against all melee and ranged attacks until the start of your next turn.

You also gain the standard benefits of concealment, but you cannot use this stance to hide in plain sight; you must still use some other terrain feature that normally allows you to use the Hide skill.

The fluttering shadows make it difficult to specifically target you, but your enemies are aware of your position.

This maneuver is a supernatural ability.

CLINGING SHADOW STRIKE

Shadow Hand (Strike)

Level: Swordsage 1

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Fortitude partial

Your weapon transforms into solid darkness.

When it strikes home, it discharges in a swirling orb of shadow that engulfs your foe's eyes.

As part of this maneuver, you make a single melee attack. If it hits, you deal an extra 1d6 points of damage, and your opponent must make a successful Fortitude save (DC 11 + your Wis modifier) or suffer a 20% miss chance on all melee and ranged attacks for 1 round.

A successful save negates the miss chance, but not the extra damage.

This maneuver is a supernatural ability.

CLOAK OF DECEPTION

Shadow Hand (Boost)

Level: Swordsage 2

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: End of turn

The shadows around you seem to surge forward and engulf you.

For a brief moment, they render you invisible.

When you initiate this maneuver, you turn invisible, as the greater invisibility spell (PH 245).

You remain invisible until the end of your current turn.

This maneuver is a supernatural ability.

DANCE OF THE SPIDER

Shadow Hand (Stance)

Level: Swordsage 3

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

Black, shadowy energy covers your hands and feet, allowing you to scuttle across the walls and ceiling like a lurking spider.

While you are in this stance, you gain a benefit similar to the spider climb spell (PH 283).

You gain a climb speed of 20 feet.

You do not need to make a Climb check to traverse a vertical or horizontal surface, even if you attempt to move across a ceiling.

You retain your Dexterity bonus to AC while climbing, and you must have at least one hand free to support yourself while you climb.

You do not take any penalties, nor do your opponents gain any bonus when attacking you, while you climb.

You cannot take a run action while climbing in this manner.

DEATH IN THE DARK

Shadow Hand (Strike)

Level: Swordsage 7

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Fortitude partial

You catch your foe unaware, allowing you to deal a single, deadly strike that slays her instantly.

This maneuver functions only against a flat-footed opponent.

As part of this maneuver, make a single melee attack.

If this attack hits, you deal normal damage and the target must make a Fortitude save (DC 17 + your Wis modifier).

If the target fails this save, she takes an extra 15d6 points of damage.

If her save succeeds, she takes an extra 5d6 points of damage.

This maneuver functions only against opponents who are vulnerable to critical hits.

DRAIN VITALITY

Shadow Hand (Strike)

Level: Swordsage 2

Prerequisite: One Shadow Hand maneuver

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Fortitude negates

A faint nimbus of sickly gray shadow surrounds your weapon.

When you attack, this shadowy aura flows into the wound you inflict, sapping your opponent's strength, vitality, and energy.

As part of this maneuver, make a single melee attack.

If this attack hits, you deal normal melee damage and the target must make a successful Fortitude save (DC 12 + your Wis modifier) or take 2 points of Constitution damage.

A successful save negates the Constitution damage but not the normal melee damage.

ENERVATING SHADOW STRIKE

Shadow Hand (Strike)

Level: Swordsage 8

Prerequisite: Three Shadow Hand maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Fortitude negates

Your weapon becomes cloaked in an inky, black nimbus.

As you strike your opponent, that energy flows into the wound and leaves him pale, weak, and shaking.

As part of this maneuver, you make a single melee attack.

If this attack hits, the target must make a successful Fortitude save (DC 18 + your Wis modifier) or gain 1d4 negative levels.

You gain 5 temporary hit points for each negative level your enemy gains.

Temporary hit points gained in this manner last until the end of the encounter.

The effects of any negative levels bestowed by this strike disappear in 24 hours.

If the target has at least as many negative levels as Hit Dice, it dies.

Each negative level gives a creature a -1 penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of spells or special abilities).

Additionally, a spellcaster loses one spell or spell slot from her highest available level.

Negative levels stack.

In addition to the negative levels, your attack deals normal damage, even if the target succeeds on the saving throw.

This maneuver is a supernatural ability.

FIVE—SHADOW CREEPING ICE ENERVATION STRIKE

Shadow Hand (Strike)

Level: Swordsage 9

Prerequisite: Five Shadow Hand maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 1 minute

Saving Throw: Fortitude partial; see text

With a single lunge, you pierce your enemy to the core.

A shadow of ultimate cold falls over his heart and begins to worm through his veins to the five points of his body.

As part of this maneuver, you make a single melee attack.

If you hit, you deal normal melee damage plus an extra 15d6 points of damage, and a shadow spreads out from your enemy's heart, freezing the blood in his veins.

Roll a d20 and refer to the information below to determine toward which point of his body the freezing shadow spreads.

This effect functions even if your opponent is not humanoid; once you have struck your foe's heart, the shadow produces the same effects even in a creature with a different anatomy.

Result of 1–7: Spreads out to legs.

Ability damage: 2d6 Dex.

Special effect: Speed is reduced to 0 feet.

Result of 8–14: Spreads out to arms.

Ability damage: 2d6 Str.

Special effect: –6 penalty on attack rolls and Concentration checks.

Result of 15–20: Struck in the heart.

Ability damage: 2d6 Dex, 2d6 Str.

Special effect: 2d6 points of Constitution damage.

A foe struck by this attack must make a successful Fortitude save (DC 19 + your Wis modifier) to resist its effects.

On a successful save, the target ignores any special effect from the attack and takes half the indicated ability damage (but still takes normal melee damage as well as the extra 15d6 points of damage).

Each of the special effects lasts for 1d6 rounds.

This maneuver is a supernatural ability.

GHOST BLADE

Shadow Hand (Strike)

Level: Swordsage 6

Prerequisite: Three Shadow Hand maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

A smile brightens your foe's eyes; he has dodged your blow.

But that was merely the ghost blade.

The real blade is cutting swiftly from underneath, and yet he still smiles....

As part of this maneuver, you make a melee attack.

As you strike at your opponent, you create an illusory double of your weapon.

This double slashes at your opponent, tricking him into mistaking it for your attack.

In truth, the illusion cloaks your real attack.

Your opponent is caught flat-footed against this strike, as the hidden attack from a new direction ruins his defenses.

This maneuver is a supernatural ability.

HAND OF DEATH

Shadow Hand (Strike)

Level: Swordsage 4

Initiation Action: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1d3 rounds

Saving Throw: Fortitude negates

You reach out and tap your foe with a single finger.

Her look of puzzlement turns to fear as black energy spreads across her body, rendering her helpless.

You draw upon the power of shadow to render a single foe helpless.

By touching a specific nerve center and channeling your ki, you leave your enemy's muscles cold, locked, and useless.

This maneuver functions only against flat-footed opponents.

As part of this maneuver, you make a melee touch attack against your opponent.

If this attack hits, your opponent must make a successful Fortitude save (DC 14 + your Wis modifier) or be paralyzed for 1d3 rounds.

ISLAND OF BLADES

Shadow Hand (Stance)

Level: Swordsage 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You cloak yourself in a swirling nimbus of shadow energy.

These shadows spin and flow around you, preventing any creature near you from being able to anticipate your attacks.

Your turn your enemies' strengths against them, improving your combat ability as well as that of an ally.

When you and a comrade move to attack an opponent, you time your attacks and position yourself to frustrate your opponent's defenses.

If both you and an ally are adjacent to the same creature, the two of you gain the benefit for flanking that opponent. You can gain this benefit against multiple opponents at the same time, as can your allies.

If both you and an ally are adjacent to the same two creatures, the two of you gain the benefit of flanking against both creatures.

OBSCURING SHADOW VEIL

Shadow Hand (Strike)

Level: Swordsage 4

Prerequisite: Two Shadow Hand maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 1 round

Saving Throw: Fortitude partial

As you strike your opponent, you summon the fell energies of the Shadow Hand school to rob your foe of her sight.

Inky, black energy burrows into her eyes, rendering her blind for a few critical moments.

As a standard action, you can make a single melee attack. If it hits, your opponent takes normal melee damage plus an extra 5d6 points of damage. She must also make a successful Fortitude save (DC 14 + your Wis modifier) or suffer a 50% miss chance on all melee and ranged attacks for 1 round. A successful save negates the miss chance, but not the extra damage. This maneuver is a supernatural ability.

ONE WITH SHADOW

Shadow Hand (Counter)

Level: Swordsage 8

Prerequisite: Three Shadow Hand maneuvers

INCORPOREAL SUBTYPE

The incorporeal subtype was updated in *Monster Manual III* for clarity. Reference this version of the subtype when you use the one with shadow maneuver.

Incorporeal Subtype: Some creatures are incorporeal by nature, while others (such as those that become ghosts) can acquire the incorporeal subtype. An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells, including touch spells, or magic weapons, it has a 50% chance to ignore any damage from a corporeal source (except for positive energy, negative energy, force effects such as *magic missile*, or attacks made with ghost touch weapons). Nondamaging spell effects affect incorporeal creatures normally unless they require corporeal targets to function (such as *implosion*) or they create a corporeal effect that incorporeal creatures would normally be unaffected by (such as a *web* or *wall of stone* spell). Although it is not a magical attack, holy water can affect incorporeal undead, but a hit with holy water has a 50% chance of not affecting an incorporeal creature.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as *mage armor*) work normally against it. Nonmagical attacks made by an incorporeal creature with a melee weapon have no effect on corporeal targets, and any melee attack an incorporeal creature makes with a magic weapon against a corporeal target has a 50% miss chance, except for attacks it makes with a ghost touch weapon, which are made normally (no miss chance).

Any equipment worn or carried by an incorporeal creature is also incorporeal as long as it remains in the creature's possession. An object that the creature relinquishes loses its incorporeal quality (and the creature loses the ability to manipulate the object). If an incorporeal creature uses a thrown weapon or a ranged weapon, the projectile becomes corporeal as soon as

Initiation Action: 1 immediate action

Range: Personal

Target: You

Duration: See text

You fade into the raw essence of shadow, turning transparent, then insubstantial.

As an immediate action, you become incorporeal.

You gain all the benefits of the incorporeal subtype, along with the drawbacks, as outlined in the Incorporeal Subtype sidebar.

All of your gear becomes incorporeal, although you cannot grant this state to a living creature that you touch or carry. You remain incorporeal until the beginning of your next turn.

it is fired and can affect a corporeal target normally (no miss chance). Magic items possessed by an incorporeal creature work normally with respect to their effects on the creature or on another target. Similarly, spells cast by an incorporeal creature affect corporeal creatures normally.

An incorporeal creature has no natural armor bonus but has a deflection bonus equal to its Charisma bonus (always at least +1, even if the creature's Charisma score does not normally provide a bonus).

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see farther from the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Listen checks if it doesn't wish to be. It has no Strength score, so its Dexterity modifier applies to both its melee attacks and its ranged attacks. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

SHADOW BLADE TECHNIQUE

Shadow Hand (Strike)

Level: Swordsage 1

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You weave your weapon in an elaborate pattern, creating an illusory double that glows with white energy.

As you make your attack, both your true weapon and the illusion slash at your foe.

This maneuver allows you to create a mystical double of your weapon.

As you attack, your foe must decide which weapon to defend against.

In most cases, the illusory weapon distracts your foe and allows your true attack to hit.

In some cases, both attacks strike home.

In this case, the shadow blade discharges its magic and imbues your attack with cold energy.

As part of this maneuver, you make a single melee attack against an opponent.

Unlike on a normal attack, you roll 2d20 and select which of the two die results to use.
If you use the higher die result, resolve your attack as normal.

(Your mystic double misses, but your true attack might hit).
If you use the lower die result, or if both die results are the same, your attack deals an extra 1d6 points of cold damage as both the mystic double's attack and your true weapon strike home.

This maneuver is a supernatural ability.

SHADOW BLINK

Shadow Hand [Teleportation]

Level: Swordsage 7

Initiation Action: 1 swift action

Range: 50 ft.

Target: You

In the blink of an eye, you disappear and emerge from a mote of shadow energy across the battlefield.

This maneuver functions as the shadow jaunt maneuver, except that it can be initiated as a swift action.

SHADOW GARROTE

Shadow Hand (Strike)

Level: Swordsage 3

Initiation Action: 1 standard action

Range: 60 ft.

Target: One living creature

Duration: See text

Saving Throw: Fortitude partial

With a subtle gesture, you carve a slice of shadow from the air around you and cast it toward your foe.

It wraps around the creature's neck and squeezes the life from it.

As part of this maneuver, you create a strand of shadow that you hurl at an opponent.

The strand wraps around the target's throat and chokes it.

As part of this maneuver, you make a ranged touch attack against a creature within range.

If your attack is successful, your opponent takes 5d6 points of damage.

In addition, it must make a successful Fortitude save (DC 13 + your Wis modifier) or become flat-footed until the start of its next turn.

This strike has no effect against nonliving creatures, such as constructs and undead.

This maneuver is a supernatural ability.

SHADOW JAUNT

Shadow Hand [Teleportation]

Level: Swordsage 2

Initiation Action: 1 standard action

Range: 50 ft.

Target: You

A cloud of shadow energy engulfs you, spins into a tiny mote, and disappears.

A moment later, this shadowy cloud appears across the battlefield and expels you from it.

As part of this maneuver, you disappear in a cloud of darkness and teleport up to 50 feet away.

You must have line of sight and line of effect to your destination.

If you attempt to use this maneuver to move into an occupied space, you do not move, and the maneuver is expended but has no effect.

SHADOW NOOSE

Shadow Hand (Strike)

Level: Swordsage 6

Initiation Action: 1 standard action

Range: 60 ft.

Target: One flat-footed living creature

Duration: 1 round

Saving Throw: Fortitude partial

As you foe struggles to ready his defenses, you make a subtle gesture in the air.

A noose formed of shadow drops from above him, wraps around his throat, and hoists him aloft.

His limbs flail as he struggles to free himself from the strangling noose.

As part of this maneuver, you form a noose of shadow that wraps around your target and strangles him.

This maneuver works only against a flat-footed target.

As part of this maneuver, you make a ranged touch attack against a flat-footed creature within range.

If it hits, your opponent takes 8d6 points of damage.

In addition, he must make a successful Fortitude save (DC 16 your Wis modifier) or be stunned for 1 round.

A successful save negates the stun, but not the extra damage.

This strike has no effect against nonliving creatures, such as constructs and undead.

This maneuver is a supernatural ability.

SHADOW STRIDE

Shadow Hand [Teleportation]

Level: Swordsage 5

Initiation Action: 1 move action

Range: 50 ft.

Target: You

You dissipate into a puff of black shadow.

A moment later, the shadow coalesces, and appear fifty feet away.

This maneuver functions as the shadow jaunt maneuver, except that it can be initiated as a move action.

STALKER IN THE NIGHT

Shadow Hand (Strike)

Level: Swordsage 6

Initiation Action: 1 full-round action

Range: Melee attack

Target: One creature

You slide through the dark like a bird of prey, emerging only to strike down your foe before sliding back into shadow's welcoming embrace.

As part of this maneuver, you move up to your speed and make a single melee attack at any point during your movement.

If you were hidden before initiating this maneuver, you can keep the results of your previous Hide and Move Silently checks even though you move and attack.

As long as you end your turn in a spot that allows you to hide, your foes must make Spot and Listen checks as normal to discern your presence.

Your movement and this maneuver's attack have no effect on your Hide and Move Silently results.

STEP OF THE DANCING MOTH

Shadow Hand (Stance)

Level: Swordsage 5

Prerequisite: Two Shadow Hand maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You focus your inner reserve of ki energy to generate flowing shadows that lift you off the ground.

You walk across the roughest ground, even water, with ease.

While you are in this stance, you can walk up to 5 feet above the ground.

Your speed becomes 20 feet while you are in this stance, and you cannot run.

You ignore any terrain feature that fails to project more than 5 feet above the ground, such as difficult terrain, burning lava, water, and so forth.

In addition, you ignore the standard penalties on Hide and Move Silently checks for moving quickly.

STRENGTH DRAINING STRIKE

Shadow Hand (Strike)

Level: Swordsage 3

Prerequisite: One Shadow Hand maneuver

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Fortitude half

Liquid, black energy covers your weapon.

As you strike your opponent, this material flows into the wound, spreads along his veins, and leaves him weakened.

As part of this maneuver, you make a single melee attack against an opponent.

In addition to dealing normal melee damage with the attack, you deal 4 points of Strength damage.

A successful Fortitude save (DC 13 + your Wis modifier) halves this Strength damage, but has no effect on the normal melee damage you deal with the strike.

This maneuver is a supernatural ability.

STONE DRAGON

The Stone Dragon discipline focuses on strength, power, and toughness.

Its teachings grant a martial adept the ability to splinter steel with a single, focused blow.

Stone Dragon's defensive abilities focus on tapping into the enduring power of stone to turn aside attacks.

This discipline's favored weapons are the greatsword, greataxe, heavy mace, and unarmed strike.

Its key skill is Balance.

Unlike with other disciplines, adepts of this school rely on an external force—the power of the earth and stone—to help power their maneuvers.

As a result, Stone Dragon maneuvers can be initiated only if you are in contact with the ground.

ADAMANTINE BONES

Stone Dragon (Strike)

Level: Crusader 8, swordsage 8, warblade 8

Prerequisite: Three Stone Dragon maneuvers

Initiation Action: 1 standard action

Range: Personal

Target: You

Duration: 1 round

You are an impenetrable tower of defiance on the battlefield.

Attacking you is as fruitless as striking a mountain with a walking stick.

The supreme focus, mental toughness, and physical durability taught by the Stone Dragon discipline culminate in this powerful combat maneuver.

When you make a successful attack, your mind focuses your body into the equivalent of a living shard of rock.

Even the most ferocious attacks bounce off without harm.

As part of this maneuver, you make a single melee attack.

If this attack hits, you gain damage reduction 20/adamantine for 1 round.

ANCIENT MOUNTAIN HAMMER

Stone Dragon (Strike)

Level: Crusader 7, swordsage 7, warblade 7

Prerequisite: Three Stone Dragon maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature or unattended object

You put the weight of a great mountain behind your attack, pounding through armor and bone.

As part of this maneuver, you make a single melee attack.

This attack deals an extra 12d6 points of damage and automatically overcomes damage reduction and hardness.

BONECRUSHER

Stone Dragon (Strike)

Level: Crusader 3, swordsage 3, warblade 3

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: See text

Saving Throw: Fortitude partial; see text

You deliver your attack, and your enemy's eyes jerk wide open in panic as his skeleton begins to fracture in hundreds of places.

As part of this maneuver, you make a melee attack.

If your attack hits, it deals an extra 4d6 points of damage.

The creature struck must succeed on a Fortitude save (DC 13 + your Str modifier) or its skeletal structure becomes massively weakened, and all rolls made to confirm a critical hit against the target gain a +10 bonus.

A successful save does not negate the extra damage.

This effect lasts until the target's hit points are restored to their full normal total, whether by magical or normal healing.

Creatures without a discernible anatomy or that are immune to critical hits are immune to this maneuver's special effect.

The extra damage still applies against such targets.

BONESPLITTING STRIKE

Stone Dragon (Strike)

Level: Crusader 4, swordmage 4, warblade 4

Prerequisite: Two Stone Dragon maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Your attack slams home with a ferocious crack of shattered bones and pulped flesh.

Your target reels backward, still alive but severely crippled.

A Stone Dragon adept is an implacable foe.

Your attacks smash through armor and turn bone into dust.

By focusing your strength into a single, devastating attack, you smash an opponent to the core.

His very health and endurance are left wrecked by your attack.

As part of this maneuver, you make a single melee attack.

If your attack hits, the target takes normal damage as well as 2 points of Constitution damage.

BOULDER ROLL

Stone Dragon (Boost)

Level: Crusader 4, swordmage 4, warblade 4

Initiation Action: 1 full-round action

Range: Personal

Target: You

Duration: Instantaneous

Like a boulder tumbling down a mountainside, you slam through your enemies.

You are an implacable foe once you gain enough momentum.

As you move across the battlefield, your foes must stand aside or be crushed beneath your feet.

If you make an overrun attack (PH 157), you can initiate this boost.

You gain a +4 bonus on your Strength check made to overrun, and if you fail your check, your target can't knock you prone.

You simply stop moving in the last legal space you occupied.

You do not provoke attacks of opportunity for the movement or the overrun attempts.

CHARGING MINOTAUR

Stone Dragon (Strike)

Level: Crusader 1, swordmage 1, warblade 1

Initiation Action: 1 full-round action

Range: Melee attack

Target: One creature

You charge at your foe, blasting him with such power that he stumbles back.

As you roar across the battlefield, you position yourself to deliver a devastating charge attack.

When you slam into an opponent, you crush him with concussive force and send him stumbling backward.

As part of this maneuver, you make a bull rush attack (PH 154) as part of a charge.

Neither the movement nor the bull rush attack provokes attacks of opportunity.

Resolve the bull rush attempt normally.

If your Strength check exceeds the opponent's result, you deal bludgeoning damage equal to 2d6 + your Str modifier in addition to pushing the target back as normal.

Assuming your Strength check is high enough, you can push your target back more than 5 feet (as normal for a bull rush, but without having to follow).

COLOSSUS STRIKE

Stone Dragon (Strike)

Level: Crusader 7, swordmage 7, warblade 7

Prerequisite: Two Stone Dragon maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Fortitude partial

Focusing your strength with a deep, rumbling shout, you execute an attack that sends your opponent flying through the air.

As part of this maneuver, you make a melee attack against your foe.

This attack deals an extra 6d6 points of damage, and the creature struck must succeed on a Fortitude save (DC 17 + your Str modifier) or be hurled 1d4 squares away from you, falling prone in that square.

A creature of a smaller size category than yours gets a -2 penalty on this save; a creature of a larger size category than yours gets a +2 bonus on the save.

The enemy's movement doesn't provoke attacks of opportunity.

If an obstacle blocks the creature's movement, it instead stops in the first unoccupied square.

CRUSHING VISE

Stone Dragon (Strike)

Level: Crusader 6, swordmage 6, warblade 6

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 1 round

The overwhelming power behind your attack leaves your opponent unable to move.

The punishing strike forces it to waste a few moments shrugging off the effects of your attack.

By making a powerful, focused blow, you leave your opponent unable to move.

The crushing weight of your attack forces it to waste a precious moment regaining its footing.

As part of this maneuver, you make a melee attack.

This attack deals an extra 4d6 points of damage.

If the creature you hit is standing on the ground, your attack also drops the target's speed to 0 feet (for all movement types) for 1 round.

It can act normally in all other ways.

This maneuver functions only against opponents standing on the ground.

A flying creature or a levitating target is immune to the speed reducing effect, but not to the extra damage.

CRUSHING WEIGHT OF THE MOUNTAIN

Stone Dragon (Stance)

Level: Crusader 3, swordmage 3, warblade 3

Prerequisite: One Stone Dragon maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You crush your opponent beneath you, squeezing the life out of him as you pin him to the ground.

Engaging in close combat against you is, at best, a foolish prospect.

Drawing on your understanding of the Stone Dragon discipline, you squeeze a foe within your grasp and force the life from him.

While you are in this stance, you gain the ability to constrict for 2d6 points of damage + 1-1/2 times your Str bonus (if any).

You can constrict an opponent that you grapple by making a successful grapple check.

EARTHSTRIKE QUAKE

Stone Dragon (Strike)

Level: Crusader 8, swordmage 8, warblade 8

Prerequisite: Two Stone Dragon maneuvers

Initiation Action: 1 standard action

Range: 20 ft.

Area: 20-ft.-radius burst, centered on you

Duration: Instantaneous

Saving Throw: Reflex negates

You swing your weapon in a wild arc, slamming it into the ground at your feet.

Energy surges out from you, causing the ground to shudder with a sharp tremor.

You channel *ki* into the earth with your mighty strike, causing the ground to rumble and shake briefly.

Anyone standing on the ground in this maneuver's area must make a successful Reflex save (DC 18 + your Str modifier) or be knocked prone.

Any creature standing on the ground in this area that is currently casting a spell must succeed on a Concentration check (DC 20 + spell level) or lose the spell.

You are immune to the effect of the earthstrike quake maneuver.

Your allies must still save as normal against its effect.

Walls and similar barriers don't block the line of effect of an earthstrike quake.

ELDER MOUNTAIN HAMMER

Stone Dragon (Strike)

Level: Crusader 5, swordmage 5, warblade 5

Prerequisite: Two Stone Dragon maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature or unattended object

You draw strength from the earth beneath your feet and transfer it into ruinous power.

Your next attack drops like an avalanche upon your foe, hammering him into submission.

The students of the Stone Dragon discipline learn to tap into the power of the earth, channel its endless strength, and use it to grant their attacks tremendous force.

A strike delivered by a Stone Dragon adept can shatter a warrior's shield, turn a wooden door into splinters, or slay an ogre with a single blow.

When you use this maneuver, you make a single melee attack.

That attack deals an extra 6d6 points of damage and automatically overcomes damage reduction and hardness.

GIANT'S STANCE

Stone Dragon (Stance)

Level: Crusader 5, swordmage 5, warblade 5

Prerequisite: Two Stone Dragon maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You swing your weapon in a wide, deadly arc that slams into your foe with incredible force.

Only your mastery of the Stone Dragon techniques allows you to make such reckless blows without losing your footing.

Tapping into the power of the Stone Dragon, you strike with resolute, irresistible force.

You learn to set the full weight of your body into each of your attacks.

A warrior with less skill would lose his balance and fall to the ground when using this fighting style.

While you are in this stance, you deal damage as if you were one size larger than normal, to a maximum of Large.

This benefit improves your weapon and unarmed strike damage.

It does not confer any of the other benefits or drawbacks of a change in size, such as a modifier to ability scores or AC, or an improved reach.

This stance immediately ends if you move more than 5 feet for any reason, such as from a bull rush attack, a telekinesis spell, and so forth.

IRON BONES

Stone Dragon (Strike)

Level: Crusader 6, swordmage 6, warblade 6

Prerequisite: Two Stone Dragon maneuvers

Initiation Action: 1 standard action

Range: Personal

Target: You

Duration: 1 round

As you make a successful attack, you enter a meditative state that leaves you almost invulnerable to harm.

For a few brief moments, arrows bounce off your skin, and sword blows barely draw any blood.

This maneuver is an evolution of the techniques and abilities covered by the stone bones maneuver.

Your meditative focus, *ki*, and training allow your mind to overcome matter.

Weapons bounce from you skin and barely injure you.

When you use this maneuver, you make a single melee attack.

If this attack hits, you gain damage reduction 10/adamantine for 1 round.

IRRESISTIBLE MOUNTAIN STRIKE

Stone Dragon (Strike)

Level: Crusader 6, swordmage 6, warblade 6

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 1 round

Saving Throw: Fortitude partial

You slam your weapon into your foe with irresistible force.

He can barely move as he struggles to marshal his defenses against you.

Your mighty attack causes your opponent to stagger aimlessly for a few key moments, leaving him unable to act fully on his next turn.

As part of this maneuver, you make a single melee attack. This attack deals an extra 4d6 points of damage.

A creature hit by this strike must also make a successful Fortitude save (DC 16 + your Str modifier) or be unable to take a standard action for 1 round.

It can otherwise act as normal.

A creature that successfully saves still takes the extra damage.

This maneuver functions only against opponents standing on the ground.

A flying creature or a levitating target need not save against the action loss effect, but still takes the extra damage.

MOUNTAIN AVALANCHE

Stone Dragon (Strike)

Level: Crusader 5, swordmage 5, warblade 5

Prerequisite: Two Stone Dragon maneuvers

Initiation Action: 1 full-round action

Range: Personal

Target: You

Saving Throw: Reflex half; see text

You wade through your enemies like a stone giant rampaging through a mob of orcs.

You crush them underfoot and drive them before you, leaving a trail of the dead in your wake.

As part of this maneuver, you can move up to double your speed and trample your opponents.

You can enter the space of any creature of your size category or smaller.

If you enter and occupy all of the space occupied by such a creature, it takes damage equal to 2d6 + 1-1/2 times your Str bonus (if any).

You can deal trampling damage to a creature only once per round, no matter how many times you move into or through its space.

You must move into every square a creature occupies to trample it.

If you move over only part of the space a creature occupies (for example, you are a Large creature moving over half the space of a Large opponent), it can either attempt an attack of opportunity against you or it can attempt a Reflex save (DC 15 + your Str modifier) to avoid half of your trampling damage.

MOUNTAIN HAMMER

Stone Dragon (Strike)

Level: Crusader 2, swordmage 2, warblade 2

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature or unattended object

Like a falling avalanche, you strike with the weight and fury of the mountain.

As part of this maneuver, you make a single melee attack.

This attack deals an extra 2d6 points of damage and automatically overcomes damage reduction hardness.

MOUNTAIN TOMBSTONE STRIKE

Stone Dragon (Strike)

Level: Crusader 9, swordmage 9, warblade 9

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You slam into your foe, turning bones into dust and muscle into bloody pulp.

Your foe's body is left a crippled, twisted mockery.

Your attack causes damage to the structure of your foe's body.

As part of this maneuver, you make a single melee attack.

If this attack hits, you deal 2d6 points of Constitution damage in addition to your normal damage.

ONE DRAGON'S FURY

Stone Dragon (Strike)

Level: Crusader 3, swordmage 3, warblade 3

Prerequisite: One Stone Dragon maneuver

Initiation Action: 1 standard action

Range: Melee attack

Target: Creature or object struck

With a mighty war cry, you slam your weapon into a slight crack or other fault in an object.

The object shudders for a moment before it collapses into broken shards.

Your attunement to Stone Dragon's earth nature allows you to spot flaws in objects with uncanny precision.

You use this knowledge to your advantage, allowing you to make devastating attacks against objects and constructs.

As part of this maneuver, you make a single melee attack.

If your attack hits a construct or an object, you deal an extra 4d6 points of damage.

You can use this strike in conjunction with the sunder special attack (PH 158) and attempt to damage held or carried objects.

Against other targets, you gain no special benefit from this maneuver.

OVERWHELMING MOUNTAIN STRIKE

Stone Dragon (Strike)

Level: Crusader 4, swordmage 4, warblade 4

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 1 round

Saving Throw: Fortitude partial

Your mighty strike temporarily disorients your opponent, costing him precious seconds as he shakes off the attack.

You slam your foe with a mighty strike, almost knocking him from his feet and forcing him to find his footing and steady himself before he can react.

As part of this maneuver, you make a melee attack.

This attack deals an extra 2d6 points of damage.

If the creature you hit is standing on the ground, your attack also causes the target to lose its ability to take a move action for 1 round.

It can otherwise act normally.

A successful Fortitude save (DC 14 + your Str modifier) by the creature struck negates the loss of its move action, but not the extra damage.

This maneuver functions only against opponents standing on the ground.
A flying creature or a levitating target need not save against the action loss effect, but still takes the extra damage.

ROOTS OF THE MOUNTAIN

Stone Dragon (Stance)

Level: Crusader 3, swordmage 3, warblade 3

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You crouch and set your feet flat on the ground, rooting yourself to the spot you stand.

Nothing can move you from this place.

Like a living mountain, you choose your position on the battlefield and sink your roots into the earth.

With your spot chosen on the field, you cannot be shifted from your position.

While you are in this stance, you gain a +10 bonus on checks to resist bull rush, overrun, and trip attacks, as well as on grapple checks made to resist an opponent's grapple attempt.

Any creature that attempts to move through your threatened area or the space you occupy takes a -10 penalty on any Tumble checks it makes.

This stance also grants you damage reduction 2/—.

This stance immediately ends if you move more than 5 feet for any reason, such as from a bull rush attack, a *telekinesis* spell, and so forth.

STONE BONES

Stone Dragon (Strike)

Level: Crusader 1, swordmage 1, warblade 1

Initiation Action: 1 standard action

Range: Personal

Target: You

Duration: 1 round

You focus your energy to enhance your defenses, drawing on the power of your weapon's impact with a foe to toughen yourself against a counterattack.

The Stone Dragon tradition teaches its disciples to shrug off attacks through a combination of mental focus, pure toughness, and resilience.

When you make a successful melee attack, you attune your mind and body to such an incredible extent that only the sharpest weapons can injure you.

Lesser armaments cause mere bruises and minor cuts.

When you use this maneuver, you make a single melee attack.

If this attack hits, you gain damage reduction 5/adamantine for 1 round.

STONE VISE

Stone Dragon (Strike)

Level: Crusader 2, swordmage 2, warblade 2

Initiation Action: 1 standard action

Range: Melee attack

Target: Creature struck

Duration: 1 round

Saving Throw: Fortitude partial

You make a crushing blow that staggers your opponent, leaving it unable to move.

By making a powerful, focused blow, you leave your opponent unable to move.

The crushing weight of your blow forces it to waste a precious moment regaining its footing.

As part of this maneuver, you make a single melee attack.

This attack deals an extra 1d6 points of damage.

If the creature hit is standing on the ground, your attack also drops the target's speed to 0 feet (for all movement capabilities) for 1 round.

It can otherwise act normally.

A successful Fortitude save (DC 12 + your Str modifier) by the creature struck negates the immobilization, but not the extra damage.

This maneuver functions only against opponents standing on the ground.

A flying creature or a levitating target need not save against the speed reduction effect, but still takes the extra damage.

STONEFOOT STANCE

Stone Dragon (Stance)

Level: Crusader 1, swordmage 1, warblade 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You crouch and set your feet flat on the ground, drawing the resilience of the earth into your body.

The students of the Stone Dragon discipline model their defenses after the earth itself.

The wind might batter the mountain, the river might cut through the plains, but in the end the stone and rock shrug off such assaults.

While you are in this stance, you gain a +2 bonus on Strength checks and a +2 bonus to AC against creatures of a size category larger than yours.

This stance immediately ends if you move more than 5 feet for any reason, such as from a bull rush attack, a *telekinesis* spell, and so forth.

STRENGTH OF STONE

Stone Dragon (Stance)

Level: Crusader 8, swordmage 8, warblade 8

Prerequisite: Three Stone Dragon maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You enter an impenetrable defensive stance, making it almost impossible for an attack to strike you in a vulnerable area.

While you are in this stance, you focus your efforts on preventing any devastating attacks from penetrating your defenses.

You are immune to critical hits while you are in this stance.

This stance immediately ends if you move more than 5 feet for any reason, such as from a bull rush attack, a *telekinesis* spell, and so forth.

TIGER CLAW

The Tiger Claw discipline embraces a feral rage that lurks within the heart of its initiates. In battle, such warriors growl like wild animals, attack with a fury similar to that of a barbarian, and rely on overwhelming, vicious assaults to defeat their enemies. The Tiger Claw discipline's favored weapons are the kukri, kama, handaxe, claw, greataxe, and unarmed strike. Its key skill is Jump.

BLOOD IN THE WATER

Tiger Claw (Stance)

Level: Swordsage 1, warblade 1

Prerequisite: One Tiger Claw maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

The smell of blood drives you into a fury.

As you slash into your foe, each fresh wound you inflict spurs you onward.

While you are in this stance, you whip yourself into a terrible rage.

When you score a critical hit against an opponent, you enter a nearfrenzied state from the sight and smell of blood. You gain a +1 bonus on attack rolls and damage rolls.

Because this is an untyped bonus, it stacks with each successful critical hit you score.

If you go more than 1 minute without achieving a critical hit, you no longer gain the benefit of the stance.

CLAW AT THE MOON

Tiger Claw (Strike)

Level: Swordsage 2, warblade 2

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You leap into the air, catching your foe off guard as you slice down into him.

You learn to leap into the air and slice at a foe's vulnerable points.

Like a great cat, you spring into the air and attack your foe from an unexpected direction.

As part of this maneuver, you attempt a Jump check to leap into the air and make a melee attack that targets your foe's upper body, face, and neck.

The Jump check's DC is equal to your target's AC.

If this check succeeds, your attack deals an extra 2d6 points of damage.

If this attack threatens a critical hit, you gain a +4 bonus on your roll to confirm the critical hit.

If your check fails, you can still attack, but you do not deal extra damage or gain a bonus on a roll to confirm a critical hit.

The maneuver is still considered expended.

DANCING MONGOOSE

Tiger Claw (Boost)

Level: Swordsage 5, warblade 5

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: End of turn

You swing your weapons about you in a blur of speed, making a series of devastating attacks in the space of a single breath.

You make a flurry of deadly attacks.

After initiating this boost, you can make one additional attack with each weapon you wield (to a maximum of two extra attacks if you wield two or more weapons).

These extra attacks are made at your highest attack bonus for each of your respective weapons.

All of these attacks must be directed against the same opponent.

DEATH FROM ABOVE

Tiger Claw (Strike)

Level: Swordsage 4, warblade 4

Prerequisite: One Tiger Claw maneuver

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

With a warcry, you leap into the air and lift your weapon high overhead.

As you arc downward, your weight and momentum lend bone-crushing force to your attack.

Like a thunderbolt, you slam into your foe from above.

You leap upon your enemy and drive him into the ground. The impact of your attack gives you extra force, allowing you to score a deadly hit.

To use this maneuver, you must be adjacent to a foe.

As part of this maneuver, you attempt a DC 20 Jump check. If this check succeeds, you can make a single melee attack against an opponent that you were adjacent to when you began this maneuver.

This attack occurs in the air as you soar over your opponent, also as part of the maneuver.

Your attack deals an extra 4d6 points of damage, and your opponent is considered flat-footed against this attack.

You then land in any square adjacent to the target of this attack, though no more than 20 feet away from your starting position.

If your Jump check fails, you remain in the last square you occupied before the Jump check and can make a single attack normally.

The maneuver is still considered expended.

FERAL DEATH BLOW

Tiger Claw (Strike)

Level: Swordsage 9, warblade 9

Prerequisite: Four Tiger Claw maneuvers

Initiation Action: 1 full-round action

Range: Melee attack

Target: One creature

Saving Throw: Fortitude partial

With a primal howl, you leap into the air and land on your opponent, hacking and clawing at his neck.

You leap upon your opponent, rending and tearing with your weapons in an attempt to kill him with a brutally overwhelming assault.

You grab onto your foe as you slash and hack at his neck, face, and other vulnerable areas.

To use this maneuver, you must be adjacent to your intended target.

As part of this maneuver, make a Jump check with a DC equal to your opponent's AC.

If the check succeeds, you can then make a single melee attack against your foe, also as part of this maneuver.

The target is considered flat-footed against this attack.

If your attack deals damage, your target must attempt a Fortitude save (DC 19 + your Str modifier).

If this save fails, your target is instantly slain (his hit points drop to -10).

If the save is successful, you deal an extra 20d6 points of damage to the target in addition to your normal weapon damage.

Creatures immune to critical hits are immune to the death effect of this strike.

If your Jump check fails, you can make a single attack normally.

The maneuver is still considered expended.

FLESH RIPPER

Tiger Claw (Strike)

Level: Swordsage 3, warblade 3

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 1 round or more; see text

Saving Throw: Fortitude negates

With a mixture of careful precision and animal savagery, you tear into a foe to produce jagged wounds that overwhelm him with pain.

As part of this maneuver, you make a melee attack against a single opponent.

If this attack hits, the target must make a successful Fortitude save (DC 13 + your Str modifier) or take a -4 penalty on attacks and to AC for 1 round.

If your attack is a critical hit, these penalties last for a number of rounds equal to your weapon's critical multiplier.

Your target takes normal damage from your attack regardless of the result of the save.

This maneuver functions only against creatures that are vulnerable to critical hits.

FOUNTAIN OF BLOOD

Tiger Claw (Boost)

Level: Swordsage 4, warblade 4

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: 1 swift action

Range: 30 ft.

Area: 30-ft.-radius burst centered on you

Duration: 1 minute

Saving Throw: Will partial; see text

As your foe dies on your blade, you twist and turn your weapon to send blood spraying across the battlefield.

Your enemies shriek in fear at their ally's grisly demise.

If you reduce a living opponent to -1 or fewer hit points during your turn, you can initiate this maneuver.

Your weapon rips into your foe as she drops, dealing an extra 1d6 points of damage and forcing all your enemies

within a 30-foot radius to make successful Will saves (DC 14 + your Str modifier) or be shaken for 1 minute.

The foe you drop must be within your threatened area when you initiate this maneuver.

For each foe you drop during your turn prior to initiating this maneuver, the save DC increases by 1.

GIRALLON WINDMILL FLESH RIP

Tiger Claw (Boost)

Level: Swordsage 8, warblade 8

Prerequisite: Three Tiger Claw maneuvers

Initiation Action: 1 swift action

Range: Melee attack

Target: One or more creatures

Duration: End of turn

Windmilling your arms in a furious blur, you strike your perplexed enemy from two directions at once, rending his flesh with each strike.

Each of your attacks is precisely timed to maximize the carnage it inflicts.

You must be wielding two or more weapons to initiate this maneuver.

As you hack into your opponent, you use your weapons together to murderous effect.

With a cruel twist of your blade, you widen the wounds you cause with each successive strike.

You must initiate this maneuver before making any attacks in the current round.

If you strike an opponent multiple times during your turn, you also deal rend damage.

This damage is based on the number of times you strike your opponent during your turn (see the table below).

Determine the rend damage dealt immediately after you make your last attack for your turn.

If you attack multiple opponents during your turn, you gain this extra damage against each of them.

A creature takes rend damage based on the number of attacks that hit it, not the number of successful attacks you make.

For example, if you hit a fire giant three times and an evil cleric twice during your turn, the fire giant takes rend damage for three attacks and the cleric takes rend damage for two attacks.

Successful Attacks	Rend Damage
2	8d6
3	10d6
4	12d6
5	14d6
6	16d6
7	18d6
8+	20d6

HAMSTRING ATTACK

Tiger Claw (Strike)

Level: Swordsage 7, warblade 7

Prerequisite: Three Tiger Claw maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Fortitude half

Duration: 1 minute

You slice into your opponent's legs, leaving him hobbled and stumbling about.

As part of this maneuver, you make a single melee attack.

If this attack hits, it deals damage as normal.

In addition, the target takes 1d8 points of Dexterity damage and a -10-foot penalty to speed for 1 minute.

A successful Fortitude save (DC 17 + your Str modifier) halves both the Dexterity damage and the speed penalty.

HUNTER'S SENSE

Tiger Claw (Stance)

Level: Swordsage 1, warblade 1

Prerequisite: One Tiger Claw maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You sniff at the air like a hunting animal.

After you focus your mind, an array of scents that normally eludes your awareness become clear to you.

Your mastery of the Tiger Claw discipline allows you to become attuned to the feral side of your personality.

On a fundamental level, you begin to think more like a wild beast and less like a civilized creature.

Your enemies are prey to be hunted down and slain.

Your allies are packmates.

This shift in view spreads to your physical senses.

As long as you are in this stance, you gain the scent special ability (MM 314).

LEAPING DRAGON STANCE

Tiger Claw (Stance)

Level: Swordsage 3, warblade 3

Prerequisite: One Tiger Claw maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

Even when you are trapped in fight quarters and seemingly unable to move, a leap can send you flying gracefully through the air.

The Tiger Claw discipline teaches you to assume a stance that allows you to sail through the air when jumping.

You spring from the ground with an unmatched burst of speed and strength.

While you are in this stance, you gain a +10-foot enhancement bonus on Jump checks.

In addition, any jumps you make while in this stance are considered running jumps.

POUNCING CHARGE

Tiger Claw (Strike)

Level: Swordsage 5, warblade 5

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: 1 full-round action

Range: Personal

Target: You

With the roar of a wild beast, you throw yourself into the fray. Your weapons are little more than a blur as you hack at your foe with feral speed.

With a ferocious howl, you throw yourself into combat.

You move with such speed and ferocity that when you reach your enemy, you unleash a blistering flurry of slashes, cuts, and hacks.

As part of initiating this maneuver, you make a charge attack.

Instead of making a single attack at the end of your charge, you can make a full attack.

The bonus on your attack roll for making a charge attack applies to all your attack rolls.

PREY ON THE WEAK

Tiger Claw (Stance)

Level: Swordsage 7, warblade 7

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You scythe through weaker foes like a mighty predator turned loose among a herd of prey.

With each foe you strike, your bloodlust and battle fury rises ever higher.

After a brief moment of explosive rage, the foes around you are left bloodied, torn, and moaning.

Whenever an opponent within 10 feet of you drops to -1 or fewer hit points, whether from your attack, an ally's strike, or some other cause, you can immediately make an attack of opportunity against any opponent within your threatened area.

RABID BEAR STRIKE

Tiger Claw (Strike)

Level: Swordsage 6, warblade 6

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

With a ferocious roar, you leap upon your enemy like a wild beast, slamming your weapon into her with a madman's fury.

You focus your primal fury into a single attack, laying an opponent low with a mighty blow that splinters bones and shatters steel.

As part of this maneuver, you make a single melee attack.

You gain a +4 bonus on this attack roll and deal an extra 10d6 points of damage.

After completing this maneuver, you take a -4 penalty to AC until the start of your next turn.

RABID WOLF STRIKE

Tiger Claw (Strike)

Level: Swordsage 2, warblade 2

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You foam at the mouth and scream in rage as you make a powerful attack against your enemy.
You set aside all thoughts of defense as you lunge forward.
For a split-second, you unleash the barely controlled, primal rage that surges within you.
As part of this maneuver, you make a single melee attack.
You gain a +4 bonus on this attack roll and deal an extra 2d6 points of damage.
You take a -4 penalty to AC until the start of your next turn, as this wild strike sends you off balance and hinders your defenses.

RAGING MONGOOSE

Tiger Claw (Boost)

Level: Swordsage 8, warblade 8

Prerequisite: Three Tiger Claw maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: End of turn

You unleash a ferocious volley of attacks, setting aside all thoughts of caution and self-control.

You make a flurry of deadly attacks.

After initiating this boost, you can make two additional attacks with each weapon you wield (to a maximum of four extra attacks if you wield two or more weapons).

These extra attacks are made at your highest attack bonus for each of your respective weapons.

You can spread these attacks out among as many foes as you wish.

SOARING RAPTOR STRIKE

Tiger Claw (Strike)

Level: Swordsage 3, warblade 3

Prerequisite: One Tiger Claw maneuver

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You leap into the air, catching a larger opponent by surprise as you jump over its defenses to plunge your weapon into the crown of its head.

With a carefully timed leap, you jump over the target's defenses and attack it from an unexpected angle.

You can use this maneuver only against a foe of a larger size category than yours.

As part of this maneuver, you make a Jump check with a DC equal to your foe's AC.

If this check succeeds, you also make a melee attack as part of this maneuver.

If the check fails, you cannot make this attack and the maneuver is still considered expended.

You gain a +4 bonus on the attack roll and deal an extra 6d6 points of damage if your attack hits.

SUDDEN LEAP

Tiger Claw (Boost)

Level: Swordsage 1, warblade 1

Prerequisite: One Tiger Claw maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Instantaneous

You leap to a new position in the blink of an eye, leaving your opponents baffled.

You can make a Jump check as a swift action and move the distance determined by your check result.

You provoke attacks of opportunity with this movement, and you must move in a straight line.

As with any movement, you can attempt a Tumble check to avoid any attacks you provoke with this sudden leap.

You can't move through enemies, unless you succeed on the appropriate Tumble check.

SWOOPING DRAGON STRIKE

Tiger Claw (Strike)

Level: Swordsage 7, warblade 7

Prerequisite: Three Tiger Claw maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Fortitude partial

Like a dragon, you swoop down upon your foe and let loose with a devastating attack.

You leap over her and, as you soar through the air, unleash a devastating volley of attacks.

You leap over an opponent and chop down at her, ruining her defenses and striking with a critical blow.

As part of this maneuver, you attempt a Jump check to leap over your target.

The result of this Jump check must be sufficient to allow you to move through an opponent's space and over her.

If you fail the Jump check needed to jump over your foe, you provoke attacks of opportunity for the distance you jump, if applicable.

If your jump was too short to clear your opponent but far enough that you would land in a space she occupies, you land adjacent to your opponent in the square closest to your starting square.

If your check is insufficient to jump over your target, you can also make a single attack against your foe with no special benefits or penalties, as long as your target is within reach.

If the check succeeds, you do not provoke attacks of opportunity for leaving threatened squares during your jump.

Your foe loses her Dexterity bonus to AC against your melee attack.

This attack deals an extra 10d6 points of damage, and the target must succeed on a Fortitude save (DC equal to your Jump check result) or be stunned for 1 round.

WOLF CLIMBS THE MOUNTAIN

Tiger Claw (Strike)

Level: Swordsage 6, warblade 6

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: 1 full-round action

Range: Melee attack

Target: One creature

You slip between a larger foe's legs and strike its exposed side.

You then find cover in the shadow of your enemy's bulk.

You can use this maneuver only against an opponent of a size category larger than yours.

As part of this maneuver, you enter your target's square without provoking an attack of opportunity. You can then attack your target as part of this maneuver. Your attack deals an extra 5d6 points of damage. You remain within your opponent's space after you complete this maneuver. You gain cover against all attacks as long as you remain in his space, including those made by the target. If the target moves, it leaves you behind but provokes an attack of opportunity from you for leaving your space.

WOLF FANG STRIKE

Tiger Claw (Strike)

Level: Swordsage 1, warblade 1

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You lash out in a blur of movement with two weapons, hacking into your foe with a combination of feral strength and speed.

You tap into the speed and strength embodied within your feral spirit.

You must fight with two weapons to use this maneuver.

If you carry only one weapon, you can choose to make an unarmed strike with your offhand (as an unarmed attack) if you so wish.

As part of this maneuver, you make an attack with both weapons you wield against one opponent.

Both attacks must target the same creature, and you take a -2 penalty on each attack roll.

If your first attack drops your foe to -1 hit points or fewer, you cannot make a second attack.

WOLF PACK TACTICS

Tiger Claw (Stance)

Level: Swordsage 8, warblade 8

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

With each stinging attack that connects against a foe, you slip around him, using the distraction provided by your attacks to prevent him from hindering your movement.

You prowl the battlefield like a mighty hunter.

You pick your spots to attack, striking foes when they are most vulnerable before moving on to attack elsewhere.

Each attack allows you to move forward and press your advantage.

While you are in this stance, each successful strike allows you to slowly work your way around an opponent.

Each time you make a successful melee attack, you can move 5 feet.

This movement does not provoke attacks of opportunity from the creature you struck.

You cannot use this stance to move more than your current speed in a single round.

WOLVERINE STANCE

Tiger Claw (Stance)

Level: Swordsage 3, warblade 3

Prerequisite: One Tiger Claw maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

Like a cornered wolverine, you fight with unmatched ferocity and rage when your opponents force you into close quarters.

When an opponent has you in his grasp, you transform into a snarling, frothing, raging beast.

You hack with your weapon at your foe's arms or tentacles, your wild frenzy allowing you to fight even with a large, awkward weapon.

When you are in the grasp of a larger foe, your frenzy ignites into an inferno as you desperately attempt to break free.

While you are in this stance, you can attack a foe grappling you with any one-handed weapon.

You do not take the -4 penalty for fighting while grappled.

If your foe is of a larger size category than yours, your feral rage ignites and grants you a +4 bonus on damage rolls against that creature while it continues to grapple you.

WHITE RAVEN

The White Raven discipline teaches that the combined effort of several warriors working together far exceeds the efforts of those same warriors working individually.

Adherents of this tradition serve as leaders and inspiring figures on the battlefield.

This discipline's favored weapons are the longsword, battleaxe, greatsword, halberd, and warhammer.

Its key skill is Diplomacy.

BATTLE LEADER'S CHARGE

White Raven (Strike)

Level: Crusader 2, warblade 2

Prerequisite: One White Raven maneuver

Initiation Action: 1 full-round action

Range: Melee attack

Target: One creature

You lead from the front, charging your enemies so that your allies can follow in your wake.

The White Raven discipline teaches that he who seizes the initiative also seizes victory.

You have learned to lead an attack with a mighty charge, the better to disrupt the enemy and inspire your allies in battle.

As part of this maneuver, you charge an opponent.

You do not provoke attacks of opportunity for moving as part of this charge.

If your charge attack hits, it deals an extra 10 points of damage.

BOLSTERING VOICE

White Raven (Stance)

Level: Crusader 1, warblade 1

Initiation Action: 1 swift action

Range: 60 ft.

Area: 60-ft.-radius emanation centered on you

Duration: Stance

Your clarion voice strengthens the will of your comrades.

So long as you remain on the field of battle, your allies are strengthened against attacks and effects that seek to subvert their willpower.

The discipline of the White Raven stresses that an army is effective only when its members are motivated to fight. In the face of a daunting enemy or unexpected hardship, the most skilled warrior is worthless if he lacks strength of will.

When you adopt the bolstering voice stance, you shout encouragement to your allies, disparage your foes, and lend much-needed support to raise your allies' spirits. By drawing on the example you set, your allies harden their will to fight and battle on despite your enemies' attempts to turn them aside.

While you are in this stance, all allies within range who can hear you gain a +2 morale bonus on Will saves, or a +4 morale bonus on Will saves against fear effects.

CLARION CALL

White Raven (Boost)

Level: Crusader 7, warblade 7

Prerequisite: Three White Raven maneuvers

Initiation Action: 1 swift action

Range: 60 ft.

Area: 60-ft.-radius burst centered on you

As you defeat an opponent, you shout a battle cry that inspires one of your allies to renew his efforts.

You are an inspiring figure on the battlefield.

Your personal victories are shared by your allies, allowing them to draw courage and vigor from your actions.

If during your turn a melee attack you make reduces an opponent to fewer than 0 hit points, you can initiate this maneuver.

Once it is initiated, all allies within range can immediately either make one melee attack at their highest attack bonus or take a single move action.

These allies must be able to see and hear you.

These extra attacks are not attacks of opportunity.

COVERING STRIKE

White Raven (Boost)

Level: Crusader 4, warblade 4

Prerequisite: One White Raven maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: 3 rounds

You make a ferocious series of attacks at your enemies, forcing them on the defensive and buying your allies critical seconds needed to slip past them unharmed.

By drawing on your combat experience and knowledge of how a warrior must carry herself in battle, you make an attack that disrupts your opponents and keeps them from taking advantage of your allies' lapses.

After you initiate this boost, you can make your attacks as normal.

In addition to taking normal melee damage from your blows, a foe you strike after initiating this maneuver cannot make attacks of opportunity for 3 rounds.

The target still threatens its normal area; it simply cannot make attacks of opportunity.

A creature can be affected by only one covering strike per encounter.

DOUSE THE FLAMES

White Raven (Strike)

Level: Crusader 1, warblade 1

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 1 round

You strike your enemy with a resounding blow, capturing his attention.

As he turns to look, you let loose with a string of oaths, challenges, and taunts that force him to focus his attention on you.

As a White Raven adept, you are as much a tactician as you are a war leader.

You learn to create openings for your allies to maximize the teamwork and esprit de corps that you foster.

You know that for a group to succeed, it must work together, and that individual glory must be set aside so that the group can achieve victory.

As part of this maneuver, you make a melee attack against a single target you threaten.

If your attack hits, you deal normal melee damage, and the target creature can't make attacks of opportunity for 1 round.

The opponent still threatens its normal area; it simply cannot make attacks of opportunity.

FLANKING MANEUVER

White Raven (Strike)

Level: Crusader 5, warblade 5

Prerequisite: Two White Raven maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Your keen leadership grants you and your allies a sudden advantage in combat.

When you flank an opponent, you attack in such a way as to maximize your allies' openings.

By the same token, your friends' ferocious, accurate attacks give you multiple opportunities to pierce your foe's defenses.

When you flank an enemy with an ally who can see and hear your directions, the two of you form a potent combination.

Your attacks complement each other, leaving the flanked opponent in a tenuous position.

You can use this strike when you and any number of allies flank an opponent you designate.

As part of this maneuver, you make a melee attack against the flanked opponent.

If your attack hits, any ally flanking your foe can immediately make a melee attack against that creature.

These extra attacks are not attacks of opportunity.

Your allies must be able to see you to gain this benefit.

The coordination needed between you and your companions demands that you watch each other's attacks, though you do not need to hear each other.

LEADING THE ATTACK

White Raven (Strike)

Level: Crusader 1, warblade 1

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 1 round

You boldly strike at your enemy.

As you attack, you shout a war cry to demonstrate that victory is at hand.

This attack inspires nearby allies to join the fray with renewed vigor.

When you make an attack, your allies take heart in your example and fight with renewed purpose.

By stoking the fire of battle in your allies' hearts, you inspire them to greater heroics.

As part of this maneuver, you make a single melee attack.

If your attack is successful, your allies gain a +4 morale bonus on attack rolls for 1 round against the creature you hit.

LEADING THE CHARGE

White Raven (Stance)

Level: Crusader 1, warblade 1

Initiation Action: 1 swift action

Range: 60 ft.

Area: 60-ft.-radius emanation centered on you

Duration: Stance

You fire the confidence and martial spirit of your allies, giving them the energy and bravery needed to make a devastating charge against your enemies.

The White Raven discipline teaches that tactics, leadership, and planning can overcome an opponent's superior individual abilities.

This stance embodies that teaching, allowing you to spur your allies on to greater feats of martial skill.

While you are in this stance, all allies who hear you and make a charge attack in the area gain a bonus on damage rolls equal to your initiator level.

LION'S ROAR

White Raven (Boost)

Level: Crusader 3, warblade 3

Prerequisite: One White Raven maneuver

Initiation Action: 1 swift action

Range: 60 ft.

Targets: You and allied creatures within 60 ft.

Duration: 1 round

You unleash a sudden battle roar as your mighty blow fells your enemy.

Inspired by your example, your allies fight with renewed energy and determination.

When you defeat an enemy, you call out to your allies to press the attack.

They respond by putting tremendous pressure on the enemy as their attacks strike with greater force.

As a swift action, you initiate this boost after you have reduced an opponent to fewer than 0 hit points.

You and allies within range gain a +5 morale bonus on damage rolls for 1 round.

ORDER FORGED FROM CHAOS

White Raven

Level: Crusader 6, warblade 6

Prerequisite: Two White Raven maneuvers

Initiation Action: 1 move action

Range: Personal

Targets: Allied creatures within 30 ft.

You bark a series of stern orders, directing your comrades to shift formation.

The power of your presence is such that they obey without consciously thinking about it.

You excel at using your commanding presence to direct your allies on the battlefield.

After a few short, barked orders from you, your allies switch positions and assume a tactically advantageous position.

When you initiate this maneuver, all allies within 30 feet of you can immediately take a single move action to move up to their speed.

This movement provokes attacks of opportunity, and it does not count toward fulfilling the minimum movement requirements of any special abilities or feats, such as a scout's skirmish ability.

PRESS THE ADVANTAGE

White Raven (Stance)

Level: Crusader 5, warblade 5

Prerequisite: Two White Raven maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You shift across the battlefield, timing your movements precisely to avoid any attacks from your foes.

Your sense of the battlefield and intuitive understanding of the ebb and flow of combat allow you to move without dropping your defenses.

While others must slowly work through a melee, you seize gaps in a foe's defenses and move with great speed and confidence.

While you are in this stance, you can take a second 5-foot step immediately after you take one for the round.

This second movement does not provoke attacks of opportunity.

You can make a single 5-foot step into difficult terrain, but if you do, you cannot make the second 5-foot step.

SWARM TACTICS

White Raven (Stance)

Level: Crusader 8, warblade 8

Prerequisite: One White Raven maneuver

Initiation Action: 1 swift action

Range: 60 ft.

Area: 60-ft.-radius emanation centered on you

Duration: Stance

Your quick directions enable close teamwork between yourself and an ally.

At your urging, your allies seize the initiative and work in close coordination with you to defeat an enemy.

While you are in this stance, you use your tactical knowledge and mastery to improve your allies' teamwork.

If you are adjacent to one or more opponents, your allies gain a +5 bonus on attack rolls made against any of those opponents.

SWARMING ASSAULT

White Raven (Strike)

Level: Crusader 7, warblade 7

Prerequisite: Three White Raven maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You attack an opponent with brutal force, ruining his defenses.

As you strike, you call out sharp commands to your allies, spurring them to action and allowing them to take advantage of the opening.

You inspire your allies with a rousing speech, a war cry, a challenge to the enemy, or some other defiant gesture.

Combining this shout with a canny attack, you strip away a foe's defenses, allowing your allies to make potentially devastating attacks.

As part of this maneuver, you make a single melee attack against an opponent.

If this attack hits, you deal normal melee damage, and any ally who threatens your target can immediately make an attack against him.

You choose the order in which your allies' attacks resolve.

TACTICAL STRIKE

White Raven (Strike)

Level: Crusader 2, warblade 2

Prerequisite: One White Raven maneuver

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Your skill at arms and overwhelming power force your opponent to falter at a fatal moment.

As the foe attempts to recover from your devastating strike, your allies rush in to finish what you have started.

You make a mighty attack that knocks your opponent into a defenseless position, granting your allies a moment to move into a better position.

If your attack lands true, it leaves your enemy momentarily shaken by its tremendous impact.

As part of this maneuver, you make a single melee attack.

If your attack hits, you deal an extra 2d6 points of damage.

In addition, each ally adjacent to the target can take an immediate 5-foot step that does not provoke attacks of opportunity.

TACTICS OF THE WOLF

White Raven (Stance)

Level: Crusader 3, warblade 3

Prerequisite: One White Raven maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You shout orders that help coordinate allies' efforts.

They harass their enemies, shield each other from attacks, and otherwise maximize the support they lend to each other.

This stance allows you and your allies to gain additional benefits against a flanked opponent.

Under your direction, your allies coordinate their actions to a much greater degree than normal.

Your advice and shouted orders make them an unstoppable team.

Like a wolf pack, your allies fight together to devastating effect.

When you flank a foe, you and allies who flank the enemy with you gain a bonus on damage rolls against that opponent equal to 1/2 your initiator level.

WAR LEADER'S CHARGE

White Raven (Strike)

Level: Crusader 6, warblade 6

Prerequisite: Two White Raven maneuvers

Initiation Action: 1 full-round action

Range: Melee attack

Target: One creature

You summon a great fury within your lungs, releasing it with a titanic shout as you charge forward.

Your reckless move startles your foes and puts greater force behind your attack.

As a student of the White Raven, you learn to focus the energy within you into an overwhelming charge.

In battle, you must lead from the front.

As part of this maneuver, you charge an opponent.

You do not provoke attacks of opportunity for moving as part of this charge.

If your charge attack hits, it deals an extra 35 points of damage.

WAR MASTER'S CHARGE

White Raven (Strike)

Level: Crusader 9, warblade 9

Prerequisite: Four White Raven maneuvers

Initiation Action: 1 full-round action

Range: Melee attack; see text

Target: One creature; see text

With a great battle cry, you lead your allies in a devastating charge.

Fired by your commanding presence and deftly led by your supreme grasp of tactics, you and your allies form an unstoppable wedge.

You are an inspiring figure on the battlefield, allowing you to lead others on attacks that would strike fear and doubt into even the stoutest warrior's heart.

Under your leadership, the group becomes much more than the sum of its parts.

As part of this maneuver, you charge an opponent.

In addition, all allies within 30 feet of you at the beginning of your turn can also charge this target as an immediate action.

You and allied creatures do not block each other when determining if you can charge.

Your charge attack deals an extra 50 points of damage, and those of your allies each deal an extra 25 points of damage. For each ally who charges, counting yourself, your charge attack and those of your allies are made with a cumulative +2 bonus (in addition to the normal bonus provided by charging).

An opponent struck by you and at least one other ally is stunned for 1 round.

You and your allies do not provoke attacks of opportunity for moving as part of this charge.

WHITE RAVEN HAMMER

White Raven (Strike)

Level: Crusader 8, warblade 8

Prerequisite: Three White Raven maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 1 round

You slam your opponent with a mighty attack to disrupt his senses and leave him unable to defend himself while your allies close to finish him off.

As part of this maneuver, you make a single, devastating strike against an opponent.

The raw force of this blow knocks him senseless.

Your attack deals an extra 6d6 points of damage and stuns your opponent for 1 round.

WHITE RAVEN STRIKE

White Raven (Strike)

Level: Crusader 4, warblade 4

Prerequisite: One White Raven maneuver

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Your eye for tactics allows you to notice an enemy's weak points and attack them with a mighty blow.

The White Raven discipline focuses on tactics, teamwork, and the ability to make an attack that improves your allies' abilities.

This strike ruins a foe's defenses.

As part of this maneuver, you make a single melee attack.

If it hits, you deal an extra 4d6 points of damage, and the target is considered flat-footed until the start of his next turn.

WHITE RAVEN TACTICS

White Raven (Boost)

Level: Crusader 3, warblade 3

Prerequisite: One White Raven maneuver

Initiation Action: 1 swift action

Range: 10 ft.

Target: One ally

You can inspire your allies to astounding feats of martial prowess. With a few short orders, you cajole them into seizing the initiative and driving back the enemy.

Your knowledge of tactics can aid your allies' attacks, and it also allows you to spot, predict, and counter your enemies' actions.

In the chaos of battle, you impose the order needed for tight, effective group tactics.

When you use this maneuver, select an ally within range.

Her initiative count immediately equals your initiative count -1.

She then acts on her new initiative count as normal.

If she has already acted in the current round, she can act again.

If this maneuver would not change your ally's initiative count, it has no effect.

If she has not yet acted during this round, her initiative count changes, and she acts on that count as normal.

She does not act again on her original initiative count.

MANTLES

COMPLETE PSIONIC (3.5)

CHAOS

Granted Ability: You can expend your psionic focus to deal additional damage to nonchaotic creatures.

You deal an additional 1d6 points of damage with a melee or ranged attack or a spell that deals damage.

1 *Destiny Dissonance*: Your dissonant touch sickens a foe.

1 *Matter Agitation*: You heat a creature or object.

2 *Distracting Shout*: Distract opponents with your powerful shout.

4 *Personality Parasite*: Subject's mind calves self-antagonistic splinter personality for 1 round/level.

5 *Catapsi*: Psychic static inhibits power manifestation.

6 *Inconstant Location*: Make swift instantaneous moves in combat.

8 *Chaos Fissure*: Wild surge and wild magic apply to psionic powers and spells.

COMMUNICATION

Granted Ability: While psionically focused, you gain a +2 competence bonus on Diplomacy checks and can use the Diplomacy skill more quickly and skillfully than others. When making a rushed Diplomacy check as a full-round action, you take only –5 penalty on the check.

1 *Attraction*: Subject has an attraction you specify.

1 *Charm, Psionic*: Makes one person your friend.

1 *Missive*: Send one-way telepathic message to subject.

1 *Telepathic Projection*: Alter the subject's mood.

2 *Missive, Mass*: You send a one-way telepathic message to an area.

2 *Suggestion, Psionic*: Compels subject to follow stated course of action.

2 *Tongues, Psionic*: You can communicate with intelligent creatures.

4 *Correspond*: Hold mental conversation with another creature at any distance.

5 *Metaconcert*: Mental concert of two or more increases the total power of the participants.

9 *Metafaculty*: You learn details about any one creature.

CONFLICT

Granted Ability: You are more in tune with martial concepts and gain the Weapon Focus feat as a bonus feat with a weapon of your choice.

1 *Metaphysical Weapon*: Weapon gains +1 bonus.

1 *Prescience, Offensive*: Gain +2 insight bonus on your damage rolls.

2 *Psionic Lion's Charge*: You can make a full attack in the same round you charge.

3 *Dimension Slide*: Teleports you a very short distance.

4 *Immovability*: You are almost impossible to move and gain damage reduction 15/–.

5 *Psychic Crush*: Brutally crush subject's mental essence, reducing subject to –1 hit points.

5 *Graft Weapon*: Your hand is replaced seamlessly by your weapon.

8 *Spirit of War*: Confer +4 on attack rolls and damage rolls, +10 to one save, and confirm one critical threat.

CONSUMPTION

Granted Ability: You can expend your focus as an immediate action to gain 5 temporary hit points when someone within 10 feet is wounded.

These temporary hit points last for up to 1 minute.

1 *Hungry Touch*: Your touch deals 1d6 damage while you heal.

2 *Feat Leech*: Borrow another's psionic or metapsionic feats.

4 *Power Leech*: Drain 1d6 power points/round while you maintain concentration; you gain 1/round.

7 *Power Thief*: Steal and quickly use one power from a target.

7 *Decerebrate*: Remove portion of subject's brain stem.

9 *Apopsi*: You delete target's psionic powers.

CORRUPTION AND MADNESS

Granted Ability: Your insights into corruption and madness have touched you with insanity and terrible clarity.

While you are psionically focused, you cannot be *confused*.

1 *Daze, Psionic*: Humanoid creature of 4 HD or lower loses next action.

1 *Primal Fear*: Target is shaken for 1 round.

2 *Brain Lock*: Subject cannot move or take any mental actions.

3 *Mental Turmoil*: Prevent target from using abilities that require mental calm.

4 *Mindwipe*: Subject's recent experiences are wiped away, bestowing negative levels.

7 *Decerebrate*: Remove portion of subject's brain stem.

7 *Insanity*: Subject is permanently *confused*.

9 *Microcosm*: Creature or creatures live forevermore in a world of their own imaginations.

CREATION

Granted Ability: You gain the Ectopic Form feat (page 50) as a bonus feat and learn the form of your choice.

You must meet all the feat's prerequisites for the form of your choice.

1 *Astral Construct*: Creates astral construct to fight for you.

1 *Minor Creation, Psionic*: Creates one cloth or wood object.

4 *Fabricate, Psionic*: Transforms raw goods to finished items.

5 *Major Creation, Psionic*: As *psionic minor creation*, plus stone and metal.

6 *Fabricate, Greater Psionic*: Transforms a lot of raw goods to finished items.

9 *True Creation*: As *psionic major creation*, except items are completely real.

DEATH

Granted Ability: You can expend your psionic focus to kill a dying creature, as the *death knell* spell (PH 217).

- 1 *Stygian Discernment*: Gain insight to act against detected undead and negative energy auras.
- 2 *Stygian Ray*: Bestow a negative level on foe for 1 round.
- 3 *Speak with Dead, Psionic*: Speak or mindlink with a corpse to ask it questions.
- 4 *Death Urge*: Implant a self-destructive compulsion.
- 5 *Stygian Dominion*: Assume control over the body of a mindless undead creature.
- 7 *Crisis of Life*: Stop subject's heart.
- 8 *Recall Death*: Subject dies or takes 5d6 damage.
- 8 *Stygian Veil*: You take on traits of the undead type.

DECEPTION

- Granted Ability:** As an immediate action, you can expend your psionic focus to displace yourself until your next action. While you are displaced, any attacks that target you have a 50% chance to miss you entirely.
- 1 *Charm, Psionic*: Makes one person your friend.
 - 2 *Cloud Mind*: You erase knowledge of your presence from target's mind.
 - 2 *Concealing Amorpha*: Quasi-real membrane grants you concealment.
 - 3 *False Sensory Input*: Subject sees what isn't there.
 - 3 *Escape Detection*: You become difficult to detect with clairsentience powers.
 - 6 *Cloud Mind, Mass*: Erase knowledge of your presence from the minds of one creature/level.
 - 8 *Bend Reality*: Alters reality within power limits.

DESTRUCTION

- Granted Ability:** You have the Improved Sunder feat as long as you are psionically focused. If you expend your focus as part of a sunder attempt, the hardness of the object you are sundering is treated as 4 less.
- 1 *Dissipating Touch*: Touch deals qd6 damage.
 - 2 *Dissolving Touch*: Your touch deals 4d6 acid damage.
 - 2 *Dissolving Weapon*: Your weapon deals 4d6 acid damage.
 - 3 *Dispel Psionics*: Cancels psionic powers and effects.
 - 6 *Disintegrate, Psionic*: Turns one creature or object to dust.
 - 7 *Ultrablast*: Deal 13d6 damage in 15-ft. radius.
 - 9 *Intellect Bomb*: Causes your target's head to explode.

ELEMENTS

- Granted Ability:** When you become psionically focused, choose one of the four primary elements with which to align yourself (air, earth, fire, or water). As long as you remain focused, you gain an associated benefit, as given below.
- Air:** You treat any fall as if the distance were 20 feet less.
- Earth:** You gain a +4 bonus on Balance checks and checks to resist bull rush attempts.
- Fire:** Your melee attacks deal an extra 1 point of fire damage.
- Water:** You gain a swim speed equal to your base land speed.
- 1 *Control Flames*: Take control of nearby open flame.
 - 1 *Elemental Steward*: Summon a small psionic elemental to protect and serve you.
 - 2 *Control Air*: You have control over wind speed and direction.
 - 2 *Earth Walk*: Move easily in all directions while on earthen surfaces.

- 3 *Breathless*: You don't need to breathe.
- 5 *Adapt Body*: Your body automatically adapts to hostile environments.
- 6 *Blackstone Hammer*: Target weapon petrifies those it strikes.
- 9 *Tornado Blast*: Vortex of air subjects your foes to 17d6 damage and moves them.

ENERGY

- Granted Ability:** You can expend your psionic focus to gain resistance 5 against one energy type for a number of rounds equal to 3 + your Wis modifier. At 10th level, you gain resistance to energy 10 instead.
- 1 *Energy Ray*: Deal 1d6 energy (cold, electricity, fire, or sonic) damage.
 - 2 *Energy Push*: Deal 2d6 damage and knock subject back.
 - 3 *Energy Bolt*: Deal 5d6 energy damage in 120-ft. line.
 - 3 *Energy Burst*: Deal 5d6 energy damage in 40-ft. burst.
 - 3 *Energy Wall*: Create wall of your chosen energy type.
 - 5 *Energy Manipulation*: You manipulate a source of energy.
 - 7 *Energy Wave*: Deal 13d4 damage of your chosen energy type in 120-ft. cone.

EVIL

- Granted Ability:** You can expend your psionic focus to deal additional damage to a non-evil creature. You deal an additional 1d6 points of damage with a melee or ranged attack or a spell that deals damage and targets a single creature.
- 1 *Protection from Good, Psionic*: +2 to AC and saves, counter mind control, hedge out summoned creatures.
 - 2 *Death Knell, Psionic*: Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 level.
 - 4 *Planar Apotheosis*: Temporarily become celestial or fiendish (fiendish only).
 - 5 *Fiendish Conduit*: Launch a bolt of ectoplasm-mediated negative energy from your fingertips.
 - 6 *Planar Embrace*: Temporarily become a half-celestial or half-fiend (half-fiend only).
 - 8 *Dark Despair*: You gain a dark aura that harms good creatures.

FATE

- Granted Ability:** Once per day, you can expend your psionic focus to add a bonus on one d20 roll equal to your level in the class that allowed you to access this ability.
- 1 *Precognition, Defensive*: Gain +1 insight bonus to AC and saving throws.
 - 1 *Precognition, Offensive*: Gain +1 insight bonus on your attack rolls.
 - 2 *Clairvoyant Sense*: See and hear a distant location.
 - 4 *Remote Viewing*: See, hear, and potentially interact with subjects at a distance.
 - 6 *Precognition, Greater*: Gain +4 insight bonus on one roll.
 - 7 *Fate of One*: Reroll any roll you just failed.
- You also gain an augmentation option unavailable to other manifesters of this power.
- Augment:** If you spend 3 additional power points, you can reroll a third time. You need not decide to spend the power points for this augmentation until after you decide to roll the third time,

but you must spend the power points before you know the result of your roll.

9 *Metafaculty*: You learn details about any one creature.

FORCE

Granted Ability: While psionically focused, you gain a +1 deflection bonus to your Armor Class.

1 *Force Screen*: Invisible disc provides +4 shield bonus to AC.

1 *Deflection Field*: Provides +4 deflection bonus to AC.

2 *Concussion Blast*: Deal 1d6 force damage to target.

3 *Telekinetic Force*: Move an object with the sustained force of your mind.

3 *Ethereal Volley*: Imbue your missiles with force energy, making them ghost touch weapons.

4 *Telekinetic Maneuver*: Telekinetically bull rush, disarm, grapple, or trip your target.

6 *Concussive Detonation*: Burst of force damages targets in area.

8 *Telekinetic Sphere*, *Psionic*: Mobile force globe encapsulates creature and moves it.

FREEDOM

Granted Ability: While psionically focused, you gain a +10-foot bonus to your speed.

You can expend your focus to add your manifester level to a roll made to resist being grappled or to escape from a grapple.

1 *Dimension Hop*: Swiftly teleport a short distance.

2 *Hustle*: Instantly gain a move action.

4 *Fly*, *Psionic*: You fly at a speed of 60 ft.

5 *Freedom of Movement*, *Psionic*: You cannot be held or otherwise rendered immobile.

5 *Teleport*, *Psionic*: Instantly transports you as far as 100 miles/level.

6 *Evade Burst*: You take no damage from a burst on a successful Reflex save.

8 *Teleport*, *Psionic Greater*: As *psionic teleport*, but with no range limit and no off-target arrival.

GOOD

Granted Ability: You can expend your psionic focus to deal additional damage to a non-good creature.

You deal an extra 1d6 points of damage with a melee or ranged attack, or a spell that deals damage and targets a single creature.

1 *Protection from Evil*, *Psionic*: +2 to AC and saves, counter mind control, hedge out summoned creatures.

2 *Empathic Transfer*: Transfer another's wounds to yourself.

4 *Planar Apotheosis*: Temporarily become celestial or fiendish (celestial only).

5 *Celestial Conduit*: Launch a line of ectoplasm-mediated positive energy from your fingertips.

6 *Planar Embrace*: Temporarily become a half-celestial or half-fiend (half-celestial only).

8 *Greater Glory*: Good creatures near you gain benefits.

GUARDIAN

Granted Ability: You can expend your psionic focus as an immediate action to take the damage dealt to an adjacent ally by a single melee attack.

You must declare the use of this ability after you know the result of the attack roll against your ally, but before damage is rolled.

1 *Deaden Blow*: A weapon deals nonlethal damage rather than lethal.

1 *Thicken Skin*: Gain +1 enhancement bonus to your AC for 10 min./level.

2 *Damp Power*: Variable numeric effects of enemy powers are minimized against you.

3 *Dispel Psionics*: Cancels psionic powers and effects.

4 *Wall of Ectoplasm*: You create a protective barrier.

5 *Protection from Psionics*: Gain +3 insight bonus on saves against powers and psi-like abilities.

6 *Mind over Energy*: Gain brief immunity to chosen energy type.

8 *Iron Body*, *Psionic*: Your body becomes living iron.

JUSTICE

Granted Ability: You can expend your psionic focus as an immediate action to make an attack of opportunity against a foe that attacks one of your allies.

1 *Call Weaponry*: Create temporary weapon.

2 *Call Armor*: Transfer chosen type of armor to your hand.

2 *Incite Bravery*: You and allies near you become immune to fear effects for 1 round/level.

2 *Zone of Truth*, *Psionic*: Subjects within range cannot lie.

4 *Aura Sight*: Reveals creatures, objects, powers, or spells of selected alignment axis.

4 *Discern Lies*, *Psionic*: Reveals deliberate falsehoods.

5 *True Seeing*, *Psionic*: See all things as they really are.

6 *Perfect Riposte*: Make an attack of opportunity against a creature who just missed you.

7 *Reddopsi*: Powers targeting you rebound on the manifester.

KNOWLEDGE

Granted Ability: While psionically focused, you can make Knowledge checks as if trained.

You can expend your psionic focus to gain a +5 bonus on one Knowledge check.

1 *Call to Mind*: Gain additional Knowledge check with +1 competence bonus.

1 *Detect Psionics*: You detect the presence of psionics.

1 *Detect Teleportation*: Know when teleportation powers are used in close range.

1 *Know Direction and Location*: You discover where you are and what direction you face.

2 *Detect Hostile Intent*: You can detect hostile creatures within 30 ft. of you.

2 *Identify*, *Psionic*: Learn the properties of a psionic item.

2 *Object Reading*: Learn details about an object's previous owner.

3 *Touchsight*: Your telekinetic field tells you where everything is.

4 *Detect Remote Viewing*: You know when others spy on you remotely.

4 *Trace Teleport*: Learn destination of subject's teleport.

6 *Psychometry*: Read psychic impressions from a given location.

LAW

Granted Ability: You can expend your psionic focus to deal additional damage to nonlawful creatures. You deal an additional 1d6 points of damage with a melee or ranged attack, or a spell that deals damage.

- 1 *Grip of Iron*: You gain +4 bonus on grapple checks.
- 1 *Hammer*: Melee touch deals 1d8/round.
- 2 *Psionic Lock*: Secure a door, chest, or portal.
- 3 *Heavy Earth*: Alter gravity locally.
- 4 *Immovability*: You are almost impossible to move and gain damage reduction 15/-.
- 4 *Steadfast Perception*: Gain immunity to illusory effects, +6 bonus on Spot and Search checks.
- 5 *Tower of Iron Will*: Grant PR 19 against mindaffecting powers to all creatures within 10 ft. until your next turn.
- 8 *Iron Body, Psionic*: Your body becomes living iron.
- 9 *Timeless Body*: Ignore all harmful, and helpful, effects for 1 round.

LIFE

Granted Ability: If you expend your psionic focus as a swift action as you manifest a power from this mantle, your manifester level for that power is considered 1 higher (thus increasing the number of power points you can spend on manifesting the power, among other benefits).

- 1 *Touch of Health*: Channel positive energy to cure damage or deal damage to undead.
- 2 *From the Brink*: You stabilize a dying target.
- 3 *Body Purification*: You heal 1d12 points of damage.
- 4 *Stygian Ward*: Grant immunity to death spells and negative energy effects.
- 5 *Psionic Revivify*: Return the dead to life before the psyche leaves the corpse.
- 6 *Mend Wounds*: Cure nonundead of 55 damage, or deal 55 damage to undead.
- 6 *Restoration, Psionic*: Restores level and ability score drains.
- 8 *True Metabolism*: You regenerate 10 hit points/round. Unlike other manifesters of this power, you gain a new augmentation option.
- Augment*: If you spend 5 additional power points, you can affect one additional willing creature touched with this power.

LIGHT AND DARKNESS

Granted Ability: When you gain this mantle, choose whether you gain low-light vision or darkvision out to 60 feet.

If you already have both, you can double the range of your low-light vision or add 30 feet to the range of your darkvision.

- 1 *Control Light*: Adjust ambient light levels. You also gain an augmentation option unavailable to other manifesters of this power.
- Augment*: If you spend 4 additional power points, you can create the effect of a *daylight* or *darkness* spell.
- 1 *Elfsight*: Gain low-light vision, +2 bonus on Search and Spot checks, and notice secret doors.
- 1 *My Light*: Your eyes emit 20-ft. cone of light.

2 *Claws of Darkness*: Gain claw attacks and slow grappled targets.

4 *Light Beam*: Deal 5d6 damage in 120-ft. line.

5 *Shadow Walk, Psionic*: Step into shadow to travel rapidly.

8 *Light Burst*: Blinds all within 10 ft., deals 6d6 damage.

MAGIC

Granted Ability: You gain Use Magic Device as a class skill.

If you purchased ranks in Use Magic Device or Use Psionic Device at the cross-class rate, you get additional ranks in Use Magic Device or Use Psionic Device as if it had always been a class skill for you.

In addition, you always treat magic and psionics as identical.

Therefore, powers such as *dispel psionics* work for both magic and psionics.

Most campaigns already treat them in this manner, so this mantle is most useful in campaigns where they are considered different systems.

1 *Metaphysical Weapon*: Weapon gains +1 bonus.

3 *Dispel Psionics*: Cancels psionic powers and effects.

5 *Power Resistance*: Grant power resistance equal to 12 + level.

6 *Analyze Dweomer, Psionic*: Reveals magical aspects of subject.

You also gain an augmentation option unavailable to other manifesters of this power.

Augment: For every additional power point you spend, you can analyze an additional object or creature, requiring an additional round per target.

6 *Null Psionics Field*: Create a field where psionic power does not function.

8 *Protection from Spells, Psionic*: Gain +3 on saves against spells and spell-like abilities.

MENTAL POWER

Granted Ability: For the purpose of determining bonus power points for the class that gives you this mantle, treat your Wisdom score as 2 points higher than its actual value.

1 *Mind Thrust*: Deal 1d10 damage.

2 *Id Insinuation*: Swift tendrils of thought disrupt and confuse your target.

2 *Mental Disruption*: Daze creatures within 10 feet for 1 round.

3 *Mind Trap*: Drain 1d6 power points from anyone who attacks you with a telepathy power.

4 *Intellect Fortress*: Those inside fortress take only half damage from all power and psi-like abilities until your next action.

5 *Psychic Crush*: Brutally crush target's mental essence, reducing subject to -1 hit points.

6 *Cranial Deluge*: Massive physical damage can cause your opponent's head to explode.

8 *Hypercognition*: You can deduce almost anything.

NATURAL WORLD

Granted Ability: You gain the wild empathy class feature (PH 35), except the result is determined by 1d20 + manifester level + your Cha modifier.

- 1 *Chameleon*: Gain +10 enhancement bonus on Hide checks.
- 1 *Metaphysical Claw*: Your natural weapon gains +1 bonus.
- 1 *Stone Mind*: Gain bonuses on Search checks while standing on stone or earth.
- 2 *Animal Affinity*: Gain +4 enhancement to one ability.
- 2 *Psionic Scent*: Gain the scent ability.
- 4 *Metamorphosis*: Assume shape of creature or object.
- 5 *Oak Body*: Your body becomes as hard as oak.
- 7 *Animate Plants, Psionic*: One or more plants animate and fight for you.
- 9 *Earthquake, Psionic*: Intense tremor shakes 5-ft./level radius.

PAIN AND SUFFERING

Granted Ability: As an immediate action, you can expend your psionic focus to share the pain of the next melee attack that deals damage to you. The attacker takes damage equal to half the damage it deals you.

- 1 *Disable*: Subjects incorrectly believe they are disabled.
- 2 *Inflict Pain*: Telepathic stab gives your foe -4 on attack rolls, or -2 if he makes the save.
- 2 *Recall Agony*: Foe takes 2d6 damage.
- 3 *Empathic Transfer, Hostile*: Your touch transfers your hurt to another.
- 3 *Share Pain, Forced*: Unwilling subject takes some of your damage.
- 4 *Empathic Feedback*: When you are hit in melee, your attacker takes damage.
- 5 *Psychotic Break*: Targets viciously attack closest creature.
- 6 *Fuse Flesh*: Fuse subject's flesh, creating a helpless mass.
- 9 *Affinity Field, Pain*: Negative effects that affect you also affect others.

PHYSICAL POWER

Granted Ability: As a free action, you can expend your psionic focus to gain a +2 bonus to Str, Dex, or Con for 1 round.

- 1 *Adrenaline Boost*: Receive a temporary Str and Dex boost.
- 1 *Vigor*: Gain 5 temporary hit points.
- 2 *Animal Affinity*: Gain +4 enhancement to one ability.
- 3 *Graft Weapon*: Your hand is replaced seamlessly by your weapon.
- 5 *Psychofeedback*: Boost Str, Dex, or Con at the expense of one or more other scores.
- 7 *Oak Body*: Your body becomes as hard as oak.
- 8 *True Metabolism*: You regenerate 10 hit points/round.

REPOSE

Granted Ability: While psionically focused, you gain a +2 bonus on Concentration checks.

You can expend your focus as a free action to gain a +5 bonus on a single Concentration check.

- 1 *Empty Mind*: You gain +2 on Will saves until your next action.
- 2 *Serenity*: Pacify a creature and stop it from fighting.
- 2 *Empathic Transfer*: Transfer another's wounds to yourself.
- 3 *Solicit Psicrystal*: Your psicrystal takes over your concentration power.

- 4 *Steadfast Perception*: Gain immunity to illusory effects, +6 bonus on Spot and Search checks.
- 6 *Suspend Life*: Put yourself into a state akin to suspended animation.
- 7 *Mind Blank, Personal*: You are immune to scrying and mental effects.

THE PLANES

Granted Ability: You can expend your focus to gain a +4 bonus on manifester level checks made to overcome an outsider's power resistance.

You can use this ability in conjunction with the Power Penetration or Greater Power Penetration feat, and the effects stack.

- 1 *Astral Traveler*: Enable yourself or another to join an *astral caravan*-enabled trip.
- 3 *Astral Caravan*: You lead an *astral traveler*-enabled group to a planar destination.
- 4 *Dimensional Anchor, Psionic*: Bars extradimensional movement.
- 4 *Dismissal, Psionic*: Forces a creature to return to its native plane.
- 5 *Plane Shift, Psionic*: Travel to other planes.
- 6 *Planar Champion*: Call a good or evil creature to do your bidding.
- 7 *Ethereal Jaunt, Psionic*: Become ethereal for 1 round/level.
- 9 *Etherealness, Psionic*: Become ethereal for 1 min./level.

TIME

Granted Ability: You gain a +2 bonus on initiative checks.

In addition, once per day, you can expend your psionic focus as an immediate action to delay the onset of one damaging attack or effect.

Instead of taking the damage immediately, as normal, you take it 1 round later.

If, in the intervening turn, you gain some immunity that would have protected you from the damage, it does not protect you from the delayed damage. You are subject to the damage as if you had taken it when the blow or effect was struck.

- 1 *Deceleration*: Target's speed is halved.
- 2 *Sustenance*: Go without food and water for one day.
- 3 *Time Hop*: Subject hops forward in time 1 round/level.
- 5 *Anticipatory Strike*: Take your action out of initiative order.
- 6 *Temporal Acceleration*: Your time frame accelerates for 1 round.
- 8 *Time Hop, Mass*: Willing subjects hop forward in time.
- 9 *Time Regression*: Relive the last round.

MYSTERIES

CITYSCAPE (3.5)

APPRENTICE

QUICKER THAN THE EYE

Apprentice, Night's Long Fingers

Level/School: 1st/Transmutation

Range: Personal

Target: You

Duration: 1 minute/level (D)

A faint layer of shadow flows like ink over your hands, staining them pitch black—and then, in an instant, they appear normal once more.

You gain a +5 enhancement bonus on Sleight of Hand checks (which you can now attempt even if you have no ranks in that skill).

This bonus increases to +10 at 5th level, and +15 at 10th level.

In addition, if you invoke *umbral hand* (Tome of Magic 152), you may attempt Sleight of Hand checks through it.

TRAIL OF HAZE

Apprentice, Night's Long Fingers

Level/School: 2nd/Illusion (Phantasm)

Range: Touch

Target: One creature

Duration: 10 minutes/level (D)

Saving Throw: Will negates

Spell Resistance: No

At your touch, the target seems almost to leak.

A tiny plume of jet-black mist emerges from his flesh, first in a trickle, then an ever-increasing stream.

The mist emerging from the subject is an illusion that only you can see.

It constantly drifts from the subject to your location, providing a nearly foolproof way of finding and identifying the subject.

The trail stretches for a number of miles equal to half your shadowcaster level, so it is possible for the target to escape your detection if he moves fast enough (or teleports).

If the subject leaves the plane, the trail ends, though it resumes if he returns before the duration expires.

The haze allows you to track the target, identify him if he disguises himself, or even locate the square he is in should he become invisible.

UMBRAL FIST

Apprentice, Night's Long Fingers

Level/School: 3rd/Transmutation

Range: Personal

Target: You

Duration: 1 round/level (D)

Your hand turns jet black and seems to flicker as tiny wisps of shadow constantly leak from between your fingers and disappear.

For the duration of this mystery, you can, as a standard action, make a special attack against any foe within medium range (100 ft. + 10 ft./level).

You must have line of sight to the target.

You can make any one of the following special attacks: bull rush, disarm, or trip.

For purposes of adjudicating these attacks, make your touch attack as normal, if one is necessary.

When actually resolving the opposed roll, however, substitute your caster level for your base attack bonus and either your Intelligence or Charisma modifier (your choice) for your Strength.

Because the attack is made at a distance, it does not draw an attack of opportunity that such an attack would draw under normal circumstances, nor can your foe attempt to perform the same maneuver on you in turn, even if such is normally allowed.

INITIATE

DEADLY SHADE

Initiate, Darkened Alleys

Level/School: 6th/Necromancy [darkness]

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

Area: 30-ft.-radius emanation

Duration: 1 round/level (D)

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

Tendrils of darkness flow from the ground like smoke, filling the area with writhing, shifting darkness.

A cold draft washes over your soul even as the tendrils rise.

The area of *deadly shade* is filled with shadowy illumination, as per *darkness* (PH 216).

In addition, each time you invoke this mystery, decide if you wish the spell to deal or absorb damage.

If you choose to deal damage, anyone within the area who suffers hit point damage from any source must make a Fortitude save.

Failure indicates that the subject gains a negative level. Success prevents the negative level, but if the individual is damaged again within the area, he must attempt a new save. These negative levels fade in 1 hour per caster level, and they never cause permanent level loss.

If you choose instead to have the *deadly shade* absorb damage, all creatures within the area gain DR 4/– and energy resistance 4 against all energy types.

(This stacks with other forms of resistance or other sources that grant DR X/–).

FEARFUL GLOOM

Initiate, Darkened Alleys

Level/School: 4th/Necromancy [Darkness, Fear, Mind-Affecting]

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

Area: 30-ft.-radius emanation

Duration: 1 round/level (D)

Saving Throw: Will partial; see text

Spell Resistance: Yes

Plumes of blackness swiftly fill the air like a viscous fog.

The shifting of shadow and mists just barely suggests the presence of screaming faces and indescribable horrors lurking in the dark.

The area of *fearful gloom* is filled with shadowy illumination, as per *darkness* (PH 216).

All creatures within the area, or who enter it, must attempt a Will save or become frightened; on a successful save, they are shaken instead.

If the creature has fewer than 5 HD, it is panicked on a failed save and frightened on a success.

Creatures within the area must repeat the save each round until they either fail or leave the area.

Once a creature has left the *fearful gloom*, the effects last an additional 2d6 rounds.

SICKENING SHADOW

Initiate, Darkened Alleys

Level/School: 5th/Necromancy [Darkness]

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

Area: 30-ft.-radius emanation

Duration: 1 round/level (D)

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

An oily black smoke rolls out of nowhere, obscuring sight and sound.

It leaves a distasteful residue on everything within, and the scent is one of open sewers and putrefied flesh.

The area of *sickening shadow* is filled with shadowy illumination, as per *darkness* (PH 216).

All creatures within the area, or those who enter it, must attempt a Fortitude save or be nauseated.

Those who succeed are merely sickened.

Creatures within the area must repeat the save each round until they either fail or leave the area.

Once a creature has left the *sickening shadow*, the sickened effect lasts for 2d6 rounds.

Nausea lasts for 1d4 rounds and is then followed by an additional 2d6 rounds of being sickened.

MASTER

BLACK LABYRINTH

Master, Shadowscape

Level/School: 9th/Conjuration (Creation)

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

Area: One-mile-radius spread, centered on a point in space

Duration: 24 hours/2 levels (D)

Saving Throw: Will partial; see text

Spell Resistance: No

The air blackens, the shadows of the alleys lengthen, and the wind shrieks as the Shadow and Material Planes collide.

Black labyrinth causes substantial disorientation within the area it affects.

Direction and distance become impossible to determine, as the world itself bends and twists.

? All attacks have a 50% miss chance.

? Area effects with a source or target within the *black labyrinth* have a 20% chance of improper placement.

If this occurs, the spell is centered 1d4×5 feet in a random direction from where the caster intended.

To determine direction, use the rules for a missed splash weapon (PH 158).

? All Search and Spot checks take a –10 penalty.

? Any movement, from a 5-foot step to a full run and everything between, occurs in a random direction. (Again, use the rules for a missed splash weapon to determine direction).

Reroll any result that places the creature in an "illegal" space (in another creature's area, within a wall, and so on). A random roll that results in a fall off a ledge (or a similar mishap) is allowable.

A successful Will save negates this particular effect, but that save must be repeated for each round of movement.

? Any teleportation effects with a destination inside the *black labyrinth* deposit their passengers 1d%×5 feet from the intended destination.

If this would put them inside a solid object, treat as a mishap as described in the *teleport* spell.

If this would send them outside the mystery's area, roll again.

A teleport effect cast within the *black labyrinth* and intended to transport the subject to a point outside the affected area requires a successful Will save; failure indicates that the subject instead teleports to a random point within the *black labyrinth*.

When within your own *black labyrinth*, you are immune to the last two effects (movement and teleportation), but not the others.

You may attempt to guide your companions through the *labyrinth*; this does not allow them to find their way automatically, but it does grant them a +4 bonus on Will saves to resist those two effects.

GRASPING SHADOWS

Master, Shadowscape

Level/School: 7th/Conjuration (Creation)

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

Area/Target: 20-ft.-radius spread

Duration: 1 round/level

Saving Throw: Will partial

Spell Resistance: See text

Stalks of shadows burst from the ground, as though desperate to escape the bonds of the earth, and immediately flail at everyone nearby.

This mystery creates an area of grasping tendrils that function as the spell *Evard's black tentacles* (PH 228), with one additional hazard: Anyone successfully grappled by a tentacle must attempt a Will save or go blind.

A successful save means the individual is safe from blinding during that particular grapple, but if she escapes and is then regrappled, she must make another saving throw.

The blindness is permanent until magically cured.

MENAGERIE OF DARKNESS

Master, Shadowscape

Level/School: 8th/Transmutation

Range: 30 ft.

Area: 30-ft.-radius emanation centered on you

Duration: 10 minutes/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Nearby animals and vermin abruptly shudder.

Their mouths and eyes gape wide as a torrent of blackness flows into them from the surrounding gloom.

Any animals or vermin within the emanation, or who enter it, must make a Will save or immediately take on the aspects of their shadow selves, temporarily gaining the dark creature template (*Tome of Magic* 158).

You gain control over these animals, as per the spell *dominate animal* (PH 224).

You can command any number of them as a single move action if you are giving them all the same orders.

If you wish to give different commands to different animals or vermin, however, you must spend a move action on *each* order.

MYSTERIES: SPELLS, SPELL-LIKE, AND SUPERNATURAL ABILITIES

Shadowcasters begin weaving their mysteries as spells, then develop them into spell-like abilities, and finally master them as supernatural abilities. These different kinds of effects have some, but not all, characteristics in common.

Spell-Like Abilities: Spell-like abilities are magical and work just like spells (although they are not spells and so have no verbal, somatic, material, focus, or XP components). They do not function in an *antimagic field* and are subject to spell resistance if the spell the ability resembles or duplicates would be subject to spell resistance.

Using a spell-like ability is a standard action unless otherwise noted, and doing so while threatened provokes attacks of opportunity. It is possible to make a Concentration check to use a spell-like ability defensively and avoid provoking an attack of opportunity, just as when casting a spell. A spell-like ability can be disrupted just as a spell can be. Spell-like abilities cannot be used to counterspell, nor can they be counterspelled.

NEW CONDITION: IMMOBILIZED

Several mysteries impose a condition not described in the *Player's Handbook* or the *Dungeon Master's Guide*: immobilized. An immobilized creature can attack and cast spells normally, but it cannot move from the square or squares that it is in. This condition does not prevent a creature from defending itself, nor does it cause a creature to lose its Dexterity bonus to Armor Class. Flying creatures that become immobilized in mid-flight can control their descent so that they do not take falling damage, but they are incapable of moving from their current square as long as the effect ends and automatically descend at a rate of 20 feet per round. Flying creatures with the ability to hover can maintain their initial altitude if they choose.

FUNDAMENTAL

ARROW OF DUSK

Fundamental

Level/School: 1st/Evocation

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

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

A bolt of shadow springs from your hand, draining vitality where it strikes.

You must succeed on a ranged touch attack to deal 2d4 points of nonlethal damage to the target.

At any given time, you may have a total number of Hit Dice of animals and vermin under your control equal to 4 × your caster level.

Menagerie of darkness does not affect animals or vermin with Hit Dice higher than your caster level.

TOME OF MAGIC (3.5)

Supernatural: Supernatural abilities are magical and do not function in an *antimagic field* but are not subject to spell resistance. Supernatural abilities cannot be dispelled or counterspelled, or used to counterspell. Using a supernatural ability is a standard action unless otherwise noted. Supernatural abilities might have a use limit or be usable at will, just like spell-like abilities. However, supernatural abilities do not provoke attacks of opportunity and never require Concentration checks.

The table below expands upon and supersedes Table 8–1 on page 290 of the *Dungeon Master's Guide*. Column A refers to spells, column B to spell-like abilities, and column C to supernatural abilities.

	A	B	C
Can be dispelled	Yes	Yes	No
Affected by <i>antimagic field</i>	Yes	Yes	Yes
Use provokes attacks of opportunity	Yes	Yes	No
Can be counterspelled	Yes	No	No
Requires somatic components	Yes	No	No
Subject to spell resistance	Yes	Yes	No

If you score a critical hit, triple the damage.

BLACK CANDLE

Fundamental

Level/School: 1st/Evocation [Light or Darkness]

Range: Touch

Target: Object touched

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

You draw on extraplanar shadow or banish existing shadows to let in the light.

This mystery functions like the spell *light* or the spell *darkness*.

Only one of these two effects is possible per use, and you must decide which effect is desired when casting.

CAUL OF SHADOW

Fundamental

Level/School: 1st/Abjuration

Range: Personal

Target: You

Duration: 1 minute/level (D)

A shifting, whirling field of semisolid shadows and tiny rifts in the air rises around you.

Caul of shadow faintly darkens your form, but does not provide any bonuses on Hide checks or similar efforts.

You gain a +1 deflection bonus to AC, with an additional +1 for every six caster levels (maximum bonus +4).

LIQUID NIGHT

Fundamental

Level/School: 1st/Conjuration (Creation)

Range: Touch

Effect: A small quantity of ink

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The shadows around your hand seem to weep, leaving a small puddle of dark tears.

You create a quantity of ink great enough for you to write approximately one page of text.

It is not of sufficient quality to scribe spells.

In darkness or shadowy illumination, the ink glows with red or yellow light that has the brightness of a candle.

Water splashed on the ink causes it to wash away and cease glowing, but otherwise the ink continues to glow indefinitely.

MYSTIC REFLECTIONS

Fundamental

Level/School: 0/Divination

Range: Personal

Target: You

Duration: 1 round/level (D)

You peer slightly into the Plane of Shadow and can see the distortion in an object's shadow-self caused by the presence of magic.

This mystery functions like the spell *detect magic*, except as noted above.

You can detect magic up to 30 feet away.

SHADOW HOOD

Fundamental

Level/School: 0/Evocation

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

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: No

Swirling shadows manifest around your foe's head.

Swirling tendrils and bursts of mystic shadow distract the subject.

It takes a -1 penalty on attack rolls and Dexterity-based checks.

SIGHT OBSCURED

Fundamental

Level/School: 0/Illusion (Glamour)

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You cloak the subject and her movements in subtly shifting shadow.

This mystery grants a +5 circumstance bonus on Hide checks, Sleight of Hand checks, and any other checks that involve concealing the subject's actions or gestures.

UMBRAL HAND

Fundamental

Level/School: 1st/Transmutation

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

Target: One unattended object weighing up to 5 lb./level

Duration: 1 round/level (D)

Saving Throw: Will negates (object)

Spell Resistance: No

You point your finger at a distant object, and the shadows seem to grasp and tug at it.

This mystery functions like the spell *mage hand*, except you can manipulate heavier objects and magic items.

Magic items are allowed a saving throw to negate the effect. You need not concentrate on the effect, but you must direct it with your thoughts once each round (a free action), or the effect ends.

WIDENED EYES

Fundamental

Level/School: 1st/Divination

Range: Personal

Target: You

Duration: 10 minutes/level (D)

You cover your eyes with a filter of shadow that channels and enhances incoming light.

You gain low-light vision, enabling you to see twice as far as a human in starlight, moonlight, torchlight, shadowy illumination, and similar conditions of poor illumination.

If you already have low-light vision, these effects stack, enabling you to see four times as far as a human in poor illumination.

APPRENTICE

AFRAID OF THE DARK

Apprentice, Umbral Mind

Level/School: 3rd/Illusion (Mind-Affecting, Shadow)

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

A shadowy image of your foe appears before him and readies out to clutch him before vanishing.

You draw forth a twisted reflection of your foe from the Plane of Shadow.

The image unerringly touches the subject, causing Wisdom damage equal to 1d6 points +1 point per four caster levels (maximum +5).

A Will saving throw halves the Wisdom damage.

BEND PERSPECTIVE

Apprentice, Eyes of Darkness

Level/School: 1st/Divination (Scrying)

Range: Personal

Target: You

Duration: 1 minute/level (D)

You send your vision through shadows and into planar reflections, altering your point of view.

You view the world as though you were standing in a different spot, up to a maximum distance of 25 feet plus 5 feet per two caster levels.

You cannot see through solid objects.

You can, however, look around corners or over barriers, obtain a bird's-eye view of your area, and the like.

Essentially, you shift your perspective as though you were located at any spot in range to which you have line of effect.

You can switch back and forth between your own eyes and your alternate viewpoint as a swift action.

You can move your alternate perspective, as in the spell *arcane eye*.

Its speed is only 10 feet per round, however, and every round of such movement decreases the mystery's duration by 1 minute (if you move the perspective in the last minute of the duration, you gain a few seconds of vision at the new position before the effect expires).

BLACK FIRE

Apprentice, Dark Terrain

Level/School: 2nd/Evocation [Cold]

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

Area: One 5-ft. square/level (S)

Duration: 1 round/level (D)

Saving Throw: Reflex negates; see text

Spell Resistance: Yes

You open a conduit to the Plane of Shadow, drawing its element into the world and igniting a black fire on the ground.

You create a shapeable shadowy curtain of black flame that covers the affected squares.

The fire deals 1d6 points of cold damage per two caster levels to any creature standing in an affected square at the beginning of each of your turns until the effect ends.

In addition, the flame deals damage to any creature entering or passing through an affected square.

Black fire burns only a few feet tall, so a creature can avoid the effect of the mystery by jumping or flying over the area.

CARPET OF SHADOW

Apprentice, Dark Terrain

Level/School: 1st/Conjuration (Creation)

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

Area: One 5-ft. square/level (S)

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

The ground becomes rough and hazardous, the real floor superimposed with irregular terrain of the Plane of Shadow.

You cloak the ground with an uneven and hard to traverse surface.

The terrain becomes difficult, meaning that each 5-foot square within the area costs double to move into.

For instance, each light undergrowth square (normally costing 2 squares of movement to move into) now costs 4 squares of movement to move into.

If you cast this mystery a second time on the same area (or a portion of the same area) while the first casting is still active, the second casting does not worsen the terrain further (although it would extend the duration of the effect on that area).

CLINGING DARKNESS

Apprentice, Dark Terrain

Level/School: 3rd/Conjuration (Creation)

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

Area: 20-ft.-radius emanation (D)

Duration: 1 minute/level

Saving Throw: Reflex negates; see text

Spell Resistance: Yes

Shadow oozes out of the floors, the walls, even the air, filling the area with wisps of writhing blackness.

Creatures within the area become coated in these clinging shadows.

Any creature within the area affected by this mystery, or that enters the area on its turn, must make a Reflex save or become immobilized (see page 140).

Each round on its turn, an immobilized subject can attempt a new saving throw to end the condition.

Because of the subject's condition, this save is a full-round action (but does not provoke attacks of opportunity).

If an immobilized subject succeeds on its save, it still needs to save again at the start of its next turn in order to avoid succumbing to the darkness again.

CONGRESS OF SHADOWS

Apprentice, Ebon Whispers

Level/School: 2nd/Divination [Mind-Affecting]

Range: 1 mile/level

Target: One living creature whose exact location is known to you, or one living creature you know well whose approximate location (within 100 ft.) is known to you

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You look toward your shadow and speak a few words knowing that some distance away, a subject hears them and might reply.

You speak, and your words appear in the mind of a distant creature.

The message can consist of up to five words, plus one additional word per caster level.

It cannot deliver command words for magic items, or in any other respect function as anything but normal speech. If the subject is where you believe it to be, the message is delivered.

The subject recognizes the identity of the sender of the message if it knows you.

The creature can then reply, using the same number of words that you used.

The message cannot cross planar boundaries.

DANCING SHADOWS

Apprentice, Shutters and Clouds

Level/School: 3rd/Illusion (Glamer)

Range: Touch

Target: One creature/5 levels

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You draw the shadows around yourself or other subjects, where they waver and shift, partially obscuring form.

You grant subjects concealment.

If you cast this mystery on a single subject, the shadows are thicker, and the subject gains total concealment. The spell *see invisibility* and the mystery *piercing sight* do not negate these miss chances, but the spell *true seeing* and the mystery *truth revealed* do.

DUSK AND DAWN

Apprentice, Shutters and Clouds

Level/School: 1st/Evocation

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

Area: 20-ft.-radius emanation centered on a point in space

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

By drawing shade from the Plane of Shadow, or banishing the shadows back to it, you control the level of illumination in the area.

You make a dark area lighter or a light area darker, blanketing the affected area in shadowy illumination. Creatures with darkvision can see through this area normally.

FLESH FAILS

Apprentice, Touch of Twilight

Level/School: 2nd/Necromancy

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You open your enemy to the darkness, trading his physical attributes for weaker abilities belonging to creatures of shadow. You deal either 4 points of Strength damage, 4 points of Dexterity damage, or 2 points of Constitution damage to the subject; you choose which kind of ability damage when you cast the mystery.

FLICKER

Apprentice, Ebon Whispers

Level/School: 3rd/Conjuration (Teleportation)

Range: Personal

Target: You

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You flash through the conduits and pathways of the Plane of Shadow, manifesting in multiple locations in the real world. Once per round, as an immediate action, you can instantly transfer yourself from your current location to any other spot within a distance of 5 feet per two caster levels. You always arrive at exactly the spot desired—just as with the spell *dimension door*. If you cast *flicker* in response to an attack against you, the strike has a 50% miss chance.

KILLING SHADOWS

Apprentice, Eyes of Darkness

Level/School: 3rd/Transmutation

Range: 30 ft.

Effect: Cone

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

Your eyes turn black and shoot forth a shadowy cone of punishment.

Creatures within a cone of killing shadows take 1d8 points of damage per caster level (maximum 10d8), or half that amount on a successful Will save.

LIFE FADES

Apprentice, Touch of Twilight

Level/School: 1st/Necromancy

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

A wave of darkness washes over the subject, sapping his energy in the Plane of Shadow.

Your touch deals 1d6 points of nonlethal damage per caster level (maximum 5d6) and causes the subject to become fatigued for 1 round per caster level (a Fortitude save negates the fatigue).

This mystery does not stack with itself, so creature fatigued by one casting does not become exhausted by a second casting.

MESMERIZING SHADE

Apprentice, Umbral Mind

Level/School: 1st/Enchantment (Compulsion) [Mind-Affecting]

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

Target: One living creature

Duration: 1 round

Saving Throw: Will partial

Spell Resistance: Yes

Shadows flicker before the eyes and in the mind of the subject creature, which suddenly seems to be disoriented.

Shadow flickers around the subject, distracting and dazing him.

The subject can avoid the daze effect with a successful Will saving throw, but still takes a -1 penalty on attack rolls, checks, and saves.

PIERCING SIGHT

Apprentice, Eyes of Darkness

Level/School: 2nd/Divination

Range: Personal

Target: You

Duration: 1 minute/level (D)

You view the shadow reflection of the world around you, allowing you to penetrate darkness and mystical obstructions.

You can see invisible and ethereal creatures and objects as with the *see invisibility* spell.

In addition, you gain darkvision out to 60 feet.

SHADOW SKIN

Apprentice, Shutters and Clouds

Level/School: 2nd/Abjuration

Range: Personal

Target: You

Duration: 1 round or less; see text

Semisolid shadows rise up and serve as protectors, flickering around you and absorbing some of the damage you might otherwise have taken.

You can cast this mystery as an immediate action.

You gain damage reduction according to your caster level (see table below).

This DR lasts until the beginning of your next turn.

Caster Level	DR
Up to 4th	5/magic
5th–9th	10/magic
10th–14th	10/silver
15th–19th	15/silver
20th	15/—

SHARP SHADOWS

Apprentice, Cloak of Shadows

Level/School: 3rd/Abjuration

Range: Personal

Target: You

Duration: 1 minute/level (D)

You cloak yourself in sharp spikes of darkness.

Although they are weightless and do nothing to impede you, your foes soon discover that they're not so lucky.

A creature striking you with, its body or a handheld weapon takes 1d6 points of damage +1 point per caster level (maximum +15).

A creature wielding a reach weapon, such as a long spear, is not subject to this damage if it attacks you.

If the attacker has spell resistance, it applies to this effect (unless you used the mystery as a supernatural ability).

Damage from sharp shadows is not considered magical for the purpose of overcoming damage reduction, and the effect is not considered a weapon for the purpose of spells such as *align weapon* or *magic weapon*.

SIGHT ECLIPSED

Apprentice, Cloak of Shadows

Level/School: 2nd/Illusion (Glamer)

Range: Personal

Target: You

Duration: 1 round/level (D)

You cloak yourself in shadow and shift the light that would reveal you into the Plane of Shadow.

While this mystery is in effect, you can attempt Hide checks even while being observed, just as if you had cover or concealment for the purpose of this determination.

STEEL SHADOWS

Apprentice, Cloak of Shadows

Level/School: 1st/Abjuration

Range: Personal

Target: You

Duration: 10 minutes/level (D)

Darkness coalesces about your body, forming a shadow-shape armor and another that looks like a shield.

Although they are weightless as the air, you know they'll protect you as well as if they were made of steel.

Steel shadows grants you a +3 armor bonus and a +3 shield bonus to AC, but without weight, armor check penalty, arcane spell failure chance, or speed reduction.

The effect is not a force effect, and attacks from incorporeal creatures ignore it.

THOUGHTS OF SHADOW

Apprentice, Umbral Mind

Level/School: 2nd/Transmutation

Range: Touch

Target: Creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You open the subject's mind to shadow, and the new perceptions it offers.

You grant the subject a +4 enhancement bonus to Intelligence, Wisdom, or Charisma.

You decide which ability you are enhancing when you cast the mystery, and you may not later alter your choice.

UMBRAL TOUCH

Apprentice, Touch of Twilight

Level/School: 3rd/Conjuration

Range: Touch

Target: Creature or creatures touched

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

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

Darkness surrounds your hand, turning it into a deadly weapon.

Umbral touch infuses one of your hands with dark, shadowy energy, allowing you to make debilitating melee touch attacks.

A successful strike deals 5d6 points of damage to a target, which must succeed on a Fortitude saving throw or also be slowed.

While this mystery is active, you threaten an area as if you were armed and can make attacks of opportunity with your umbral touch.

This mystery completely occupies one of your hands, as if you were holding an object in that hand.

If you have another open hand, you can cast other mysteries or spells normally, even those with a range of touch, but you cannot deliver another touch mystery or touch spell and make an attack with umbral touch in the same round.

This effect normally lasts for 1 minute per level, but each successful touch attack shortens the duration by 1 minute (allowing you to make one successful attack per level before the effect is discharged).

VOICE OF SHADOW

Apprentice, Ebon Whispers

Level/School: 1st/Enchantment (Compulsion)

[Language-Dependent, Mind-Affecting] or Necromancy; see text

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

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

By speaking via a conduit through the Plane of Shadow, you deliver a commanding message.

This mystery functions like the spell *command*.

A second function is a necromancy effect.

Undead and constructs that fail their saving throws against this effect are dazed for 1 round.

You can only use one version of this mystery in a single casting.

INITIATE

AURA OF SHADE

Initiate, Elemental Shadows

Level/School: 4th/Abjuration [Cold]

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The environment grows immediately more comfortable as you surround yourself with an aura of protective shadow.

You protect the subject from low temperatures and cold energy with a thin layer of that energy's shadowy reflection.

This grants the subject immunity to normal extremes of temperature and absorbs cold damage from attacks and effects.

When an *aura of shade* absorbs a total of 12 points of cold damage per caster level (maximum 120), it expires.

For as long as the *aura* is active, the subject's weapon or natural weapon melee attacks deal an extra 1d6 points of cold damage.

BOLSTER

Initiate, Body and Soul

Level/School: 4th/Transmutation

Range: Touch

Target: Creature touched

Duration: 10 minutes/level or until discharged (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

By linking the creature touched and the Plane of Shadow, you temporarily trade some of its traits for more potent ones belonging to creatures of that shady realm.

You grant the subject 5 temporary hit points for each of its Hit Dice (maximum 75).

For the duration of the effect, the subject's shadow grows larger than normal, and its movements are very slightly uncoordinated with those of the subject.

An observer can notice this characteristic by making a DC 20 Spot check.

CURTAIN OF SHADOWS

Initiate, Veil of Shadows

Level/School: 5th/Transmutation

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

Effect: Shadowy wall whose area is up to one 10-ft. square/level (S)

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

You create a wall of frigid shadow that blocks vision and wracks all who pass through it with cold.

You create a wall of shadow that completely blocks line of sight.

Any creature passing through the wall takes 1d6 points of cold damage per caster level (maximum 15d6).

DARK AIR OR WATER

Initiate, Elemental Shadows

Level/School: 5th/Transmutation [Air or Water]

Reaching out with your mind to the darkness attached to your soul, you infuse nature with shadow and compel it to do your will. This mystery functions like the spell *control water* or *control winds*.

You decide which version to use at the time of casting.

ECHO SPELL

Initiate, Black Magic

Level/School: 5th/Universal

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

Effect: Repeat a previously cast spell or mystery

Duration: See text

Saving Throw: See text

Spell Resistance: See text

Even as you recoil from your enemy's spell, you reach into the Plane of Shadow and draw forth the spiritual reflection of that spell.

With a grin, you manifest it in the physical world and hurl it back at him.

You can "echo" a mystery or spell cast by anyone other than yourself, causing it to remanifest under your control.

Both the caster and the effect must have been within *echo spell's* range, and the entire casting must have occurred in the previous round.

You choose the mystery or spell's target, and make any other choices involved in casting it.

You cast the mystery or spell using your mystery user level (use your Cha modifier to determine the mystery or spell's DC; its duration, saves, and the like are as normal for that spell).

You cannot echo a mystery or spell of a higher level than the highest-level mystery you can cast, and you can never echo a mystery or a spell of higher than 4th level.

FEIGN LIFE

Initiate, Dark Reflections

Level/School: 5th/Transmutation

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

Target: One Small object per caster level; see text

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

You infuse one or more small objects with shadowstuff, causing them to animate at your command.

This mystery functions like the spell *animate objects*, but the items grow dark and warped, becoming more sharp-edged and appearing slightly worn or decayed for the duration of the effect.

In addition, objects animated by this mystery benefit from concealment.

FLOOD OF SHADOW

Initiate, Black Magic

Level/School: 6th/Abjuration

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

Area: 20-ft.-radius spread

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: See text

You inundate the area with strange energies from the Plane of Shadow, warping the effects of magic.

A flood of mystical shadow-power renders casting more difficult.

To cast most spells while in, or into, an area affected by *flood of shadow*, the caster must succeed on a Spellcraft check (DC 15 + spell level), or the spell is lost with no effect.

Mysteries or any spells of the shadow subschool can be cast within or into the affected area without making the Spellcraft check.

In addition, if a mystery or a spell of the shadow subschool originates in an area affected by *flood of shadow*, its variable numerical effect is increased by 50% (as if it was empowered), although its level does not increase.

LANGUOR

Initiate, Body and Soul

Level/School: 5th/Enchantment (Compulsion)

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

Target: One creature or one creature/level, no two of which are more than 30 ft. apart; see text

Duration: 1 round/2 levels (D)

Saving Throw: Will negates

Spell Resistance: Yes

You channel shadowstuff into the subject's shadow, literally weighing him down under its weight.

Languor functions like either the spell *slow* or the spell *hold monster*.

You choose which version you want before the effect begins.

If you choose *hold monster*, the mystery can affect only one subject.

PASS INTO SHADOW

Initiate, Ebon Roads

Level/School: 5th/Conjuration (Teleportation)

Range: Touch

Effect: Creature touched, or up to eight willing creatures joining hands

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You break down the boundaries between worlds, opening a path into the Plane of Shadow.

This mystery functions like the spell *plane shift*, except that your destination or origination must be the Plane of Shadow.

SHADOW EVOCATION

Initiate, Dark Reflections

Level/School: 4th/Illusion (Shadow)

This mystery functions like the spell *shadow evocation*, except as noted above.

In addition, this mystery can mimic an evocation spell of lower than 5th level (rather than 6th).

SHADOW EVOCATION, GREATER

Initiate, Dark Reflections

Level/School: 6th/illusion (Shadow)

This mystery functions like the spell *greater shadow evocation*, except as noted above.

In addition, this mystery can mimic an evocation spell of lower than 7th level (rather than 8th).

SHADOW INVESTITURE

Initiate, Body and Soul

Level/School: 6th/Transmutation

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

Target: One creature

Duration: 1 round/level(D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

You draw the subject's shadow to you and sculpt it into a new shape.

The subject warps even as its shadow does.

You infuse the subject with the power contained in its own shadow.

This grants the creature resistance to cold 15, the evasion ability, and the ability to see in darkness (even magical darkness such as that created by the spell *deeper darkness*).

SHADOW STORM

Initiate, Elemental Shadows

Level/School: 6th/Evocation [Electricity, Cold]

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

Targets: One primary target, plus one secondary target/level (each of which must be within 30 ft. of the primary target)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

From a sudden rift into the Plane of Shadow, a cold wind begins to blow.

Torrents of shadow arc out, draining the life from nearby creatures.

This mystery creates a blast of electricity and cold energy, much like some of the most fearsome weather found on the Plane of Shadow.

The storm strikes one target initially, then arcs to other targets.

The storm deals 1d6 points of damage per caster level (maximum 20d6).

Half of this damage is electricity damage, and the other half is cold damage.

After it strikes, the Storm arcs (like the spell *chain lightning*) to a number of secondary targets equal to your caster level (maximum twenty).

The secondary arcs each strike one target and deal half as much damage as the primary one did (round down).

SHADOW VISION

Initiate, Veil of Shadows

Level/School: 4th/Transmutation

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

Target: One creature with an Intelligence of 3 or higher

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

The subject's vision overlaps the Plane of Shadow, causing him to see flickering images, areas of darkness, and other visual discrepancies with the material world.

You impede the subject's vision and its ability to determine what's happening around it.

The subject takes a -4 penalty on attack rolls, saves, ability checks, and skill checks.

In addition, you have total concealment with respect to the subject (miss chance applies during each round of the duration).

SHADOWS FADE

Initiate, Unbinding Shade

Level/School: 4th/Abjuration

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

Target: One creature or object; or 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You reach into shadow and draw forth the reflection of active magic, merging it with that magic and causing them to cancel each other.

This mystery functions like the spell *dispel magic*.

SHADOWS FADE, GREATER

Initiate, Unbinding Shade

Level/School: 6th/Abjuration

This more potent version of the mystery *shadows fade* functions like the spell *greater dispel magic*.

STEP INTO SHADOW

Initiate, Ebon Roads

Level/School: 4th/Conjuration (Teleportation)

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

Target: You and touched objects or other touched willing creatures

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Spell Resistance: No and Yes (object)

You transport yourself through the Plane of Shadow to any spot within range.

Your shadow stretches out from you until it reaches your chosen destination, passing through solid objects and moving independently of the ambient light.

You appear to fall into your shadow at one end, and rise from it at the other.

This mystery functions like the spell *dimension door*.

UNRAVEL DWEOMER

Initiate, Unbinding Shade

Level/School: 4th/Abjuration

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

Target: Up to one creature/level within 30 ft. of each other

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

You open a conduit to the Plane Shadow, leaching out the energy maintaining an ongoing magical effect.

This mystery functions like the spell *break enchantment*.

UNVEIL

Initiate, Veil of Shadows

Level/School: 6th/Divination

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Reaching into the shadow of the creature, you grasp the shadows of the deleterious things that affect it and tear them away.

This mystery immediately ends any of the following adverse conditions: ability damage, blinded, *confused*, dazed, dazzled, deafened, diseased, exhausted, fatigued, immobilized, insanity, nauseated, sickened, stunned, and poisoned.

In addition, it negates the effects of the mysteries *mesmerizing shade*, *shadow hood*, and *shadow between*, and cancels curses as the spell *remove curse*.

VOYAGE INTO SHADOW

Initiate, Ebon Roads

Level/School: 6th/Illusion (Shadow)

Range: Touch

Targets: Up to one touched creature/level

Duration: 1 hour/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

You and other creatures you touch enter the Plane of Shadow for a brief span, using it as a means of crossing great distances on the Material Plane.

This mystery functions like the spell *shadow walk*, except as noted here.

Your movement rate on the Plane of Shadow is double that described by the spell.

Further, upon reaching your destination, you can attempt a DC 30 Knowledge (the planes) check; success indicates that you appear exactly where you wish, rather than being shunted to a nearby space as per the spell.

You need not leave the Plane of Shadow once you enter it, and this mystery can be used on the Plane of Shadow to travel rapidly.

WARP SPELL

Initiate, Black Magic

Level/School: 4th/Abjuration

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

Target: A spell or mystery cast by someone else

Duration: Instantaneous

Saving Throw: Will negates; see text

Spell Resistance: No

You reach out with shadowy energies, banishing your foe's spell or mystery into the Plane of Shadow while replacing it with its dark reflection.

You can cast this mystery as an immediate action to warp another caster's spell or mystery.

In this case, *warp spell* must be used at the moment of the other caster's casting.

To be successful, you must beat the other caster on an opposed caster level check (1d20 + caster level).

If you do not, you have failed to take control of his spell or mystery, and it manifests normally.

If you succeed on the opposed check, the other caster's mystery or spell is countered, as if you had used the counterspell action successfully, and you gain one additional use of an apprentice-path mystery that you know.

You can keep this additional use until a later turn (requiring a standard action to activate), but it must be used within 1 hour or it is lost.

You can also combine the activation of the additional spell or mystery with the immediate action required for the *warp spell* mystery itself, allowing you to cast the apprentice-path mystery out of turn.

MASTER

ARMY OF SHADOW

Master, Shadow Calling

Level/School: 9th/Conjuration (Summoning)

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

Effect: One or more summoned creatures, no two of which are more than 30 ft. apart

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

Reality seems to tear open, revealing a dark rift.

From the blackness, a shadow elemental emerges.

The first of many, it is ready to serve.

This mystery functions like the spell *summon monster I*, except as noted here.

You can summon one elder, two greater, four Huge, or eight Large shadow elementals.

CONSUME ESSENCE

Master, Ebon Walls

Level/School: 9th/Necromancy [Death]

Range: Touch

Target: One living creature

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

Saving Throw: Will negates

Spell Resistance: Yes

You reach out and peel the subject's shadow away, then wrap inside your own.

The target of this horrid mystery must succeed on a Will saving throw or die.

If the creature succumbs to the mystery and dies, it immediately returns to life, gains the dark creature template, and is under your control.

The creature remains in this state for 1 round per level, and then dies again.

DARK SOUL

Master, Heart and Soul

Level/School: 7th/Enchantment (Compulsion) [Mind-Affecting]

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: Will negates; see text

Spell Resistance: Yes; see text

You open the subject's mind to the Plane of Shadow, altering its personality.

You turn the dark energies from the Plane of Shadow upon another creature, compelling it to act in ways that it normally would not.

While this effect is active, you can use a standard action to focus the shadow energies on one living creature within 30 feet that you select.

The creature must succeed on a Will saving throw (DC 17 + your Cha modifier) or immediately make a melee attack against one target within its reach.

EPHEMERAL IMAGE

Master, Dark Metamorphosis

Level/School: 7th/Illusion (Shadow)

Effect: One shadow duplicate

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

You detach your own shadow and animate it with extraplanar energies, creating a dark-hued, hazy duplicate of yourself.

This mystery functions like the spell *project image*, except as noted above.

In addition, the image that you project has concealment unless it is in direct sunlight or within the area of a *daylight* spell.

EPHEMERAL STORM

Master, Breath of Twilight

Level/School: 9th/Evocation

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

Target: One living creature/2 levels, no two of which are more than 20 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

The air explodes with shadowy tendrils that slice like blades.

Targets of ephemeral storm must make a Fortitude save or die.

Those who succeed take 5d6 points of damage.

FAR SIGHT

Master, Eyes of the Night Sky

Level/School: 8th/Divination (Scrying)

Range: See text

Effect: Magical sensor

Duration: 1 minute/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

You alter your perceptions to see through any shadow, anywhere.

Far sight is similar to the spell *greater scrying*, with the modifications described here.

This mystery allows you to see the subject's true essence, as with the *truth revealed* mystery.

FLESH FAILS, GREATER

Master, Breath of Twilight

Level/School: 5th/Necromancy

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

Target: One living creature/level in a 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Your foes suddenly find their bodies infused with shadowstuff weakening them greatly.

This mystery functions like the mystery *flesh fails*, except that you can affect multiple subjects, and you deal either 6 points of Strength damage, 6 points of Dexterity damage, or 4 points of Constitution damage.

You must deal the same kind of ability damage to all subjects.

LIFE FADES, GREATER

Master, Breath of Twilight

Level/School: 7th/Necromancy

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

Target: One living creature/level in a 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

Draining shadows erupt around your foes, funneling their essence and energy into the Plane of Shadow.

Your touch deals 1d6 points of nonlethal damage per caster level (maximum 20d6) and causes the subject to become exhausted for 1 round per caster level (a Fortitude save reduces the damage by half and decreases the exhaustion to fatigue).

This mystery does not stack with itself, so a creature fatigued by saving against one casting does not become exhausted by saving against a second casting.

PRISON OF NIGHT

Master, Ebon Walls

Level/School: 7th/Conjuration (Creation)

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

Target: One Huge or smaller creature

Duration: 1 round/level (D)

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

You solidify extraplanar shadow, creating a solid prison of darkness.

This mystery immobilizes the subject in a prison of shadowstuff.

This prison blocks both line of effect and line of sight to the creature inside it, and is impenetrable from the outside.

The creature inside the prison takes 1d6 points of cold damage at the beginning of each round that it remains inside the prison.

Once each round as a standard action, a creature caught in the prison can attempt a Fortitude saving throw against the spell's original DC to break out of the prison.

Success means that the creature can move out of the prison, and it fades to nothingness.

Failure means that the creature takes 1d4 points of Constitution damage and remains trapped.

REFLECTIONS OF THINGS TO COME

Master, Eyes of the Night Sky

Level/School: 9th/Divination

Range: Personal

Target: You

Duration: 10 minutes/level or until discharged

Using the greatest of magic, you peer through the Plane of Shadow back into the Material Plane, and view shadows and reflections of events that have not yet happened.

This mystery grants you knowledge of what will occur (or at least what is likely to occur), granting you several benefits.

You gain the uncanny dodge ability, a +10 insight bonus on initiative checks (you always get to act in a surprise round), and a +4 insight bonus to Armor Class.

In addition, you can discharge the energy of this mystery as an immediate action to cause an attack to miss you that would otherwise have been successful.

You can declare that you are using this ability alter the result of the attack roll is known, but you must do so before damage is determined.

Using this ability discharges and ends the mystery.

You can also discharge the energy of this mystery as an immediate action to immediately reroll one failed saving throw.

Using this ability discharges and ends the mystery.

SHADOW PLAGUE

Master, Shadow Calling

Level/School: 8th/Conjuration (Creation) [Cold]

This mystery functions like the spell *incendiary cloud*, except that it deals cold damage rather than fire damage.

SHADOW SURGE

Master, Heart and Soul

Level/School: 9th/Enchantment (Compulsion) [Mind-Affecting]

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

Target: Up to one living creature/level, no two of which are more than 30 ft. apart

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

You send the nearby souls plummeting into darkness, leaving their bodies empty vessels that follow your will.

This mystery functions like the spell *dominate monster*, except as noted above.

SHADOW TIME

Master, Dark Metamorphosis

Level/School: 9th/Transmutation

Duration: 1d4+4 rounds (apparent time); see text for time stop

This mystery functions like the spell *time stop*, except as noted above.

SOUL PUPPET

Master, Heart and Soul

Level/School: 8th/Enchantment (Compulsion) [Mind-Affecting]

Range: Touch

Target: One living creature touched

Duration: 1 day/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Tendrils of shadow creep from your fingers, through, the Plane of Shadow, and into the soul of the subject by way of its own shadow. You now control the creature's actions as if it were a puppet.

The control granted by *soul puppet* follows the same mechanics as the spell *dominate monster*.

Anyone observing the subject with, the spell *true seeing*, the mystery *truth revealed*, or a similar ability sees tendrils of darkness extending a few feet from the subject before fading into nothingness.

Similarly, anyone observing you while using similar abilities notices tendrils extending from your fingers, also fading into nothing.

SUMMON UMBRAL SERVANT

Master, Shadow Calling

Level/School: 7th/Conjuration (Summoning)

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

Effect: One summoned creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

You summon a creature of shadow to serve you, calling it through the barriers between worlds.

This mystery functions like the spell *summon monster I*, except as noted here.

You can summon one Huge, two Large, or four Medium or smaller shadow elementals.

TOMB OF NIGHT

Master, Ebon Walls

Level/School: 8th/Conjuration (Creation)

You temporarily banish your foe to the depths of shadow.

This mystery functions like the mystery *prison of night*, except that instead of taking Constitution damage upon failing a Fortitude saving throw to escape the prison, the creature gains one negative level.

In addition, *tomb of night* deals 3d6 points of cold damage per round.

TRUTH REVEALED

Master, Eyes of the Night Sky

Level/School: 7th/Divination

Range: Personal

Target: You

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

By focusing on the spiritual shadow of the world, you can see hidden truths.

At its most basic, this mystery functions like the spell *true seeing*.

You can also, by concentrating on a particular creature or object for 1 minute or more, gain additional information on that subject.

However, because of the distortion between worlds and the twisting effect of shadows, any additional information gained in this manner might be false or misleading.

Effect	Rounds Studied
Detect chaos	1
Detect evil	1
Detect good	1
Detect law	1
Detect magic	1
Detect thoughts	1
Determine subject's recent actions ¹	3
Discern lies	1
Learn subject's greatest fear	2
Learn subject's greatest love	2
Learn subject's name	2

¹ See what the subject did a number of minutes into the past equal to your caster level.

The table below indicates what other mystical effects can be duplicated with *truth revealed*.

Concentrating on a specific target requires a substantial amount of time, during which you can only take move actions, and cannot focus on any other target.

At the end of this period, the target makes a saving throw against the DC of *truth revealed* to resist the detection effect. Spell resistance applies to this further detection effect as well.

You may not attempt any one effect on the same target more than once per use of *truth revealed*.

Remember that these effects are in addition to the basic knowledge granted by *true seeing*, which occurs instantly and reliably.

UMBRAL BODY

Master, Dark Metamorphosis

Level/School: 8th/Transmutation

Range: Personal

Target: You

Duration: 1 round/level (D)

You become a being of shadow, rather than one of substance.

You gain the incorporeal subtype (see page 164) and all advantages and traits associated with it.

POWERS

NEGATIVE LEVELS

Many stygian powers described in this book deal with negative levels. A quick primer on negative levels follows.

Each negative level gives a creature a -1 penalty on attack rolls, saving throws, skill checks, and ability checks; deals 5 points of damage; and gives a -1 penalty to effective level (for determining the duration, DC, and other details of powers or special abilities). Additionally, a psionic manifester loses a number of power points equal to his original manifester level.

CLAIRSENTIENCE

ANALYZE DWEOMER, PSIONIC

Clairsentience

Level: Magic 6

Display: Visual

Manifesting Time: 1 standard action

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

Target: One object or creature

Duration: 1 round

Saving Throw: None or Will negates; see text for *analyze dweomer*

Power Resistance: No

Power Points: 11

You indicate the object, and with a bright flash of light, you understand it.

As *analyze dweomer* (PH 197), except as noted here.

DISCERN LIES, PSIONIC

Clairsentience

Level: Justice 4

Display: Visual

Manifesting Time: 1 standard action

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

Targets: One creature/level, no two of which can be more than 30 ft. apart

Duration: Concentration, up to 1 round/level

Saving Throw: Will negates

Power Resistance: No

Power Points: 7

A thin blue and gold strand connects your forehead with that of your target.

As *discern lies* (PH 221), except as noted here.

ETHEREAL AGENT

Clairsentience

Level: Lurk 5, psion/wilder 5

Display: Visual

Manifesting Time: 10 minutes

Range: Unlimited

Effect: Psionic sensor

Duration: Concentration + 5 rounds, up to 10 min./level (D)

COMPLETE PSIONIC (3.5)

Negative levels stack. Power point losses for each subsequent stacked negative level are calculated from the effective (lowered) level each time.

Furthermore, a spellcaster loses one spell or spell slot from the highest spell level available to him. If two or more spells fit this criterion, the caster decides which one becomes inaccessible. The lost spell becomes available again as soon as the negative level is removed, providing the caster would be capable of using it at that time.

Saving Throw: None

Power Resistance: No

Power Points: 9

The vague outline of a hulking shape shimmers into view before disappearing onto the Ethereal Plane.

You create an ethereal psionic sensor, vaguely humanoid and ominous in stature, that relays visual information.

You can summon an *ethereal agent* at any point you can see. It then immediately re-forms on the Ethereal Plane and can travel beyond your line of sight without hindrance.

Even while outside your line of sight on the Ethereal Plane, it explores according to your mental directions.

The agent travels at 40 feet per round (400 feet per minute) if viewing an area ahead as a human would (primarily looking at the floor) or 10 feet per round (100 feet per minute) if examining the ceiling and walls as well as the floor ahead.

The agent travels in any direction as long as the power lasts. You must concentrate to use an *ethereal agent*.

If you do not concentrate, the agent stands inert.

Once your concentration lapses, the power ends after 5 rounds unless you renew your concentration.

An *ethereal agent* can pass through solid objects, but it can never leave the Ethereal Plane.

It can be seen and attacked by anything that can see and attack an ethereal creature.

It has an Armor Class equal to 14 + your Dexterity modifier and can take 10 points of damage before being destroyed.

An *ethereal agent* can see normally but also has darkvision out to 60 feet and blindsense out to 30 feet.

It uses its own senses to view its surroundings.

Because the agent resides on the Ethereal Plane, the perception of the corporeal world it relays to you is somewhat blurred; you can make Spot and Search checks through the ethereal agent while maintaining your concentration on it, but those checks carry a -2 penalty.

MOMENT OF INSIGHT

Clairsentience

Level: Lurk 2, psychic warrior 2

Display: Visual

Manifesting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Power Points: 3

A faint glow illuminates the hollows of your eyes, giving you clarity of vision sufficient to fully detect concealed foes. For the duration of this power, you can ignore the effects of concealment, but not *invisibility*, enjoyed by any creature within 30 feet.

Whatever effect is creating concealment—such as fog, shadow, or absolute darkness—you can see through it to your target for just one moment.

Augment: For every 2 additional power points you spend, you can increase the duration of this power by 1 round.

PERFECT ARCHERY

Clairsentience

Level: Psychic warrior 2

Display: Mental

Manifesting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Power Points: 3

Your swift thought protects you from retaliation as you fire your ranged weapon amid the chaos of battle.

While this power is manifested, you do not provoke attacks of opportunity for firing ranged weapons.

Augment: For every additional power point you spend, you can increase this power's duration by 1 round.

PERFECT RIPOSTE

Clairsentience

Level: Justice 6, psychic warrior 5

Display: Visual

Manifesting Time: 1 standard action

Range: Touch

Target: Melee weapon touched; see text

Duration: 1 round/level

Saving Throw: None (object, harmless)

Power Resistance: No (object, harmless)

Power Points: 11

You take on an ominous glow.

You form a perfect bond with your melee weapon.

Once per round, as long as you hold the weapon with which you have bonded, you can make an attack of opportunity against any creature that attacks you with a melee weapon or natural attack and misses, provided that the attacking creature is within your threatened area. You must be holding a melee weapon in your hand when you manifest this power.

Augment: If you spend 6 additional power points, you can manifest this power as a swift action.

PROTECTION FROM PSIONICS

Clairsentience

Level: Guardian 5

Display: Mental

Manifesting Time: 1 standard action

Range: Touch

Target: One creature

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 9

You grant a creature great insight into its surroundings, enabling it to better avoid harmful psionic manifestations.

The subject gains a +3 insight bonus on saving throws against powers and psi-like abilities (but not against supernatural and extraordinary abilities).

Augment: For every 3 additional power points you spend, you increase the bonus by 1.

PSYCHOMETRY

Clairsentience

Level: Knowledge 6, psion/wilder 6

Display: Visual

Manifesting Time: 1 minute

Range: 10 ft.

Area: 10-ft-radius emanation, centered on you

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

Saving Throw: None

Power Resistance: No

Power Points: 11

Beneath the scrutiny of your measuring eye, images of the past stream across the wavering landscape.

You can see images of creatures that have come into the area in the recent past.

Upon manifesting this power in a given area, you can see all that has happened in the recent past.

You get a general feel for who has been present at the location and what they were doing there.

You might be able to tell when the creatures in question left the area and how long they had been there before departing, determine a rough estimate of their numbers, and discern strong emanations of chaos, evil, good, or law. The amount of information revealed depends on how long you study the location in question.

1st Minute: The number of creatures to last pass through the area (group or individual).

2nd Minute: The type of creatures to pass through the area.

3rd Minute: The length of time the creatures were in the area (up to the duration studied).

4th Minute: The general alignment of the creatures that were in the area.

5th Minute: What direction the creatures came from to get to the area.

6th Minute: What the creatures did while they were in the area.

7th Minute: What direction the creatures went when they left the area.

8th+ Minute: The next-to-last group of creatures in the area (repeat cycle with each previous group of creatures until concentration fails or duration elapses).

Creatures enjoying the benefit of *mind blank* or *cloud mind* (or similar effects) are not detected by *psychometry*.

Augment: For every additional power point you spend, you can increase the radius of the area by 10 feet.

REALIZED POTENTIAL

Clairsentience

Level: Psion/wilder 3

Display: Mental

Manifesting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 5

You touch a creature and infuse it with the potential to realize its aspirations.

The target receives a vision of her own future, gaining deeper insight into her abilities, but only temporarily.

For the duration of this power, the character gains a +1 competence bonus on attack rolls and saving throws, and a +2 competence bonus on skill checks made using skills in which the character has ranks.

SEE INVISIBILITY, PSIONIC

Clairsentience

Level: Lurk 2

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

Power Points: 3

Your eyes take on a golden hue, glowing brightly as your vision pierces the veil of the invisible and ethereal.

As *see invisibility* (PH 275), except as noted here.

Augment: For every 2 additional power points you spend, you can include one additional willing creature, allowing it to see what you see.

You must be touching the additional subject(s) when you manifest this augmented version.

SPEAK WITH DEAD, PSIONIC

Clairsentience

Level: Death 3, lurk 3

Display: Auditory and material

Manifesting Time: 10 minutes

Range: Touch

Target: One dead creature

Duration: 1 min./level

Saving Throw: Will negates; see text for *speak with dead*

Power Resistance: No

Power Points: 5

A death knell rings mournfully and a brackish ectoplasm seeps from your fingers, dripping on the corpse you seek to query.

The fluid is quickly absorbed into the corpse's rotting form, and it groans.

As *speak with dead* (PH 281), except as noted here.

You can ask up to five questions, unless you augment the power.

This is considered a negative energy power for the purpose of the Stygian Archon feat (page 57).

Augment: For every 4 additional power points you spend, you can ask one additional question.

STYGIAN DISCERNMENT

Clairsentience

Level: Death 1, psion/wilder 1, psychic warrior 1

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 min./level; see text

Saving Throw: None

Power Resistance: No

Power Points: 1

A halo of dead gray energy alights upon your brow as a soft moan is heard in the distance.

You can detect the aura that surrounds undead creatures.

Furthermore, you can detect the aura that emanates from negative energy effects, whether instantaneous or ongoing. The amount of information revealed depends on how long you study a particular area.

If you fully study a location, you gain benefits against the threats your power might have revealed.

1st Round: Presence or absence of undead or negative energy auras.

2nd Round: Number of undead or negative energy auras in the area and the strength of the strongest such aura present.

If you are good-aligned, the strongest undead or negative energy aura's strength is overwhelming (see below), and if the creature (or negative energy effect) has Hit Dice (or is of a level) equal to at least twice your character level, you are stunned for 1 round and the power ends.

3rd Round: The strength and location of each undead or negative energy aura.

If an aura is outside your line of sight, you discern its direction but not its exact location.

Upon spending 3 rounds studying a particular area with *stygian discernment*, your enhanced knowledge provides you with a +2 insight bonus that you can apply toward your next attack roll, saving throw, or the save DC of the next power you manifest that affects the undead creature you have located using this spell.

Aura Strength: The strength of an undead or negative energy aura is determined by the Hit Dice (or spell/power level) of the undead creature (or negative energy effect), as shown on the following table:

HD/Spell or Power Level	Strength
0–1	Faint
2–4	Moderate
5–10	Strong
11 or higher	Overwhelming

SYNCHRONICITY

Clairsentience

Level: Psion/wilder 1

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round

Power Points: 1

Your eyes flash with visions only you can truly make out.

You gain a brief glimpse into the future that allows you to arrange a coincidence of events.

When you manifest this power, you can ready a standard action (without spending an action to do so) and use it whenever you choose before your next turn.

Unlike the normal use of readied actions, you need not specify the condition under which you take your readied action.

If you do not perform your readied action before your next turn, you lose that action.

Augment: If you spend 2 additional power points, you do not need to specify the standard action you are readying.

METACREATIVITY AND DAMAGE REDUCTION

Any damage-dealing metacreativity power that specifies piercing, slashing, or bludgeoning damage does not automatically overcome a creature's damage reduction. Such powers include *crystal shard* (EPH 89), *hail of crystals* (EPH 111), *swarm of crystals* (EPH 134), *burrowing bonds* (page 79), and *crystalstorm* (page 81).

ASTRAL CONSTRUCT

Metacreativity (Creation)

Level: Creation 1, shaper 1

Display: Visual

Manifesting Time: 1 round

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

Effect: One created astral construct

Duration: 1 round/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 1

Coalescing ectoplasm takes the form you desire.

As *astral construct* (EPH 77), except as noted here.

You can have only one astral construct shaped at any one time.

If you shape another astral construct, any previous construct dissipates.

(The exception is if you are a 5th-level ectopic adept, which gives you the ability to create another astral construct while you have one active).

BURROWING BONDS

Metacreativity (Creation)

Level: Shaper 4

Display: Auditory and material

Manifesting Time: 1 standard action

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

Target: One Medium or smaller creature

Duration: 1 round/level (D)

Saving Throw: Reflex negates

Power Resistance: No

Power Points: 7

A pealing chime accompanies the appearance of a long, slender, malleable shaft of crystal.

It entwines your foe in its loops, piercing his flesh and holding him bound.

The crystalline bonds deal 3d6 points of damage when they first entwine and pierce the target's flesh, and 1d6 points of piercing damage (see the Metacreativity and Damage Reduction sidebar, below) every round thereafter as they continue to writhe and burrow, tightening their grasp. A target caught by the bonds can attempt purely mental actions, such as manifesting a power.

In effect, you can take your normal move action and then take any standard action at some later point in the round, depending on how events unfold.

METACREATIVITY

However, the burrowing nature of the bonds requires that a manifester make a Concentration check for each power attempted with a DC of 20 + half the continuous damage last dealt.

(The continuous damage is that damage dealt in each round after the initial round of the effect).

The target can break loose by spending 1 round and making a DC 20 Strength check or a DC 25 Escape Artist check. Alternatively, cutting or damaging the bonds can free a victim.

The crystal has AC 5, hardness 12, and 30 hit points.

Augment: You can augment this power in one or more of the following ways.

1. For every 2 additional power points you spend, this power's save DC and the DCs to break loose increase by 1.
2. For every 2 additional power points you spend, this power can affect a target of one size category larger.
3. For every 2 additional power points you spend, the continuous damage increases by 1d6 points.

CRYSTALSTORM

Metacreativity (Creation)

Level: Psion/wilder 2

Display: Material

Manifesting Time: 1 standard action

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

Area: Ray

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Power Resistance: No

Power Points: 3

Thousands of razor-sharp crystal shards spray in a thick ray from your hand toward your foe.

Razor-sharp crystal shards shoot from your hand.

These crystals are supernaturally sharp and lacerate flesh. You must succeed on a ranged touch attack with the ray to deal damage to a target.

The ray deals 2d4 points of slashing damage (see the Metacreativity and Damage Reduction sidebar, page 79) and causes a living target to gush blood, dealing an additional 1d4 points of Constitution damage on a failed Fortitude saving throw.

Augment: You can augment this power in one or both of the following ways.

1. For every additional power point you spend, the shards deal an additional 1d4 points of damage.
2. For every 2 additional power points you spend, the shards deal an additional point of Constitution damage on a failed Fortitude saving throw.

DEADEN BLOW

Metacreativity

Level: Guardian 1, lurk 1, psychic warrior 1

Display: Material

Manifesting Time: 1 swift action

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

Target: One weapon

Duration: 1 round/level

Saving Throw: Will negates; see text

Power Resistance: Yes; see text

Power Points: 3

Ectoplasm issues forth from your fingertips, sheathing the weapon you touch in a rubbery gray cocoon.

A single manufactured weapon is sheathed in rubbery ectoplasm.

The ectoplasmic sheath transforms the damage dealt by the weapon from lethal to nonlethal damage.

Unattended weapons or weapons in your possession are automatically sheathed.

If you manifest this power on an attended weapon, the possessor of the weapon is allowed a Will saving throw to resist the attempt.

Augment: If you spend 2 additional power points, this power can affect a natural weapon.

(The weapon is considered to be attended, which means that its possessor is allowed a save).

DETAIN ECTOPLASM

Metacreativity

Level: Psion/wilder 5

Display: Auditory and visual

Manifesting Time: 1 standard action

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

Area: 30-ft.-radius burst

Duration: Instantaneous and 1 round/level; see text

Saving Throw: Will negates; see text

Power Resistance: No

Power Points: 9

The creatures, objects, and effects in the area disappear with an audible pop.

As *dismiss ectoplasm* (EPH 94), except that when you do away with creatures, objects, or effects composed of ectoplasm, you psionically reserve the constituent ectoplasm for later use with your own metacreativity powers.

An ectoplasmic creature that fails its Will saving throw dissipates into constituent ectoplasm that streams to you and either adheres to an object you hold or takes up orbit around your head.

A creature under the effect of the *ectoplasmic form* power that fails its saving throw is destroyed outright, and you detain its constituent ectoplasm.

Other ongoing powers that create ectoplasmic objects or effects, such as *ectoplasmic cocoon*, are detained if you succeed on a manifester level check (1d20 + your manifester level, maximum +15) against a DC of 11 + the power's manifester level.

Once you have successfully used this power, you have an ectoplasmic reserve until this power's duration elapses or until you use up the reserve.

If you manifest any metacreativity power while you maintain an ectoplasmic reserve, you manifest that power as if your manifester level were one higher than normal. Once you use up your ectoplasmic reserve to increase the manifester level of a metacreativity power, the duration of this power ends.

Against constructed psionic items that appear to be mere ectoplasm, such as any of the *psychoactive skins*, this power merely suppresses the item's abilities for 1d4 rounds (just as occurs with the *dismiss ectoplasm* power).

ECTOPLASMIC SWARM

Metacreativity (Creation)

Level: Psion/wilder 4

Display: Visual

Manifesting Time: 1 round

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

Effect: One ectoplasmic swarm

Duration: Concentration + 2 rounds

Saving Throw: None

Power Resistance: No

Power Points: 7

A bright flash of light heralds the arrival of a swarm of shiny jade spiders, surging out in a wave of legs and clicking mandibles.

You summon an ectoplasmic swarm (page 129) that attacks all other creatures within its area.

If no living creatures are within its area, the swarm attacks or pursues the nearest creature.

You have no control over its target or direction of travel.

Augment: If you spend 2 additional power points, you can call the swarm so that it shares a space with creatures already present.

ENERGY CLAW

Metacreativity (Creation) [see text]

Level: Psion/wilder 7

Display: Visual

Manifesting Time: 1 standard action

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

Effect: 10-ft. claw

Duration: 1 round/level (D)

Saving Throw: None

Power Resistance: Yes

Power Points: 13

You create a shining claw of energy and send it to grab your foe.

You target one opponent within range to be grappled by a Large claw made of energy (cold, electricity, fire, or sonic). An *energy claw* gets one grapple attack per round.

It has a +12 bonus on its touch attack and a grapple check modifier of 17 + your Int modifier.

The claw deals 3d6 points of energy damage (of the appropriate type) to a creature it successfully grapples each round.

An *energy claw* is susceptible to dispelling and is suppressed in areas of null psionics.

Directing a claw to change targets is a move action.

It does not get a flanking bonus nor help a combatant get one.

Cold: A claw of this energy type deals +1 point of cold damage per die when grappling a target.
The claw takes 1–1/2 times the normal damage from fire.
Electricity: A claw of this energy type provides a +2 bonus on manifester level checks for the purpose of overcoming power resistance.
The claw takes 1–1/2 times the normal damage from acid.
Fire: A claw of this energy type deals +1 point of fire damage per die when grappling a target.
The claw takes 1–1/2 times the normal damage from cold.
Sonic: A claw of this energy type deals –1 point of sonic damage per die when grappling a target.
This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, the claw gains a +1 bonus on its touch attack and grapple checks.

For every 2 power points you spend, the energy damage dealt to a grappled opponent increases by 1d6 points.

GLYPH OF WARDING, PSIONIC

Metacreativity

Level: Psion/wilder 3

Display: Material and visual

Manifesting Time: 10 minutes

Range: Touch

Target: Object touched or up to 5 sq. ft./level

Duration: Permanent until discharged (D)

Saving Throw: No (object) or yes; see text for *glyph of warding*

Power Resistance: Yes

Power Points: 5

A pale glow issues from a thin tracery of silvery ectoplasm, laid down to entrap those who enter the area.

As *glyph of warding* (PH 236), except as noted here.

Augment: For every 2 additional power points you spend, the power deals an additional 1d10 points of damage.

For each additional 2d10 points of damage, the power's save DC increases by 1.

LIVING ARROW

Metacreativity

Level: Psychic warrior 5

Display: Auditory

Manifesting Time: 1 standard action

Range: Touch

Target: Projectile weapon touched

Duration: 1 round/level (D)

Saving Throw: Will negates (object)

Power Resistance: Yes (object)

Power Points: 9

A trill of sound indicates the projectile you've just touched has been granted a brief, predatory half-life.

When you manifest *living arrow*, you give a semblance of life to the projectiles you shoot at your foes (often arrows fired from a bow, but crossbow bolts, sling stones, and other projectile weapons are also subject to this power). The power affects the first projectile you fire each round, granting it limited sentience and the ability to alter its course in mid-flight.

You can launch a *living arrow* at a target known to you within the maximum range of the weapon.

The *living arrow* travels to the target, even around corners. Only an unavoidable obstacle or the limit of the arrow's range prevents the arrow from reaching its target.

A closed door thwarts a *living arrow*, as does an otherwise sealed chamber.

A *living arrow* ignores any cover or concealment its target might have, but the attack is otherwise rolled normally.

The arrow retains any magical properties it otherwise would have, such as an enhancement bonus from the bow or the projectile itself.

Augment: You can augment this power in one or both of the following ways.

1. For every 3 additional power points you spend, you can launch an additional *living arrow* each round (assuming you have multiple attacks per round with that ranged weapon).

2. If you spend 2 additional power points, you gain a brief vision of your target from the arrow's point of view, as if you had manifested *clairvoyant sense* (EPH 83).

You see the target for only a fraction of a second.

The vision ends when the arrow either strikes the target or fails to reach it.

PSYCHOKINESIS

ANIMATE PLANTS, PSIONIC

Psychokinesis

Level: Natural World 7

Display: Auditory and olfactory

Manifesting Time: 1 standard action

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

Targets: One Large plant/3 levels or all plants within range; see text for *animate plants*

Duration: 1 round/level or 1 hour/level; see text for *animate plants*

Saving Throw: None

Power Resistance: No

Power Points: 13

The sweet scent of freshly cut grass and the rustle of leaves herald the kinetic force you instill in living plants.

As *animate plants* (PH 199), except as noted here.

CELESTIAL CONDUIT

Psychokinesis

Level: Good 5, psion/wilder 5

Display: Material and visual

Manifesting Time: 1 standard action

Range: 120 ft.

Area: 120-ft. line

Duration: Instantaneous

Saving Throw: Reflex halt

Power Resistance: Yes

Power Points: 9

Your hands seem to shift and change into pure ectoplasm as a stream of radiant energy pulses outward from them.

Reaching across the planes, you form a momentary link between yourself and the Positive Energy Plane.

With the connection made, you instantly guide a massive charge of positive energy from your psyche into the material world, channeling it along a burning ectoplasmic line that extends from your outstretched hands.

Anyone caught in the area takes 9d6 points of damage. Undead caught in the area take 2 additional points of damage per die.

A construct or inanimate object takes only 5d6 points of damage from this power.

This power is a positive energy effect.

Augment: For every additional power point you spend, the power deals an additional 1d6 points of damage (1d6+2 against undead), and the power's save DC increases by 1.

CONCUSSIVE DETONATION

Psychokinesis [Force]

Level: Force 6

Display: Auditory

Manifesting Time: 1 standard action

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

Area: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Power Resistance: Yes

Power Points: 11

A loud, echoing boom accompanies the burst of force you create. You create a massive burst of telekinetic force that deals 6d6 points of force damage to all creatures and unattended objects in its area.

Augment: For every additional power point you spend, the detonation deals an additional 1d6 points of damage. For every additional 2d6 points of damage, the power's save DC increases by 1.

DEFLECTION FIELD

Psychokinesis [Force]

Level: Force 1, psion/wilder 1, psychic warrior 1

Display: Auditory and visual

Manifesting Time: 1 swift action

Range: Personal

Target: You

Duration: Concentration + 1 round, up to 1 min./level

Power Points: 1

A shimmering band of energy hums as it spins and twirls, protecting you from each incoming attack.

A shimmering band of energy spins around you, deflecting attacks away while you continue to concentrate.

While your concentration remains unbroken, and for 1 round after you stop concentrating, you gain a +4 deflection bonus to your Armor Class.

EARTHQUAKE, PSIONIC

Psychokinesis

Level: Natural World 9

Display: Auditory

Manifesting Time: 1 standard action

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

Area: 80-ft.-radius spread (S)

Duration: 1 round

Saving Throw: See text for earthquake

Power Resistance: No

Power Points: 17

A bass rumbling from deep within the earth builds into a roar of sound.

As earthquake (PH 225), except as noted here.

ENERGY ARC

Psychokinesis [see text]

Level: Psion/wilder 1

Display: Auditory

Manifesting Time: 1 standard action

Area: 15-ft.-cone

Duration: Instantaneous

Saving Throw: Reflex half (object)

Power Resistance: Yes

Power Points: 1

The air around you crackles as you draw energy from it to unleash in a focused arc.

Upon manifesting this power, you choose cold, electricity, fire, or sonic.

A cone of the chosen type of energy shoots from your fingertips.

Any creature in the area of effect takes 1d4 points of damage.

Cold: An arc of this energy type deals +1 point of damage per die.

Electricity: Manifesting an arc of this energy type provides a +2 bonus on the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: An arc of this energy type deals +1 point of damage per die.

Sonic: A bolt of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every 2 additional power points you spend, the power deals an additional 1d4 points of damage, and the power's save DC increases by 1.

ENERGY BARRAGE

Psychokinesis [see text]

Level: Psion/wilder 6

Display: Auditory and material

Manifesting Time: 1 standard action

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

Area: Three 10-ft. spreads; see text

Duration: Instantaneous

Saving Throw: Reflex half; see text

Power Resistance: No

Power Points: 11

A shrill whistle pierces the air, followed by three explosions that detonate with a cacophonous roar.

Upon manifesting this power, you choose cold, electricity, fire, or sonic.

You create three explosions of energy of the chosen type.

Each explosion deals 5d6 points of damage to every creature or object within each specified area.

The explosions create almost no pressure.

All the areas you choose must be in range of you and each other (100 feet + 10 feet per level).

The explosions can overlap each other's areas.

Any creature caught in multiple explosions must make a Reflex saving throw for each, which means that it is possible for a single creature to be required to make up to three saving throws.

This power's subtype is the same as the type of energy you manifest.

Augment: For every 4 additional power points you spend, each explosion deals an additional 1d6 points of damage, and the power's save DC increases by 1.

ENERGY EMANATION

Psychokinesis [see text]

Level: Psion/wilder 2, psychic warrior 2

Display: Visual

Manifesting Time: 1 standard action

Range: 5 ft.

Target: 5-ft.-radius emanation, centered on you

Duration: 1 round/level

Saving Throw: None

Power Resistance: Yes

Power Points: 3

A glowing halo of energy surrounds you, damaging all who stand too near.

You expel concentrated energy from your body, dealing 1d6 points of energy damage to all creatures within the area every round.

The energy emanated is chosen by you when you first manifest the power: cold, electricity, fire, or sonic. Once chosen, you emanate the same energy type for the power's duration.

Cold: This energy type deals +1 point of damage per die.

Electricity: This energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: This energy type deals +1 point of damage per die.

Sonic: This energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest

Augment: For every 3 additional power points you spend, the power deals an additional 1d6 points of damage.

For every two extra dice of damage, the power's save DC increases by 1.

ENERGY FLASH

Psychokinesis [see text]

Level: Psion/wilder 4

Display: Visual

Manifesting Time: 1 standard action

Range: Touch

Target: Touched creature

Duration: Instantaneous

Saving Throw: Fortitude half

Power Resistance: Yes

Power Points: 7

Your merest touch against your foe flashes with potent energy.

On a successful touch attack, you deal 5d6 points of damage to the creature touched, doing cold, electricity, fire, or sonic damage.

In addition to the energy damage, the target is dazed for 1 round on a failed Fortitude save (the same save that determines full or half damage).

Cold: This energy type deals +1 point of damage per die.

Electricity: This energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: This energy type deals +1 point of damage per die.

Sonic: This energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, the power deals an additional 1d6 points of damage.

For every 2d6 additional points of damage, the power's save DC increases by 1.

ENERGY LANCE

Psychokinesis [see text]

Level: Psion/wilder 3

Display: Material and visual

Manifesting Time: 1 standard action

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

Target: One creature or object

Duration: Instantaneous

Saving Throw: Fortitude half (object); see text

Power Resistance: Yes

Power Points: 5

You fashion a lance composed of seething energy and release it like a ballista bolt at your foe.

Upon manifesting this power, you choose cold, electricity, fire, or sonic.

You release a focused lance of intense energy of the chosen type at a target, dealing it 5d6 points of damage.

Cold: This energy type chills the target and stiffens its joints in addition to dealing damage.

If the target fails its Fortitude save, it must give up its next move action.

Electricity.

This energy type jolts and disorients the target in addition to dealing damage.

If the target fails its Fortitude save, it takes a -2 penalty on all Will saves and Wisdom-based checks for 1 round.

Fire: This energy type scorches the target with pain in addition to dealing damage.

If the target fails its Fortitude save, it takes a -2 penalty on attack rolls and Reflex saves for 1 round.

Sonic: This energy type deals -1 point of damage per die.

The subject takes a -2 penalty on all Fortitude saves and Concentration checks for 1 round.

The lance ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every 2 additional power points you spend, this power deals an additional 1d6 points of damage.

ENERGY MANIPULATION

Psychokinesis

Level: Energy 5

Display: Mental

Manifesting Time: 1 standard action

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

Effect: Alter energy effect

Duration: 1 round

Saving Throw: None

Power Resistance: Yes

Power Points: 9

You access a source of energy as it appears, altering it in fundamental ways according to your whim.

You can manipulate an existing source of energy or an ally's ability to deal energy damage (cold, fire, electricity, or sonic).

Once you have manifested this power, you can trigger the power's effect as an immediate action at any point during its duration.

When the power's effect is triggered, you can partially suppress or enhance the energy ability of a creature within range that exhibits any magical or psionic variable damaging energy effect (such as a *fireball* spell, an energy missile power, or a red dragon's breath weapon) by 5 dice. For example, you manifest energy manipulation, and then an ally psion manifests energy burst.

That power normally deals 5d6 points of damage, but you enhance the power so that it deals 10d6 points of damage of the chosen energy type.

Alternatively, if a young adult red dragon used its breath weapon during the duration of your *energy manipulation*, you could trigger its effect to suppress the damage.

The dragon's breath weapon would deal 5d10 points of fire damage instead of 10d10 points (provided you were able to overcome the dragon's spell resistance).

Either way, the power's duration ends once you trigger the effect.

Augment: If you spend 6 additional power points, you can manifest and trigger this ability as an immediate action instead of as a standard action (thus eliminating the need to manifest the power and use it within the following round).

ENERGY MISSILE

Psychokinesis [see text]

Level: Kineticist 2

Display: Visual

Manifesting Time: 1 standard action

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

Targets: Up to five creatures or objects, no two of which are more than 15 ft. apart

Duration: Instantaneous

Saving Throw: Reflex half

Power Resistance: Yes

Power Points: 3

You send a missile of energy howling toward your foe.

As *energy missile* (EPH 102), except as noted here.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, the power deals an additional 1d6 points of damage.

For each additional 2d6 points of damage, the power's save DC increases by 1.

ENERGY NULLIFICATION FIELD

Psychokinesis

Level: Kineticist 5, psion/wilder 6

Display: Auditory

Manifesting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius emanation, centered on you

Duration: 10 min./level (D)

Saving Throw: None

Power Resistance: No

Power Points: 9

You concentrate and are rewarded by a low hum of protection.

An invisible field of energy surrounds you.

This power functions like a *null psionics field*, but it applies only to powers with the energy descriptor you choose when you first manifest this power: cold, electricity, fire, or sonic.

Augment: For every 4 additional power points you spend, the radius of this power's area increases by 5 feet.

ENERGY STUN

Psychokinesis [see text]

Level: Psion/wilder 2

Display: Auditory

Manifesting Time: 1 standard action

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

Area: 5-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Power Resistance: Yes

Power Points: 3

A roaring whoosh sounds through the air as you gather elemental energy to yourself.

As *energy stun* (EPH 104), except as noted here.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, the power deals an additional 1d6 points of damage.

For each additional 2d6 points of damage, the power's save DC increases by 1.

ETHEREAL VOLLEY

Psychokinesis [Force]

Level: Force 3, psychic warrior 2

Display: Material

Manifesting Time: 1 standard action

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

Target: 50 projectiles, all of which must be in contact with each other at the time of manifestation

Duration: 10 min./level

Saving Throw: None

Power Resistance: No

Power Points: 5

Each piece of ammunition touched is covered in a sheath of hard ectoplasm, taking on a pale blue translucence.

Projectiles (such as arrows and bolts) transform into missiles of pure force as they are launched at your opponents.

Each projectile is treated as though it were a ghost touch weapon.

EXTEND RANGE

Psychokinesis

Level: Lurk 1, psychic warrior 1

Display: Visual

Manifesting Time: 1 swift action

Range: Touch

Target: One thrown or ranged weapon

Duration: 1 round/level

Power Points: 1

Your ranged weapon leaves energy trails that propel it unerringly through the air.

When using a ranged or thrown weapon, you can empower the weapon to provide a telekinetic thrust so that it travels farther with greater accuracy.

When manifesting *extend range*, you can double the range increment of a weapon you hold.

If used on a thrown weapon, the weapon itself is affected by the power.

If used on a ranged weapon that uses ammunition, the ammunition is not affected, but the weapon (such as a crossbow) is energized by your psionic impulse.

Augment: For every 4 additional power points you spend, you can increase the base range increment of the weapon by another 100 percent. For example, if you spend a total of 5 power points, you can triple the range increment of a weapon.

For a total of 9 power points, you can quadruple the range increment.

EXTEND REACH

Psychokinesis

Level: Lurk 2, psychic warrior 2

Display: Visual

Manifesting Time: 1 swift action

Range: Touch

Target: One melee weapon

Duration: 1 round

Power Points: 3

Your melee weapon warps and extends its reach.

You cause a telekinetic extension to form as you strike with your weapon, granting you greater reach in combat.

When you manifest this power, your weapon becomes a reach weapon, extending its reach by 5 feet.

If your weapon is already a reach weapon, this power extends its reach an additional 5 feet.

The weapon no longer threatens all the squares that it previously threatened, but instead threatens those that are 5 feet farther away.

For example, if you manifest *extend reach* while using a bastard sword, you cannot attack an adjacent opponent, but you can attack one 10 feet away.

If you are using a guisarme (a polearm with a 10-foot reach), you do not threaten an opponent 10 feet away, but you do threaten an opponent 15 feet away.

Augment: For every additional power point you spend, the duration increases by 1 round.

FIENDISH CONDUIT

Psychokinesis

Level: Evil 5

Your hands shift and change into pure ectoplasm as a stream of dark energy pulses outward from them.

As *celestial conduit* (page 80), except the link you form is between yourself and the Negative Energy Plane, and the ectoplasmic line formed is composed of negative energy. The power heals undead creatures of 9d6 points of damage, and deals 9d6 points of damage to all other creatures.

Augment: For every additional power point you spend, the power heals undead of an additional 1d6 points of damage, or deals an additional 1d6 points of damage to all other creatures.

INTELLECT BOMB

Psychokinesis

Level: Destruction 9

Display: Visual

Manifesting Time: 1 standard action

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

Target/Area: One living creature with an Intelligence score and 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will negates and Reflex half; see text

Power Resistance: Yes

Power Points: 17

Your target's head shudders briefly under a tremendous barrage of destructive mental power, then explodes in a burst of energy.

The backlash of the explosion assaults the minds of nearby creatures, tearing at their synapses.

When you manifest this power, you cause the target creature's brain—or whatever neural or magical network functions as its brain—to explode unless the target makes a successful Will save.

This explosion instantly kills (or destroys, in the case of intelligent undead) the subject.

A creature without an Intelligence score is immune to this power.

The explosion causes a backlash of devastating psionic energy to flood the area around the creature in a 20-foot-radius burst.

This energy deals damage equal to 1d6 points × the target creature's Intelligence score to all creatures in the area and causes them to become dazed for 1 round, regardless of whether they have Intelligence scores.

Affected creatures can attempt Reflex saves for half damage and to negate the daze effect.

LIGHT BEAM

Psychokinesis [see text]

Level: Light and Darkness 4

Display: Visual

Manifesting Time: 1 standard action

Range: 120 ft.

Area: 120-ft. line

Duration: Instantaneous

Saving Throw: Reflex half

Power Resistance: Yes

Power Points: 7

A ribbon of flashing light or coruscating darkness flies from your hand.

Upon manifesting this power, you choose light, shadow, or darkness.

You release a powerful line of the chosen type that deals 5d6 points of damage to every creature or object within the area.

The beam begins at your fingertips.

Light: A beam of this type dazzles opponents that fail their saving throw.

Shadow: A beam of this type deals –1 point of damage per die, but damages ethereal creatures without a miss chance.

Darkness: A beam of this type deals +1 point of damage per die in conditions of shadowy illumination or darkness.

This power's subtype is the same as the type of beam you manifest.

Augment: For every additional power point you spend, this power deals an additional 1d6 points of damage.

LIGHT BURST

Psychokinesis

Level: Light and Darkness 8

Display: Visual

Manifesting Time: 1 standard action

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

Area: 80-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex partial; see text for sunburst

Power Resistance: Yes

Power Points: 15

You point and a bright flash of light fills the area you indicate.

As sunburst (PH 289), except as noted here.

Light burst deals 15d6 points of damage to undead creatures.

Augment: For every additional power point you spend, the power deals an additional 1d6 points of damage.

For each additional 2d6 points of damage, the power's save DC increases by 1.

MIGHTY SPRING

Psychokinesis

Level: Lurk 1, psychic warrior 1

Display: Auditory

Manifesting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Power Points: 1

The sound of a collapsing metal coil accompanies your leap and reverberates as you're propelled through the air.

With a telekinetic boost, you can jump higher than normal. You receive a +10 enhancement bonus on one Jump check this round.

Augment: For every 2 additional power points you spend, you can add an additional +5 to the enhancement bonus.

POWER CLAWS

Psychokinesis [Force]

Level: Psychic warrior 2

Display: Visual

Manifesting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level or until discharged

Power Points: 3

Your natural weapon takes on a deadly gleam.

You encase one of your natural weapons in telekinetic force.

The next successful attack with that natural weapon deals force damage instead of regular damage.

This has a number of effects: The natural weapon does not suffer a miss chance against incorporeal creatures, and the damage from the natural weapon overcomes damage reduction as if it were a spell and not a weapon attack.

Only the base natural weapon damage, magical enhancement bonuses, bonus damage from Strength, and other bonuses on the natural weapon itself are changed to force damage.

Bonus damage dice from any source, such as sneak attack or the flaming weapon quality, deal their normal type of damage.

Augment: For every 2 additional power points you spend, you can invest the weapon with an additional charge.

Each additional charge allows the weapon to be used one more time before the *power claws* effect is discharged.

POWER WEAPON

Psychokinesis [Force]

Level: Psychic warrior 2

Display: Visual

Manifesting Time: 1 swift action

Range: Touch

Target: Melee or thrown weapon touched

Duration: 1 round/level or until discharged

Saving Throw: None

Power Resistance: No

Power Points: 3

Your weapon takes on a deadly gleam.

This power functions like *power claws* (see above), except as noted here.

Instead of your natural weapon, your melee or thrown weapon deals force damage.

PSYCHOKINETIC WEAPON

Psychokinesis

Level: Psychic warrior 4

Display: Visual

Manifesting Time: 1 standard action

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

Target: One weapon

Duration: 1 round/level

Saving Throw: Yes (object)

Power Resistance: Yes (object)

Power Points: 7

The blade dances and twirls before you, becoming a whirling scythe of death as it moves of its own accord.

You animate an unattended weapon or weapon in your possession, causing it to attack foes seemingly of its own volition.

Once animated, the weapon attacks your opponents to the best of its ability and psychokinetically mimics a fly speed of 20 feet (perfect).

The weapon attacks using your base attack bonus modified by your Wisdom modifier, plus any additional bonuses the weapon might possess.

The weapon deals damage normally, though the damage is modified by your Wisdom modifier rather than your Strength modifier.

Augment: You can augment this power in one or both of the following ways.

1. For every 3 additional power points you spend, you can add a +1 insight bonus to the psychokinetic weapon's attack bonus.
2. For every additional power point you spend, you can increase the weapon's fly speed by 5 feet.

STOMP, GREATER

Psychokinesis

Level: Psion/wilder 5, psychic warrior 5

Display: Visual
Manifesting Time: 1 standard action
Range: 120 ft.
Area: 120-ft. line
Duration: Instantaneous
Saving Throw: Reflex negates
Power Resistance: No
Power Points: 9

The earth splits and cracks as a thin chasm snakes across the area, fast as lightning.

Your foot stomp precipitates a psychokinetic shock wave that travels along a narrow channel in the ground, spreading into creatures and objects in the area. Creatures that fail their saving throws fall prone and take 7d6 points of damage.

Augment: For every 2 additional power points you spend, the power deals an additional 1d6 points of damage. For each additional 2d6 points of damage, the power's save DC increases by 1.

SUPPRESS SCHISM

Psychokinesis

Level: Psion/wilder 5

Display: Auditory and visual

Manifesting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous + 1 round/level

Saving Throw: Will partial; see text

Power Resistance: Yes

Power Points: 9

A drum beats threateningly and the light around your foe turns dark as you cut your foe off from its extended mind.

Suppress schism interferes with powers and effects from the telepathy discipline.

When you manifest this power, you make a dispel check (1d20 + your manifester level, maximum +15) against each ongoing telepathy power in effect on the target creature. The DC for this dispel check is 11 + the power's manifester level.

If you succeed on a particular check, that power is dispelled; if you fail, that power remains in effect.

In addition, if the target fails a Will save, any form of dual mind effect is disrupted for the duration of the power, including the effects of the *schism* power (EPH 130) and any of the various host feats (page 59–60).

In the EBERRON setting, this effect works against both an Inspired's dual mind ability and a kalashtar's +2 bonus on saving throws against mind-affecting spells and abilities.

If the target is possessed, the possessing mind must make a save or become suppressed for the power's duration, in which case the target creature can act normally.

For the duration of the power, if the target attempts to manifest a telepathy power, he must make a manifester level check (DC 11 + your manifester level) or fail to manifest the power.

Augment: For every 2 additional power points you spend, the DC of the Will save increases by 1.

TELEKINETIC BOOMERANG

Psychokinesis

Level: Kineticist 3, psychic warrior 3

Display: Visual

Manifesting Time: 1 swift action

Range: Touch

Target: One thrown weapon

Duration: 1 round/level (D)

Saving Throw: Will negates (object)

Power Resistance: Yes (object)

Power Points: 5

The object you touch glistens with silvery motes.

You can imbue a thrown weapon with an unusually fast-acting version of the returning weapon special ability.

Half lings with psionic powers often use *telekinetic boomerang* on daggers or throwing axes.

Unlike a weapon with the returning special ability (DMG 225), a thrown weapon imbued with *telekinetic boomerang* returns to the thrower's hand immediately after the attack is resolved, allowing the weapon to be used again on the same turn.

Augment: For every 2 additional power points you spend, you can imbue an additional thrown weapon with the benefit of *telekinetic boomerang*.

TELEKINETIC BUFFER

Psychokinesis

Level: Psion/wilder 5

Display: Visual

Manifesting Time: 1 standard action

Range: Up to 15 ft.

Effect: Emanation of up to 15-ft. radius, centered on you

Duration: 1 round/level (D)

Saving Throw: None

Power Resistance: Yes

Power Points: 9

Waves of azure energy surge outward from you, pushing all creatures from your path.

A telekinetic field surrounds you, appearing between you and other creatures.

You decide the size of the buffer at the time of manifestation (either 0 feet, 5 feet, 10 feet, or 15 feet).

A buffer-radius of 0 feet means creatures can attack you (though you still gain the cover noted below).

This buffer moves with you, regardless of where you go or how an opponent tries to circumvent it, providing cover (+4 bonus to Armor Class) for you against opponents.

The buffer cannot push through walls or other barriers.

The radius at which the buffer surrounds you remains constant for the duration, which means you will be slowed to half your normal speed if you move down a narrow corridor too small to contain the field easily.

Any creature of Large or smaller size that tries to move through the field is slowed to half its normal speed.

The field cannot reduce the speed of a creature of Huge or larger size, but the buffer still provides cover from such creatures.

Augment: You can augment this power in one or both of the following ways.

1. For every 4 additional power points you spend, you increase the size of creature that can be affected by this power by one size category.
2. If you spend 4 additional power points, you can push an opponent back.

Each round, as a standard action, you can choose one creature within the field to be subject to a bull rush with a Strength check result of 30.

If the creature succeeds on its opposed check, it remains where it is, but since it is still within the field, it cannot move closer without straining (see above).

If the creature fails its opposed check, it is pushed back 5 feet + an additional 5 feet for each 5 points by which the power's check result is greater than the defender's check result.

PSYCHOMETABOLISM

ADRENALINE BOOST

Psychometabolism

Level: Lurk 1, Physical Power 1, psychic warrior 1

Display: Olfactory

Manifesting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Power Points: 1

A sharp, metallic musky scent overwhelms you for a moment as your body is energized by the power of your mind.

You can increase your physical prowess and reaction speed until the beginning of your next round.

You receive a +2 insight bonus to Strength and Dexterity.

Augment: For every 3 additional power points you spend, the bonus increases by 1.

AFFINITY FIELD, PAIN

Psychometabolism

Level: Pain and Suffering 9, psion/wilder 3

Display: Material and visual

Manifesting Time: 1 standard action

Range: 20 ft.

Area: 20-ft.-radius emanation, centered on you

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Power Resistance: Yes

Power Points: 17

Your eyes burn with an intense red glow, and for a moment both you and your target are sheathed in a translucent red shimmer.

This ability functions as the affinity field power (EPH 75), except that you can opt not to include certain creatures that are in the area, and only negative conditions are shared. Those within the feedback loop take all damage (including ability damage) that you take, but they gain no benefits from any healing you receive.

Spells or powers that impose penalties are shared; those that grant bonuses are not.

BLACKSTONE HAMMER

Psychometabolism

Level: Elements 6, psychic warrior 6

Display: Visual

Manifesting Time: 1 standard action

Range: Touch

Target: Melee weapon touched

Duration: 1 round/level or until discharged

Saving Throw: None (object, harm-less) or Fortitude negates; see text

Power Resistance: No (object, harmless) or yes; see text

Power Points: 11

The weapon you touch suddenly shines with a pale, glowing light.

You alter the nature of one weapon and imbue it with the ability to petrify those it strikes.

Although the base damage of the weapon is unaltered, the weapon deals bludgeoning damage for the duration of the power.

If a creature struck by a weapon affected by *blackstone hammer* fails its saving throw, it (along with all its carried gear) is turned into a mindless, inert statue of dark stone. Striking a creature with the weapon discharges the power. If a statue resulting from this power is broken or damaged, the subject (if ever returned to flesh) has similar damage or deformities.

The creature is not dead, but neither does it seem to be alive when viewed with spells such as *deathwatch*.

Only creatures made of flesh are affected by this power.

Augment: For every 4 additional power points you spend, you can invest the weapon with an additional charge.

Each additional charge allows the weapon to be used one more time before the *blackstone hammer* effect is discharged.

BREATHLESS

Psychometabolism

Level: Elements 3

Display: Material

Manifesting Time: 1 standard action

Range: Personal; see text

Target: You; see text

Duration: 10 min./level

Saving Throw: None

Power Resistance: Yes (harmless)

Power Points: 5

Ectoplasm covers your mouth.

You alter your body so that you no longer need to breathe. You cannot be harmed by inhaled substances and can function without fresh air (even underwater) for the duration of the power.

Augment: If you spend 2 additional power points, this power can affect one additional touched creature.

CLAWS OF DARKNESS

Psychometabolism [Darkness]

Level: Light and Darkness 2

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: 3

You draw material from the Plane of Shadow.

Your hands and forearms elongate and change shape into featureless claws of inky blackness.

You gain two natural attacks with your claws, each dealing 1d4 points of cold damage (or 1d6 points if you are Large, or 1d3 points if you are Small) plus your Strength bonus.

Your claws are natural weapons, so you are considered armed when attacking with them, and they can be affected

by powers, spells, and effects that enhance or improve natural weapons (such as the *magic fang* spell). You cannot choose to deal nonlethal damage with your claws.

Your claws work just like the natural weapons of many monsters.

You can make an attack with one claw or a full attack with two claws at your normal attack bonus, replacing your normal attack routine.

You take no penalties for two-weapon fighting, and neither attack is a secondary attack.

If your base attack bonus is +6 or higher, you do not gain any additional attacks—you simply have two claw attacks at your normal attack bonus.

If you grapple an opponent, you deal claw damage with each successful grapple check, and the grappled target is under the effect of a slow spell for as long as you maintain the grapple unless the opponent makes a Fortitude save (DC 12 + key ability modifier).

As a swift action, you can extend the claws up to 6 feet, which increases your reach by 5 feet, giving a Small or Medium creature a reach of 10 feet and an upright Large creature a reach of 15 feet.

Augment: You can augment this power in one or both of the following ways.

1. By spending additional power points, you can create larger, sharper, and more deadly claws, as shown on the table below.

Power Points	Claw Damage		
	Small	Medium	Large
3	1d4	1d6	1d8
5	1d6	1d8	2d6
7	1d8	2d6	3d6
11	2d6	3d6	4d6
15	3d6	4d6	5d6
19	4d6	5d6	6d6

Every 2 additional power points you spend to increase damage also increases the Fortitude save DC by 1.

2. If you spend 6 additional power points, you can manifest this power as a swift action.

CRANIAL DELUGE

Psychometabolism

Level: Mental Power 6, psion/wilder 5

Display: Auditory and visual

Manifesting Time: 1 round

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

Target: One creature that has an Intelligence score of 3 or higher

Duration: Instantaneous

Saving Throw: Fortitude negates

Power Resistance: Yes

Power Points: Mental Power 11, psion/wilder 9

A deep, ominous tone builds into a maddening cacophony.

When the echoes abruptly cease, your foe's head detonates.

Grasping the biofeedback controls of your foe's brain, you begin to force his head to produce a deluge of cranial fluid.

At the beginning of your next turn, when you finish manifesting the power, your foe must succeed on a Fortitude save or take 18d6 points of damage from cranial swelling.

If your foe is reduced to 0 or fewer hit points by this power, his head explodes.

A creature that dies from *cranial deluge* can be resurrected but not raised.

Augment: For every 2 additional power points you spend, the power's save DC increases by 1.

DAMP POWER

Psychometabolism

Level: Guardian 2, psion/wilder 2, psychic warrior 2

Display: Visual

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: See text

Power Points: 3

An amber aura quickly spreads over your body, moderating the effects of the environment.

When you manifest this power, you are protected from the vagaries of destructive energies directed against you.

All variable numeric effects of the next power, psi-like ability, spell, or spell-like ability that affects you before the end of your next turn is decreased to its minimum possible value.

For instance, if you are struck by an energy ray augmented to deal 5d6 points of damage while protected by *damp power*, you would take only 5 points of damage.

If the power, psi-like ability, spell, or spell-like ability affects an area—as does *energy ball* (EPH 100), for example—its effect is only minimized for you.

Other creatures in the area are affected normally.

Beneficial numeric effects are likewise damped when you manifest this power.

Augment: If you spend 4 additional power points, the next power, psi-like ability, spell, or spell-like ability that affects you and also affects an area is minimized for all creatures you designate within its area (not just for you).

DARK DESPAIR

Psychometabolism [Evil]

Level: Evil 8

Display: Auditory

Manifesting Time: 1 standard action

Range: 10 ft.

Effect: 10-ft.-radius emanation, centered on you

Duration: 1 round/level

Saving Throw: See text

Power Resistance: Yes; see text

Power Points: 15

Good foes near you hear the dark wailing of lost souls.

When you manifest this power, you gain a dark aura that confers several benefits, especially while fighting good creatures.

A creature that enters the area of your aura is wracked with despair and must make a successful Will save or take a -2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls.

Power resistance applies to this effect; you make your manifester level check each time a creature with power resistance enters the area of your aura (whether due to your movement or the creature's).

Good creatures must endure additional hardship from exposure to the dark energy surrounding you.

A good creature that enters the area of your aura takes 1d6 points of damage, plus 1 additional point per manifester level.

It continues to take this damage at the beginning of each of its turns if it remains in the area of your aura.

Finally, you gain a +2 insight bonus to your Armor Class and on saves against the attacks, powers, and abilities of good creatures.

DEATH KNELL, PSIONIC

Psychometabolism [Death, Evil]

Level: Evil 2

Display: Auditory

Manifesting Time: 1 standard action

Range: Touch

Target: One living creature touched

Duration: Instantaneous/10 minutes per HD of subject; see text for *death knell*

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

A tolling bell sounds a funeral tone.

As *death knell* (PH 217), except as noted here.

DISTRACTING SHOUT

Psychometabolism [Mind-Affecting]

Level: Chaos 2, psychic warrior 2

Display: Auditory

Manifesting Time: 1 standard action

Range: 15 ft.

Area: 15-ft. cone

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

The power of your ear-splitting war cry echoes across the battlefield.

Your shout distracts your enemies.

Starting from your square, the power of your shout extends in a 15-foot cone.

Any creature caught in the area that fails a saving throw is momentarily distracted.

Affected creatures are subject to attacks of opportunity if any foes threaten the distracted subjects.

If you threaten a distracted subject, you can also make an attack of opportunity.

Augment: If you spend 4 additional power points, the area of the power is transformed into a 15-foot burst.

EARTH WALK

Psychometabolism

Level: Elements 2, psion/wilder 2, psychic warrior 2

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

Power Points: 3

You ascend the wall as if it were level ground.

You create a perfect mental bond with stone, allowing you to move over it with uncanny ease.

While this power is in effect, you can climb stone and earthen surfaces at your current base speed, including moving across ceilings, overhangs, and other slanted or vertical surfaces without making Climb checks.

While climbing in this manner, you do not have to make a Climb check to avoid losing your grip when you take damage.

In addition, you can cling to a stone surface easily with just one limb, allowing you to attack without restriction, manifest powers normally, and retain your Dexterity bonus to Armor Class while climbing.

Augment: If you spend 6 additional power points, you can manifest this power as a swift action.

EMPOWER WEAPON

Psychometabolism

Level: Psychic warrior 5

Display: Visual

Manifesting Time: 10 minutes

Range: Touch

Target: One weapon touched

Duration: Permanent until discharged (D)

Saving Throw: Will negates (object)

Power Resistance: Yes (object)

Power Points: 9

The blade of your weapon takes on a crystalline quality, shining faintly as psychic power converts it into a vessel of power.

You can store one power that you can manifest in a weapon of your choice.

Only one such power can be stored in a weapon at a time; you cannot have more than one empowered weapon at any given time.

You can store a power costing up to your manifester level minus 4.

You expend the power points for the stored power, including augmentations, when you empower the weapon initially (in addition to those spent to manifest *empower weapon*).

Once the power is stored, you can manifest the power from the weapon without expending power points from your own reserve.

You can manifest the power stored within the weapon as you stored it, complete with its chosen augmentations.

For example, the 14th-level psychic warrior Ragnara knows both *empower weapon* and *oak body*.

She manifests *empower weapon* and chooses to store *oak body* augmented with 1 power point (the maximum allowed at her manifester level minus 4).

At the time she manifests *empower weapon* and stores *oak body*, she spends 19 power points (9 for *empower weapon* and 10 for the augmented *oak body*).

Several days later, when she manifests the stored power, she does so without any power point expenditure.

ENDURE ELEMENTS, PSIONIC

Psychometabolism

Level: Psion/wilder 1, psychic warrior 1

Display: Visual

Manifesting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 24 hours

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 1

An amber aura quickly spreads over your body, moderating the effects of the environment.

As endure elements (PH 226), except as noted here.

EYES OF THE BASILISK

Psychometabolism

Level: Psion/wilder 7

Display: Visual

Manifesting Time: 1 standard action

Range: 30 ft.

Target: One creature within 30 ft. per round

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Power Resistance: Yes

Power Points: 13

Your eyes glow with a pale green incandescence, hinting at concentrated malice.

Your look turns one creature per round to stone permanently.

Once each round, you can choose to look at a creature as a standard action.

The creature must succeed on a Fortitude saving throw or be turned to stone.

Creatures can avoid the need to make a saving throw by not looking at you.

On its turn, a creature chooses whether it is looking at you normally, averting its eyes, or looking away.

Averting Eyes: Your opponent can attempt to avoid looking at your face, and instead look at your body, watch your shadow, track you in a reflective surface, and so on.

Each round, an opponent has a 50% chance to avert its eyes in this manner, avoiding the need to make a saving throw against your eyes of the basilisk power.

However, you gain concealment against that opponent.

Looking Away: An opponent can look away or cover its eyes (such as with a blindfold) so that it cannot see you at all.

You gain total concealment against that opponent.

FROM THE BRINK

Psychometabolism (Healing)

Level: Life 2

Display: Material and mental

Manifesting Time: 1 immediate action

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

Target: One dying creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Power Resistance: No

Power Points: 3

You exert your power to prevent a creature from stepping into the next world, anchoring it tenuously to its depleted, but stable, body.

When you manifest this power, you automatically stabilize the target.

Augment: For every additional power point you spend, the target regains 1 hit point, restoring it up to a maximum of 1 hit point.

For example, Kalar sees his ally Phenn drop in combat, reduced to -5 hit points.

Kalar can manifest this power to stabilize Phenn at a distance, and can augment the power with up to 6 power points to heal Phenn (bringing him back up to 1 hit point).

GREATER GLORY

Psychometabolism [Good]

Level: Good 8

Display: Visual

Manifesting Time: 1 standard action

Range: 20 ft.

Targets: One good creature/level in a 20-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: See text

Power Resistance: Yes

Power Points: 15

You cause pure light to surround good creatures near you, bathing them in a holy radiance that gives them great power when combating the forces of evil.

When you manifest this power, you give any good creatures near you the ability to combat evil more effectively.

This power has several benefits.

Each affected creature gains the ability to smite evil.

The smite attack can be used once during the duration of the power.

Creatures using the smite attack gain a bonus on their damage rolls equal to your manifester level.

Greater glory blocks any attempt by a nongood creature to possess the warded creatures (by a magic jar attack, for example) or to exercise mental control over the creatures (including charms and compulsions).

The protection does not prevent such attempts from targeting the creature, but it suppresses their effects for the duration of greater glory.

Each creature under the effect of greater glory gains a +2 insight bonus to Armor Class and on saves against the attacks, powers, and abilities of evil creatures.

Finally, evil creatures that attack a creature benefiting from greater glory must make Fortitude saves or be nauseated for 1d4 rounds.

HEAVY EARTH

Psychometabolism

Level: Law 3, psion/wilder 3

Display: Visual

Manifesting Time: 1 standard action

Range: 20 ft.

Area: 20-ft.-radius burst, centered on you

Duration: Instantaneous

Saving Throw: Fortitude negates

Power Resistance: Yes

Power Points: 5

Light explodes from your form and settles into the earth, infusing it with mass beyond its norm.

You create an area of strange, otherworldly gravity, causing the earth itself to pull creatures downward.

Creatures in the affected area that fail their saving throws fall prone.

In addition, these creatures are *slowed* (as the *slow* spell) as long as they remain prone and for 1 round after they stand up.

Creatures that succeed on their saves are not knocked down, but they are still *slowed* for 1 round.

Creatures that are already prone and fail their saves are *slowed* as long as they remain prone and for 1 round after they stand up.

Creatures with multiple legs or stability (such as a dwarf) have a bonus on this save as if they were attempting a Strength check to resist a normal trip attempt.

Since you are in the area of heavy gravity, you are *slowed* just as other creatures are, but you are never knocked prone when you manifest this power.

Augment: If you spend 4 additional power points, you are not *slowed* by manifesting this power.

HUNGRY TOUCH

Psychometabolism

Level: Consumption 1

Display: Mental and olfactory

Manifesting Time: 1 standard action

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude half; see text

Power Resistance: Yes

Power Points: 1

A delicious scent wafts through the air as your touch steals a small portion of the life essence of another creature.

On a successful touch attack, you deal 1d6 points of damage to the target creature and gain temporary hit points equal to the amount of damage dealt.

The target can attempt a Fortitude save to take half damage and negate your hit point gain.

The temporary hit points last for up to 10 minutes.

Augment: For every 2 additional power points you spend, the power deals an additional 1d6 points of damage, and the power's save DC increases by 1.

INSPIRE MOUNT

Psychometabolism

Level: Psychic warrior 1

Display: Visual

Manifesting Time: 1 standard action

Range: Touch

Target: One willing mount

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 1

Your mount is enveloped in a golden radiance as you infuse it with strength, stamina, and speed.

While your mount enjoys the benefit of this power, its speed increases by 20 feet.

Furthermore, you can make a Ride check to negate a hit on your mount as though you had the Mounted Combat feat.

If you already possess this feat, you receive a +10 competence bonus on your Ride check when attempting to negate a hit on your mount.

When you attempt to negate a hit on your mount (whether successful or not), the power ends.

Augment: You can augment this power in one or both of the following ways.

1. If you spend 6 additional power points, you can manifest this power as an immediate action.

2. If you spend 6 additional power points, you can increase this power's duration to 10 minutes per level.

MEND WOUNDS

Psychometabolism (Healing)

Level: Life 6

Display: Material

Manifesting Time: 1 standard action

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless) or Will half

Power Resistance: Yes

Power Points: 11

Your touch taps a conduit of positive energy, healing the target of its wounds.

With a touch, you can channel positive energy and cure a target creature of up to 55 points of damage.

If used against an undead creature, *mend wounds* instead deals 55 points of damage.

An undead creature can attempt a Will save for half damage.

Augment: You can augment this power in one or both of the following ways.

1. For every additional power point you spend, you heal an additional 5 points of damage or deal an additional 5 points of damage to an undead creature.

2. If you spend 4 additional power points, you can heal all creatures within 20 feet of you.

MIND OVER ENERGY

Psychometabolism

Level: Guardian 6, psion/wilder 6, psychic warrior 6

Display: Visual

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round/level

Power Points: 11

You concentrate, and your form's hue becomes partially saturated with a color related to the energy you choose.

You mentally reinforce your living tissue with pure psionic will, gaining immunity to the energy type you choose for the duration of the power: cold, electricity, fire, or sonic.

MINDFIRE

Psychometabolism

Level: Psion/wilder 3

Display: Material and olfactory

Manifesting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous
Saving Throw: Fortitude negates
Power Resistance: Yes

Power Points: 5

A gust of warm air wafts the odor of sickness and death across the area.

If the target fails her saving throw, she contracts mindfire. The disease has no incubation period; the victim immediately takes 1d4 points of Intelligence damage. Each day thereafter, the victim must succeed on a Fortitude saving throw (DC equal to the manifested power's DC) or take another 1d4 points of Intelligence damage.

If the victim makes her Fortitude save for two days in a row, she fights off mindfire and recovers, taking no more damage.

Augment: For every 3 additional power points you spend, the disease deals 1 additional point of Intelligence damage, and the save DC (for the power and the disease) increases by 1.

PLANAR APOTHEOSIS

Psychometabolism [see text]

Level: Evil 4, Good 4, psion/wilder 4, psychic warrior 4

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: 7

A silver (or black) halo appears above your head, revealing your connection to the Outer Planes.

When you manifest this power, you choose between celestial apotheosis or fiendish apotheosis.

The power gains the good or evil descriptor, respectively.

If you are good-aligned, you must choose celestial, and if you are evil-aligned, you must choose fiendish.

If your alignment has no good or evil component, you can choose either version of the power.

You psionically reach across the planes and form a tenuous bond with a plane appropriate to the chosen apotheosis.

From this bond, you gain the following effects.

- Darkvision out to 60 feet.
- Power resistance equal to 5 + your manifester level.
- If you chose celestial apotheosis, you gain resistance to acid 10, cold 10, and electricity 10, as well as the ability to smite evil once, dealing additional damage equal to your manifester level against an evil foe.
- If you chose fiendish apotheosis, you gain resistance to cold 10 and fire 10, as well as the ability to smite good once, dealing additional damage equal to your manifester level against a good foe.

Augment: If you spend 6 additional power points, you can increase the duration to 10 minutes per level.

PLANAR EMBRACE

Psychometabolism [see text]

Level: Evil 6, Good 6, psion/wilder 8

Display: Visual

Manifesting Time: 1 round

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: 15

A silver (or black) halo appears above your head, and white feathered (or black leathery) wings sprout from your back, revealing a powerful connection to the Outer Planes.

When you manifest this power, you must choose whether to receive abilities from the half-celestial template (MM 144) or the half-fiend template (MM 147).

The power gains the good or evil descriptor, respectively.

If you are good-aligned, you must choose half-celestial, and if you are evil-aligned, you must choose half-fiend.

If your alignment has no good or evil component, you can choose either version of the power.

You psionically reach across the planes and form a bond with a plane appropriate to the chosen template.

From this bond, you gain the following effects.

- You receive spell-like abilities appropriate to a half-celestial or half-fiend that has Hit Dice equal to one-half your manifester level.

For instance, if you're a 13th-level psion, you receive spell-like abilities as if you were a 6 HD creature with the appropriate template.

- If you chose half-celestial, you gain wings and a fly speed equal to twice your base land speed (good maneuverability).
- If you chose half-fiend, you gain wings and a fly speed equal to your base land speed (average maneuverability).

PROTECTION FROM SPELLS, PSIONIC

Psychometabolism

Level: Magic 8

Display: Olfactory

Manifesting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Will negates (harmless, object)

Power Resistance: Yes (harmless, object)

Power Points: 15

As you touch the creature, the smell of burned paper fills the air.

As protection from spells (PH 266), except as noted here.

Augment: For every 4 additional power points you spend, you can protect an additional creature.

PSYCHIC SCIMITAR

Psychometabolism

Level: Psion/wilder 2

Display: Visual

Manifesting Time: 1 standard action

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

Effect: One psychic blade

Duration: 1 min./level (D)

Saving Throw: None

Power Resistance: No

Power Points: 3

A wraithlike, glowing scimitar shaped from your psychic might materializes and moves as you desire.

You can create an immaterial scimitar that allows you to attack enemies or deliver low-level touch powers at a distance.

When you manifest the power, you lose 2 Intelligence points (and any associated bonus power points) that return when the power ends (even if it is negated), but not if the scimitar is destroyed.

In this latter case, treat the lost Intelligence points as ability damage.

The scimitar appears in your hand when first manifested. Directing the scimitar takes a standard action.

Once directed to attack an enemy within range, it disappears and then reappears in melee with that creature; thus, you can use a *psychic scimitar* to attack enemies at a distance.

Attacks with a *psychic scimitar* are melee touch attacks.

The power gives you a +2 bonus on your melee touch attack roll.

Attacking with a *psychic scimitar* counts normally as an attack.

You can choose to redirect the scimitar to attack a new opponent; doing so requires an additional standard action. The blade deals 1d6 points of damage.

Since the blade is immaterial, your Strength modifier does not apply to the damage even if you wield the blade in your hand.

If you wield the scimitar in your hand, you are treated as proficient even if you lack proficiency with the scimitar.

Other creatures cannot wield your *psychic scimitar*.

A *psychic scimitar* always strikes from your direction.

The blade cannot flank targets as a creature can.

The blade is incorporeal and thus cannot be harmed by normal weapons.

It has improved evasion, your save bonuses, and a base Armor Class of 22.

Your Intelligence modifier applies to the blade's Armor Class as if it were the scimitar's Dexterity modifier.

A *psychic scimitar* has 4 hit points.

You can also use your scimitar to deliver the effect of any power of 4th level or lower with a range of touch that you can manifest.

If you make a successful attack with the blade, the power is manifested on the target as if you had manifested it yourself.

After it delivers a power, or if the blade goes beyond range or moves out of your sight, the blade returns to you and hovers until given further direction.

Augment: For every 2 additional power points you spend, the *psychic scimitar* deals 1 additional point of damage.

RAGE OF THE REMORHAZ

Psychometabolism

Level: Psychic warrior 6

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Power Points: 11

You skin pulses with a red glow.

Your skin pulses, generating a heat so intense that anything touching your body takes 4d6 points of fire damage.

Creatures striking you with natural attacks or unarmed attacks are subject to this damage as well.

Creatures striking with melee weapons do not take damage from your heat, but their weapons do take damage.

You and your possessions are immune to your own heat (but you are not resistant or immune to heat from other sources).

Augment: For every 2 additional power points you spend, the power deals an additional 1d6 points of damage. For each additional 2d6 points of damage, the power's save DC increases by 1.

SENSORY GLOOM

Psychometabolism

Level: Lurk 1

Display: Material

Manifesting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude negates

Power Resistance: Yes

Power Points: 1

Grayish ectoplasm erupts from the skin of your enemy's face (or body), inhibiting its senses.

You override your target's nervous system and partially shut down one of its senses.

You choose which sense to affect when manifesting this power.

Each obscured sense has a different effect on the foe.

Sight: The target's vision is hampered.

It sees its surroundings as if through a dense fog.

Creatures that are adjacent to the target seem blurry, and any attacks made against an adjacent opponent are made as if that opponent had concealment.

Creatures more than 5 feet away from the target have the benefit of total concealment.

Hearing: The target is temporarily deafened (PH 307).

Scent/Taste: The target cannot smell or taste anything.

Creatures that normally benefit from the scent ability (MM 314) no longer do so for the duration of the power.

Characters who try to ascertain the properties of a potion by taste automatically fail in the attempt.

Touch: The target cannot feel the ground (as if its limbs had fallen asleep) or assess its position in relation to the ground accurately.

The target must succeed on a DC 5 Balance check each round to keep from falling prone.

If the target falls prone, it must succeed on a DC 10 Balance check to stand up.

Creatures that normally benefit from the tremorsense ability no longer do so for the duration of the power.

Augment: You can augment this power in one or both of the following ways.

1. For every 2 additional power points you spend, you can affect one additional sense simultaneously.

You can affect a total of four senses.

2. For every 2 additional power points you spend, the power's save DC increases by 1.

SLOW BREATHING

Psychometabolism

Level: Psion/wilder 1, psychic warrior 1

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level

Power Points: 1

You concentrate, and your shin radiates a healthy, rosy glow. You reduce the need for oxygen in your body, increasing your ability to become acclimated to the thin air of high altitudes.
You gain a +4 competence bonus on saving throws against altitude sickness (DMG 90).
Augment: If you spend 4 additional power points, you become immune to altitude sickness.

STONE MIND

Psychometabolism
Level: Natural World 1, psion/wilder 1, psychic warrior 1
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level
Power Points: 1

Your manifestation gives your eyes the hue of boulders and your shin the dusty texture of a creature of the deep earth, signifying your enhanced knowledge of things below the ground.
When you manifest this power, your mind becomes as the earth, and the earth becomes your mind.
You gain a +4 bonus on Search checks while standing on a surface of earth or stone (including a worked stone floor). In addition, you gain a further +2 bonus on Search checks to notice unusual stonework.
This bonus stacks with the regular +4 bonus on all Search checks from this power and with the +2 bonus to notice unusual stonework from the stonecunning racial trait.
Augment: If you spend 6 additional power points, you can manifest this power as a swift action.

STYGIAN BANE

Psychometabolism
Level: Psychic warrior 3
Display: Visual
Manifesting Time: 1 standard action
Range: Touch
Target: Weapon touched
Duration: 1 min./level
Saving Throw: Will negates (harmless, object)
Power Resistance: Yes (harmless, object)
Power Points: 5
A serene gray radiance, roughly as bright as a candle's flame, envelops your weapon.
You give a weapon the undead bane special ability in addition to any other properties it has.
Against undead, your weapon's enhancement bonus (if any) is +2 higher than normal, and it deals an additional 2d6 points of damage.
The power has no effect if manifested upon a weapon that already has the undead bane quality.
Alternatively, you can affect up to 50 arrows, bolts, or bullets.
The projectiles must be of the same kind and they have to be together, such as in the same quiver.
A projectile (but not a thrown weapon) loses the special ability after it is used in an attack.
The weapon is considered good-aligned for the purpose of overcoming damage reduction.

STYGIAN BOLT

Psychometabolism
Level: Psion/wilder 6
Display: Material and visual
Manifesting Time: 1 standard action
Range: 120 ft.
Area: 120-ft. line
Duration: Instantaneous
Saving Throw: Reflex negates
Power Resistance: Yes
Power Points: 11
Black lightning erupts from your fingertips and stabs at the life force of your enemies.
Reaching across the planes, you form a momentary link between yourself and the Negative Energy Plane.
Drawing on your temporary stygian channel, you discharge a powerful bolt that extends from your outstretched hand. Anyone caught in the area gains 1d4 negative levels.
This is a negative energy effect.
If the subject has at least as many negative levels as it has Hit Dice, it dies.
Assuming the subject survives, it regains lost levels after a number of hours equal to your manifester level (maximum 15 hours).
Negative levels usually have a chance of permanently draining the victim's levels, but the negative levels from *stygian bolt* don't last long enough to do so.
Undead affected by a *stygian bolt* gain 2d4×5 temporary hit points that last for up to 1 hour.
Augment: For every 4 additional power points you spend, the power bestows an additional 1d4 negative levels, and affected undead gain 2d4×5 additional temporary hit points.

STYGIAN CONFLAGRATION

Psychometabolism
Level: Psion/wilder 9
Display: Visual
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: Cylinder (15-ft. radius, 40 ft high)
Duration: Instantaneous
Saving Throw: Fortitude partial; see text
Power Resistance: Yes
Power Points: 17
An exhalation of the void erupts from the ground and assaults the heavens in the form of a 40-foot-tall pillar of black flame.
You psionically reach across the planes to form a temporary bond with the Negative Energy Plane.
Drawing deeply on your link, you ignite a pillar of black flame that rises from the ground into the sky.
Each creature caught in the area of effect gains 1d4 negative levels.
There is no saving throw to avoid gaining the negative levels, but 24 hours after gaining them, an affected creature must make a Fortitude saving throw (DC equal to the *stygian conflagration's* save DC) for each negative level. If the save succeeds, that negative level is removed.
If the save fails, the negative level still goes away, but one of the subject's character levels is permanently drained.
An undead creature in the area gains 1d4×5 temporary hit points that last for up to 1 hour.

Augment: For every 2 additional power points you spend, the power bestows one additional negative level, and affected undead gain 5 additional temporary hit points.

STYGIAN DISRUPTION

Psychometabolism

Level: Psychic warrior 4

Display: Visual

Manifesting Time: 1 standard action

Range: Touch

Target: One bludgeoning weapon

Duration: 1 round/level

Saving Throw: Will negates (harmless, object)

Power Resistance: Yes (harmless, object)

Power Points: 7

A massive surge of brilliant white light envelops your weapon.

You give a weapon the disruption special ability in addition to any other properties it has.

A weapon of disruption is the bane of all undead.

Any undead creature struck in combat must succeed on a Will saving throw or be destroyed as its link to the Negative Energy Plane is severed.

STYGIAN DOMINION

Psychometabolism

Level: Death 5, psion/wilder 5

Display: Material and visual

Manifesting Time: 1 round

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

Target: One undead creature

Duration: 1 hour/level or until you return to your body

Saving Throw: None; see text

Power Resistance: Yes

Power Points: 9

Your body drops lifeless as your consciousness travels in an arc of crackling black energy to assume control of an undead vessel.

You can assume control over the body of a mindless undead creature, such as a skeleton or zombie.

You can target any creature whose Hit Dice are equal to or less than your manifester level.

When you take control of the mindless undead creature, you leave your body empty of sentience and mind, but it still breathes.

The power ends when the undead body is destroyed, you leave the undead body to assume control of your own body, the duration of the power ends, or some other force (such as *dispel psionics*) drives you out of the undead body and back to your own.

While in the body of the undead creature, you retain your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities (as well as psionic powers).

The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and special abilities.

As a standard action, you can shift from the undead creature to your body if it is within range, relinquishing control of the undead creature.

Doing this causes the power to end.

If the undead creature is destroyed when your body is beyond the range of the power, both you and the undead creature die.

Any life force with nowhere to go is treated as slain.

If the power's duration expires while you are in the undead creature's body, you return to your own body instantly (unless your body is out of range or destroyed, in which case you die).

Augment: If you spend 2 additional power points, you can attempt to assume control of an intelligent undead. In this case, the undead gets a Will saving throw to resist the attempt.

If the save fails, you control the undead's body, but its mind remains in the body you assume control over, and it can attempt another saving throw every 1d4 rounds to force you back into your own body (which means you could die if your body is out of range at the time of a successful save).

STYGIAN ERASURE

Psychometabolism

Level: Psychic warrior 2

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 3

A silvery-white curtain encompasses you, seeming to rise up from the ground and stretch toward the heavens.

When you manifest this power, you form a temporary bond with the Positive Energy Plane that removes one negative level you possess.

Stygian erasure does not restore lost levels.

Augment: For every 2 additional power points you spend, you can remove one additional negative level.

STYGIAN RAY

Psychometabolism

Level: Death 2, psion/wilder 2

Display: Visual

Manifesting Time: 1 standard action

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

Effect: Ray

Duration: 1 round

Saving Throw: None

Power Resistance: Yes

Power Points: 3

A black ray of energy springs from your outstretched hand to strike your enemy.

You form a momentary link between yourself and the Negative Energy Plane, allowing you to release a black ray that suppresses the life force of any living creature it strikes.

You must make a ranged touch attack to hit.

If the attack succeeds, the subject gains 1d4 negative levels for 1 round (see the Negative Levels sidebar on page 100).

If the subject has at least as many negative levels as it has Hit Dice, it is stunned for 1 round instead.

On the following round, the subject regains lost levels.

Usually, negative levels have a chance of permanently draining the victim's levels (or killing creatures with Hit Dice equal to or less than the number of negative levels gained), but the negative levels from *stygian ray* don't last long enough to do so.

An undead creature struck by the ray gains 5 temporary hit points that last for up to 1 round.

STYGIAN TOUCH

Psychometabolism

Level: Psychic warrior 6

Display: Visual

Manifesting Time: 1 standard action

Range: Touch

Target: One creature touched/level

Duration: Instantaneous

Saving Throw: Fortitude negates

Power Resistance: Yes

Power Points: 11

Your fingertips darken until they are stained as black as the void.

You form a momentary link between yourself and the Negative Energy Plane, allowing you to suffuse your hands with negative energy so that your touch weakens the life force of living creatures.

Each touch channels negative energy that bestows one negative level on the target and grants you 5 temporary hit points.

Both the negative level and the temporary hit points last for up to 1 hour.

A successful Fortitude save negates the negative level and prevents you from gaining the temporary hit points.

You can use this melee touch attack once per manifester level.

An undead creature you touch gains 5 temporary hit points that last for up to 1 hour, and you lose 5 hit points (no save).

Augment: For every 2 additional power points you spend, a negative level you bestow on a particular melee touch attack that you designate lasts for 24 hours.

STYGIAN VEIL

Psychometabolism

Level: Death 8, psion/wilder 8

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

Power Points: 15

Your skin pales and your eyes darken to dead-black orbs.

You form a momentary link between yourself and the Negative Energy Plane that allows you to gain many of the traits common to undead creatures.

You are immune to mindaffecting spells and abilities, poison, sleep effects, paralysis, stunning, disease, death effects, extra damage from critical hits, nonlethal damage, death from massive damage, ability drain, energy drain, fatigue, exhaustion, and damage to physical ability scores. You are immune to any effect requiring a Fortitude save unless it is harmless or affects objects.

You need not breathe, eat, or sleep.

For the duration of the power, you have no Constitution score (—).

You lose any bonus hit points gained from having a Constitution bonus (though this can't reduce your hit points to less than 1 per Hit Die).

If your Constitution modifier is normally a penalty, you don't gain any hit points by manifesting this power.

Like an undead creature, you are damaged by positive energy effects and healed by negative energy effects.

You don't actually gain the undead type by manifesting this power.

STYGIAN WARD

Psychometabolism

Level: Life 4

Display: Visual

Manifesting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 7

You touch your target, and a green radiance begins to cover it, spreading out from your point of contact.

As death ward (PH 217), except as noted here.

STYGIAN WEAPON

Psychometabolism

Level: Lurk 2, psychic warrior 2

Display: Visual

Manifesting Time: 1 swift action

Range: Touch

Target: One weapon touched

Duration: 1 round

Saving Throw: None (object)

Power Resistance: Yes; see text

Power Points: 3

Tendrils of crackling black energy course from you into your weapon.

You form a momentary link between yourself and the Negative Energy Plane, allowing you to empower your weapon with fell energy.

One melee attack you make in this round is infused with negative energy.

On a successful attack, your foe is treated as if struck with a stygian ray (page 101).

That creature's power resistance (if any) applies to this attack.

TOUCH OF HEALTH

Psychometabolism (Healing)

Level: Life 1

Display: Auditory and material

Manifesting Time: 1 standard action

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless) or Will half

Power Resistance: Yes

Power Points: 1

A delicate chime resounds as your touch heals a creature's minor wounds.

With a touch, you channel positive energy to cure 2 points of damage to a target creature.

If used against an undead creature, *touch of health* instead deals 2 points of damage.

An undead creature can attempt a Will save for half damage.

Augment: For every additional power point you spend, you can cure 2 additional points of damage to a target creature, or deal 2 additional points of damage to undead.

URBAN STRIDER

Psychometabolism

Level: Psion/wilder 1, psychic warrior 1

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

Power Points: 1

Your legs appear to lengthen and take on more graceful lines, promising greater feats of speed and agility.

You enhance your ability to move rapidly through city streets and across rooftops.

You gain a +5 competence bonus on all Balance and Jump checks.

You do not need to make Balance checks when running or charging across a sloped surface.

You automatically succeed on all Jump checks to clear a horizontal distance of 5 feet or less, and you can make standing long jumps and high jumps as if they were running long jumps and high jumps.

You can move at your full normal speed through crowds.

Augment: If you spend 8 additional power points, you can walk normally on any city surface as if it were level ground.

This includes perfectly vertical walls, glass windows, and even clotheslines.

Your speed remains unchanged, even when walking straight up a wall.

PSYCHOPORTATION

ANTICIPATORY STRIKE

Psychoportation

Level: Psion/wilder 5, Time 5

Display: Auditory

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 9

The air reverberates with an eager hum as your movements pick up speed.

You take your normal action for the round at the time that you manifest this power, rather than waiting for your turn to come up in the initiative sequence.

In subsequent rounds, your place in the initiative order does not change—you change the time when you act for this round only.

You can take a standard action and a move action, or a full-round action, just as you could if you were taking your action at your normal place in initiative order.

You can't activate this power if you're flat-footed, and you can't use the power a second time until after your next turn has passed.

For example, if you normally act on initiative count 15, you could use this power to act again on initiative count 12, but

this means that you wouldn't be able to act on the next round at initiative count 15 (since you've already used that turn's actions), and you wouldn't be able to use the power again until after your next turn (that is, after the next round's initiative count 15).

CALL ARMOR

Psychoportation (Teleportation)

Level: Justice 2, psychic warrior 1

Display: Material

Manifesting Time: 1 round

Range: 0 ft.

Effect: One suit of armor or shield; see text

Duration: 1 min./level (D); see text

Saving Throw: None

Power Resistance: No

Power Points: Justice 3, psychic warrior 1

Armor appears on your body, answering your mental call.

You call a suit of armor or a shield to you, seemingly from thin air.

(Actually, it is a real item snatched from some other random location in space and time).

You don't have to see or know of the item to call it.

In fact, you can't ever call a specific item; you just specify the kind (chain shirt, full plate, buckler, and so on).

The item is made of ordinary materials appropriate for its kind.

Armor appears correctly donned, and a shield appears on the proper arm.

Armor and shields gained by *call armor* are distinctive due to their astral glimmer.

If a called suit of armor is ever off your body or you relinquish your grip on a called shield for 2 or more consecutive rounds, the object automatically returns to its point of origin.

(For this purpose, you're considered to be wearing armor when you're donning or shedding it).

Augment: You can augment this power in one or both of the following ways.

1. For every 4 additional power points you spend, the item's enhancement bonus to Armor Class improves by 1.

For example, if you spend 15 power points, you call a shield or a suit of armor with a +3 enhancement bonus to Armor Class.

2. If you spend 4 additional power points, you can alter the substance of the armor to make it mithral.

If you spend 8 additional power points, you can make it adamantine.

DIMENSION DOOR, PSIONIC

Psychoportation (Teleportation)

Level: Lurk 4, psion/wilder 4, psychic warrior 4

Display: Visual

Manifesting Time: 1 standard action

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

Target: You and touched objects or other touched willing creatures

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Power Resistance: No and yes (object)

Power Points: 7

You step into a black spherical void; when you step out, you are somewhere else.

As *dimension door* (PH 221), except as noted here.

Augment: This power appears in *Expanded Psionics Handbook* (page 92), but it has been updated here with new augmentation options.

A character who already knows the power also knows these new augmentations, which can be applied individually or all at once.

1. If you spend 2 points less than the given power point cost, you manifest this power as a full-round action.
2. If you spend 2 points less than the given power point cost, you teleport yourself and touched objects or other touched willing creatures up to 20 feet.
3. If you spend 2 additional power points, the visual display of the power is particularly dazzling. The bright flash left behind when you vacate an area dazzles all remaining creatures within a 10-foot radius of your previous position.
4. If you spend 6 additional power points, you can manifest this power as a move action. This option cannot be used in conjunction with augmentation option 1.

DIMENSION HOP

Psychoportation (Teleportation)

Level: Freedom 1

Display: Auditory

Manifesting Time: 1 swift action

Range: 10 feet

Target: You

Duration: Instantaneous

Power Points: 1

With a soft chime, you disappear and reappear nearby.

You instantly move to an unoccupied square up to 10 feet away within line of sight.

Augment: For every additional power point you spend, you can move an additional 5 feet.

DIMENSION TWISTER

Psychoportation (Teleportation)

Level: Psion/wilder 3

Display: Visual

Manifesting Time: 1 standard action

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

Target: One Medium or smaller creature, or one object weighing up to 300 lb.

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 5

Your foe is sucked down a vortex of shimmering silver energy, only to appear at a nearby location, hurt and twisted by the passage.

The subject of the power is violently displaced in space.

In effect, the subject appears to be sucked down a vortex of shimmering silver energy, only to be instantly spat out in the new location, in the direction you specify (within range).

The subject reappears in the same orientation as before. However, the rift in space you create to enable this movement is crudely rendered, and the target takes 5d6 points of damage in the transition.

If the space into which the subject reappears is occupied, he appears in the closest unoccupied space, still in his original orientation.

Determine the closest space randomly if necessary.

Augment: You can augment this power in one or more of the following ways.

1. For every 2 additional power points you spend, you can affect a creature of one size category larger, or double the weight of an object to be affected.
2. For every 2 additional power points you spend, the subject is moved an additional 5 feet.
3. For every 2 additional power points you spend, the subject takes an additional 1d6 points of damage.

DIMENSIONAL POCKET

Psychoportation

Level: Lurk 1

Display: Visual

Manifesting Time: 1 standard action

Range: Touch

Target: One unattended object, weighing up to 1 lb./level

Duration: 1 hour/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 1

With a touch of your hand, a small object is sent into safekeeping.

Your touch transfers an unattended object to an extradimensional pocket hidden in the palm of your hand. The dimensional pocket is invisible and weightless, regardless of its contents.

When the power ends or is dismissed, the object returns to your hand (or next to your hand if you cannot hold it).

You can manifest this power again before its duration elapses, in which case the stored object remains stored and the duration resets to 1 hour/level.

Augment: You can augment this power in one or both of the following ways.

1. For every additional power point you spend, you can store an additional pound per level (but still only one object).
2. If you spend 2 additional power points, you gain the ability to dismiss this power as a swift action.

ELEMENTAL STEWARD

Psychoportation [see text]

Level: Elements 1, psion/wilder 2

Display: Visual

Manifesting Time: 1 round

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

Effect: One summoned creature

Duration: 1 round/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 3

A small rent appears in the fabric of space, and through it steps a small humanoid, surrounded by a nimbus of energy.

Choose one of the four kinds of elemental stewards (page 130): emberling (fire), geodite (sonic), arctine (cold), or tempestan (electricity).

The kind you choose appears where you designate and acts immediately, on your turn.

It attacks your opponents to the best of its ability.

If you can communicate with the elemental steward, you can direct it not to attack, to attack particular enemies, or to perform other actions.

Elemental stewards can be summoned only into an area that can support them.

For example, you cannot summon an emberling into an aquatic environment.

The type of elemental steward you summon determines the subtype of this power.

For example, *elemental steward* is considered to be a fire power when you summon an emberling.

Augment: For every 2 additional power points you spend, you have a chance to summon one additional elemental steward.

Each additional steward you attempt to summon has a 50% chance of appearing.

All elemental stewards must be of the same kind.

ETHEREAL ABDUCTION

Psychoportation

Level: Psion/wilder 6

Display: Visual

Manifesting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 11

Misty tendrils snake from nowhere to wrap themselves around your opponent, dragging him inexorably into ethereal captivity. You can force another creature and its equipment onto the Ethereal Plane.

Until the duration expires, the creature is stuck on the Ethereal Plane unless it has another way of leaving.

You can also use this power while on the Ethereal Plane to pull a creature to you from the Material Plane.

For all other purposes, this power functions like *psionic ethereal jaunt* (EPH 105).

Augment: For every additional power point you spend, you can affect one additional creature.

EVADE ATTACK

Psychoportation

Level: Lurk 2, nomad 2

Display: Visual

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 3

A shimmering, translucent blue sphere blinks into existence around you, remaining intact just long enough to deflect an attack of opportunity.

You warp space, briefly creating a shimmering, translucent blue sphere around yourself that deflects one attack of opportunity you provoke with your move action.

Augment: If you spend 4 additional power points, you can attempt to avoid one successful regular attack made against you (instead of an attack of opportunity).

To successfully evade a regular attack, you must make a manifester level check (1d20 + your manifester level, maximum +10) against a DC of 15.

If you succeed, the attack misses.

INCONSTANT LOCATION

Psychoportation (Teleportation)

Level: Chaos 6, psion/wilder 6, psychic warrior 6

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute

Power Points: 11

Your frame seems to shimmer, its outline vaguely blurred as you disappear and reappear around the battlefield.

You teleport yourself around the battlefield, making it hard for your enemies to pin you down.

At the beginning of each of your turns, as a swift action, you can teleport yourself to any other space to which you have line of sight, as long as that space is no farther than you could move in one normal move action.

You can bring along objects as long as their weight doesn't exceed your maximum load.

This transport is instantaneous and does not provoke attacks of opportunity.

Once you teleport, you can take your actions for the round normally.

You do not have to adjust your location each round, but the duration counts down just the same.

Augment: For every additional power point you spend, the duration of this power is extended by 1 round.

LARVAL FLAYERS

Psychoportation

Level: Psion/wilder 2

Display: Auditory

Manifesting Time: 1 round

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

Effect: 1d3 summoned larval flayers

Duration: 1 round/level (D)

Saving Throw: None; see text

Power Resistance: No

Power Points: 3

A sick tearing noise heralds the arrival of several eyeless, squiggling creatures that resemble tadpoles, each a full 2 feet in length.

Their small, lampreylike mouths are obscured by a disquieting mass of tentacles.

This power calls 1d3 psionic creatures known as larval flayers (page 133).

The larval flayers appear where you designate and act immediately, on your turn.

(As Tiny creatures, they initially appear together in the same square).

They attack your opponents to the best of their ability.

If you can communicate with the creatures, you can direct them not to attack, to attack particular enemies, or to perform other actions.

Augment: You can augment this power in one or both of the following ways.

1. For every 2 additional power points you spend, you can call one additional larval flayer.

2. For every 2 additional power points you spend, one of the larval flayers you call appears already attached to a foe in range that you specify and can use its brain sap ability (page 133) unless the selected foe succeeds on a Reflex saving throw.

PLANAR CHAMPION

Psychoportation [see text]

Level: Psion/wilder 7

Display: Visual

Manifesting Time: 1 round

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

Effect: One summoned creature

Duration: 1 round/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 13

The shimmer of a silver aura (or a cloud of foul gray smoke) heralds the arrival of a fantastic extraplanar being.

When you manifest this power, you must choose whether to call a champion of good (a sibyllic guardian, page 135) or a champion of evil (a cerebrilith, EPH 193).

The power gains the good or evil descriptor, respectively. If you are good-aligned, you must choose a sibyllic guardian, and if you are evil-aligned, you must choose a cerebrilith.

If your alignment has no good or evil component, you can choose either version of the power.

The champion you choose appears where you designate and acts immediately, on your turn.

It attacks your opponents to the best of its ability.

If you can communicate with the champion, you can direct it not to attack, to attack particular enemies, or to perform other actions.

A planar champion called with this power does not have its summoning ability, if any.

Augment: For every 6 additional power points you spend, you summon one additional champion of the same type.

PSYCHOPORTIVE SHELTER

Psychoportation

Level: Psion/wilder 2

Display: Visual

Manifesting Time: 10 minutes

Range: 10 ft.

Effect: Extradimensional space

Duration: 1 hour/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 3

A distortion in the space around you heralds the creation of an extradimensional pocket whose entrance appears as a faint shimmer in the air.

You mentally grab an adjacent bubble of empty extradimensional space and stretch it so that it connects locally.

The shelter has a single entrance on the plane on which it was created.

The entry point looks like a faint shimmer in the air that is 7 feet in diameter.

You and other creatures can enter the shelter at will.

The shelter holds up to seven creatures of Large or smaller size.

From inside the shelter, you can look out of the entrance as if you were looking through a window.

However, creatures in the shelter are hidden, beyond the reach of powers (including clairsentient probes), unless those powers work across planes.

Powers cannot be manifested across the extradimensional interface, nor can area effects cross it.

Once inside the shelter, you can take a standard action to will the exterior entrance to become invisible on the plane on which it was created.

You can still see out of the entrance, but creatures on the plane of origin can't see in, even if they're able to discern the shimmering entrance itself.

When the power ends, anything inside the shelter is expelled.

Augment: For every additional power point you spend, the shelter can hold one additional creature of any size.

SHADOW EFT

Psychoportation [Evil]

Level: Psion/wilder 4

Display: Auditory and visual

Manifesting Time: 1 round

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

Effect: One summoned shadow eft

Duration: 1 round/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 7

A deep tone presages the appearance of an awful shape made half of bone and half of black so concentrated it has taken on form.

It looks like a faceless, wingless demon.

Its bony claws are long and tipped with the void.

This power calls a creature known as a shadow eft (page 134).

The shadow eft appears where you designate and acts immediately, on your turn.

It attacks your opponents to the best of its ability.

If you can communicate with the eft, you can direct it not to attack, to attack particular enemies, or to perform other actions.

Augment: You can augment this power in one or both of the following ways.

1. For every 4 additional power points you spend, you summon one additional shadow eft.

2. For every 2 additional power points you spend, one shadow eft you call appears already hiding in a shadow you specify (see the creature's hide in shadow ability).

However, foes gain an immediate Spot check to detect the hidden eft.

SHADOW WALK, PSIONIC

Psychoportation

Level: Light and Darkness 5

Display: Visual

Manifesting Time: 1 standard action

Range: Touch

Target: One touched creature/level

Duration: 1 hour/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 9

You and the creatures you touch are shrouded with dark tendrils that writhe around your bodies.

As shadow walk (PH 277), except as noted here.

TEMPORAL REITERATION

Pschoportation

Level: Nomad 5

Display: Visual

Manifesting Time: 1 swift action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 9

A temporal fire encompasses your body.

Within its time-defying flames, you gain a moment of stasis.

The past round does not count as time spent from the duration of ongoing effects on you such as rage, spell duration, and poison.

Manifesting this power effectively increases their duration for you by 1 round.

Augment: For every 4 additional power points you spend, you can share the power's effect with one additional person who is within 30 feet of you at the time you manifest the power.

TELEPATHY

CEREBRAL PHANTASM

Telepathy [Fear, Mind-Affecting]

Level: Psion/wilder 3

Display: Visual

Manifesting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 5

A dark flash in the corner of your subconscious awakens inner demons of the target's mind.

You and others see only a vague shape as it lurches forward and envelops the target.

You haul a horror lurking beneath the target's protective sanity into reality and thrust it into her waking mind.

Everyone sees something different, but many witness a nightmare of eyes, tentacles, dripping slime, and gnashing mouths all screaming atonally.

Everyone other than the target sees only a vague shape that lurches forward and envelops her.

If the target fails her Will saving throw, she takes 3d6 points of nonlethal damage and is dazed for 1d4 rounds, though she continues to scream, cry, and froth during that time.

If the target makes her Will save, she takes no damage and is not dazed.

Augment: For every 2 additional power points you spend, the power's save DC increases by 1.

CHAOS FISSURE

Telepathy (Compulsion) [Mind-Affecting]

Level: Chaos 8

Display: Auditory and visual

Manifesting Time: 1 standard action

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

Area: 20-ft.-radius emanation centered on a creature, object, or point in space

Duration: 1 round/level (D)

Saving Throw: Will negates or none (object); see text

Power Resistance: Yes or no (object); see text

Power Points: 15

The area you indicate roils with the force of chaos.

The air shivers with flashes of light and moans with discordant notes.

When you manifest this power, complete chaos prevails in the affected area.

All psionic powers are manifested as if using the wilder's wild surge class feature (DMG 31) with the possibility of psychic enervation.

The wild magic planar trait (DMG 149) is applied to all spells cast and spell-like abilities used in the area.

EIDETIC LOCK

Telepathy (Compulsion) [Mind-Affecting]

Level: Psion/wilder 1

Display: Mental

Manifesting Time: 1 standard action

Range: Touch

Target: 1 willing creature

Duration: 1 day/level

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 1

The mental image of a large metallic deadbolt sliding into place is accompanied by a resounding mental click.

You can telepathically embed an image or a short passage of text into the long-term memory of a single creature.

The creature can, any time within the duration of the power, thoroughly describe the image or recite the passage verbatim.

The limit to this ability is an image of a single nonmoving figure, or a passage of a nonmagical or nonpsionic nature of up to 500 words.

If the creature has artistic skill (5 or more ranks in Craft [painting]), it can also reproduce the image on canvas.

If the creature can't read the language in which a passage is written but has skill in calligraphy (5 or more ranks in Craft [calligraphy]), it can reproduce the passage.

If the creature can read the language in which a passage is written, it can reproduce the passage without needing the Craft skill.

Augment: If you spend 4 additional power points, the duration of the power becomes instantaneous.

The information becomes permanently locked in the creature's mind.

EMPATHIC TRANSFER, HOSTILE

Telepathy [Mind-Affecting]

Level: Pain and Suffering 3, psychic warrior 3, telepath 3

Display: Auditory and material

Manifesting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round or until discharged

Saving Throw: Will half

Power Resistance: Yes

Power Points: 5

A sharp cry of pain splits the air as your wounds disappear and reappear on your target.

You transfer your hurt to another.

When you manifest this power and make a successful touch attack, you can transfer up to 25 points of damage from yourself to the touched creature.

You cannot transfer more points than the damage you have already taken.

You immediately regain hit points equal to the amount of damage you transfer.

You cannot use this power to gain hit points in excess of your full normal total.

The transferred damage is empathic in nature, so powers and abilities the subject might have (such as damage reduction and regeneration) do not lessen or change this damage.

The damage transferred by this power has no type, so even if the subject has immunity to the type of damage you originally took, the transfer occurs normally and deals damage to the subject.

Augment: You can augment this power in one or both of the following ways:

1. For every additional power point you spend, you can transfer an additional 5 points of damage.

2. For every 2 additional power points you spend, you can affect one additional target within 20 feet of you.

Starting with the creature touched and continuing to the next closest creature, each target takes half the damage this power would deal (with a Will save to further reduce the damage) until each target has taken damage or you have been restored to maximum hit points.

EXHALATION OF THE BRONZE DRAGON

Telepathy (Compulsion) [Mind-Affecting]

Level: Psion/wilder 3, psychic warrior 3

Display: Visual

Manifesting Time: 1 standard action

Range: 30 ft.

Area: 30-ft. cone

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 5

The spectral image of a bronze dragon encompasses your entire body as you open your mouth and exhale a cloud of shimmering breath.

Your mouth spews forth a gas that repulses targets.

Creatures within the cone must succeed on a Will save or be compelled to do nothing but move away from you for 1d4 rounds.

Augment: For every 2 additional power points you spend, the power's save DC increases by 1.

INCITE BRAVERY

Telepathy (Compulsion) [Mind-Affecting]

Level: Justice 2, psychic warrior 2

Display: Auditory

Manifesting Time: 1 swift action

Range: 20 ft.

Area: 20-ft.-radius spread, centered on you

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 3

Trumpets blare and drums crash, inspiring you and your allies to acts of bravery.

You and your allies within 20 feet become immune to fear effects.

Augment: If you spend 4 additional power points, you can increase the duration of this power to 10 minutes per level.

MENTAL TURMOIL

Telepathy (Compulsion) [Mind-Affecting]

Level: Corruption and Madness 3, Pain and Suffering 3

Display: Mental

Manifesting Time: 1 standard action

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

Target: One creature

Duration: 1d4+1 rounds

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 5

Your target's body stiffens as it feels you set barriers inside its mind.

You set a mental barrier in the target's mind, preventing it from using abilities that require mental calm.

While under the effect of this power, the target cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration.

In addition, the target can't cast spells, manifest powers, use spell-like or psi-like abilities, or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function.

The target can use any feat it has except Combat Expertise, item creation feats, metamagic feats, and metapsionic feats.

Augment: For every 2 additional power points you spend, the power's save DC increases by 1 and the power can affect an additional target.

Any additional target must be within 15 feet of another target of the power.

POWER THIEF

Telepathy (Compulsion) [Mind-Affecting]

Level: Consumption 7

Display: Mental

Manifesting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous; see text

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 13

You reach into a psionics-using creature's mind and extract the knowledge of one of its available powers.

When you use this power, you steal one of the subject creature's available powers, but you must use it quickly or lose it.

If the target fails its save, you gain the use of one of its powers, and it loses power points equal to its manifester level minus 2.

You must then activate the stolen power before the end of your next turn, or it fades away and is lost to you.

The subject regains the stolen power after 1 minute.

The level of the stolen power is one lower than the highest level of power the target knows.

For example, you steal a 5th-level power from an 11th-level psion.

The specific power stolen is determined randomly.

You can manifest the power once as a psi-like ability.

Augment: For every additional power point you spend, you can retain the stolen power for 1 additional round before you must use it or lose access to it.

PRIMAL FEAR

Telepathy [Mind-Affecting]

Level: Corruption and Madness 1, psion/wilder 1, psychic warrior 1

Display: Mental

Manifesting Time: 1 swift action

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

Target: One living creature with an Intelligence of 3 or higher

Duration: 1 round

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

When you look at your foe, images of terror blossom in its mind—images only it can see.

Primal fear slips past the target's mental defenses to blast his subconscious mind with pure visceral terror.

The victim can't even describe what he saw, but he is shaken for 1 round.

This effect doesn't stack with other fear effects.

Augment: For every additional power point you spend, you can designate an additional target for the spell.

PROTECTION FROM EVIL, PSIONIC

Telepathy

Level: Good 1

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless)

Power Resistance: No; see text for *protection from evil*

Power Points: 1

Your target glows with a soft light; a sighing sound is barely audible, and then fades.

As *protection from evil* (PH 266), except as noted here.

PROTECTION FROM GOOD, PSIONIC

Telepathy

Level: Evil 1

Your target glows with a red light, and a grating sound is heard.

As *psionic protection from evil* (see above), except as noted here.

PSYCHIC CONTAINMENT

Telepathy (Compulsion) [Mind-Affecting]

Level: Psion/wilder 3

Display: Mental

Manifesting Time: 1 standard action

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

Target: One psionic creature

Duration: 1 round/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 5

A feeling of hopelessness overcomes your enemy as you erect a barrier in his mind.

You can temporarily prevent a psionic creature from using its psionics or psi-like abilities.

Reaching into its mind, you build a wall between its ego and the rest of its psyche.

(Any powers already active continue to work unless concentration is required, but the target can't manifest new powers for the duration).

Each round, as a fullround action on its turn, the subject can attempt another saving throw to break the containment and resume using its psionic abilities.

If the save is successful, the duration of *psychic containment* ends.

Augment: For each additional power point you spend, you can affect one additional psionic creature.

PSYCHOTIC BREAK

Telepathy (Compulsion) [Mind-Affecting]

Level: Pain and Suffering 5, psion/wilder 5

Display: Visual

Manifesting Time: 1 standard action

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

Targets: All creatures in a 15-ft.-radius burst

Duration: 1 round/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 9

A brain-bending burst of swirling light detonates over your foes.

You broadcast a telepathic cacophony calculated to snap the minds of those caught within the area.

Affected subjects undergo a psychotic break and begin to attack the nearest creature (for this purpose, a psicrystal doesn't count as a creature).

Any psychotic character who is attacked automatically attacks its last attacker on its next turn, as long as the duration continues.

A psychotic character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Augment: For every 2 additional power points you spend, the power's save DC increases by 1.

SERENITY

Telepathy (Compulsion) [Mind-Affecting]

Level: Psion/wilder 2, Repose 2

Display: Olfactory

Manifesting Time: 1 standard action

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

Target: One creature

Duration: Concentration, up to 1 round/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

The sweet, calming scent of jasmine lingers in the air.

You can reach into the mind of one creature and calm its agitation.

You do not gain control over the creature, but you can stop it from fighting.

The target cannot take violent actions or do anything destructive.

However, it can defend itself.

Any aggressive action or damage dealt to an affected creature breaks your compulsion and allows the creature to act normally.

This power suppresses all morale bonuses and immediately brings a barbarian out of rage.

It also suppresses fear effects and removes the *confused* condition.

When *serenity's* duration elapses, the original power, spell, or effect takes hold of the creature again, provided that its duration has not expired in the meantime.

Augment: For every 2 additional power points you spend, you can affect one additional creature, no two of which can be more than 30 feet apart.

SPIRIT OF WAR

Telepathy

Level: Conflict 8

Display: Mental

Manifesting Time: 1 standard action

Range: 40 ft.

Area: 40-ft.-radius emanation, centered on you

Duration: 1 round/level

Power Points: 15

You channel the raw spirit of war, giving nearby allies incredible battle prowess.

You emanate an aura that grants you and your allies within the area several benefits.

First, affected creatures gain a +4 competence bonus on attack rolls and damage rolls.

Second, each affected creature gains a +10 insight bonus on a single saving throw that it can use once at any time during the duration of the power.

Finally, each creature can automatically confirm a critical hit once during the duration of the power.

SUGGESTION, IMPLANTED

Telepathy (Compulsion) [Mind-Affecting]

Level: Psion/wilder 4

Display: Mental

Manifesting Time: 1 standard action

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

Target: One creature

Duration: 1 day/level or until completed

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 7

You give a sharp, penetrating look at your target, implanting a command within its mind, just waiting to make itself felt.

This power is nearly identical to *suggestion* (PH 285), with a few important differences.

When this power is manifested, you implant a telepathic suggestion in the mind of the subject and establish a set of circumstances that trigger the suggestion.

You must be able to describe the trigger in no more than two sentences.

Example triggers include "Midnight tomorrow evening", "When Lord ir'Daza mentions the weather", or "Wait two days, then as soon as you see the king".

When the trigger event occurs, the subject senses the implanted suggestion and acts accordingly.

The suggestion is telepathic and is not language-dependent; the victim will not be able to explain later why he acted the way he did.

Aura sight (EPH 79) reveals the presence of a latent *implanted suggestion*, and *aura alteration* (EPH 78) can be used to remove it.

If the duration of the power expires before the suggestion is triggered, it fades away harmlessly.

The target makes his saving throw when the power is manifested, so you know whether your suggestion was placed successfully.

Augment: For every 2 additional power points you spend, this power can affect an additional target.

Each additional target must be within 15 feet of another target of the power.

All targets must receive the same triggering instructions.

URGE EXTERMINATION

Telepathy (Compulsion) [Mind-Affecting]

Level: Psion/wilder 9

Display: Auditory

Manifesting Time: 1 standard action

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

Target: One living creature with 90 or fewer hp

Duration: Instantaneous

Saving Throw: None

Power Resistance: Yes

Power Points: 17

A single indecipherable syllable erupts from the lips of your opponent as it collapses lifeless to the ground.

You issue a psychic command that instantly kills one creature of your choice by shutting down its mind.

Creatures with more than 90 hit points are unaffected by *urge extermination*.

Augment: For every additional power point you spend, you can affect a creature with 10 more hit points.

For example, if you spend 2 additional power points when manifesting *urge extermination*, you can affect one living creature with 110 or fewer hit points.

ZONE OF ALERTNESS

Telepathy (Compulsion) [Mind-Affecting]

Level: Lurk 2, psion/wilder 2

Display: Mental

Manifesting Time: 1 standard action

Range: 10 ft.

Targets: You and all allies within 10 ft.

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 3

A call for unification extends from you across the mental plane, offering your allies the benefits of a linked consciousness.

If you or any ally within 10 feet of you is aware of a particular danger, you all are.

If one person included in this power is not flat-footed, none of you are.

You and the allies you select gain a bonus on Spot and Listen checks equal to the number of linked allies in range. As long as your allies stay within 10 feet of your position, they continue to gain the benefits of this power.

As soon as they move more than 10 feet away from you, the effect ends for them and can be regained only if the power is manifested on them again.

Augment: You can augment this power in one or more of the following ways.

1. If you spend 4 additional power points, you can increase the duration of this power to 10 minutes per level.
2. If you spend 6 additional power points, you can specify that no one in the range of this power is considered flanked unless you all are.
3. If you spend 6 additional power points, you can manifest this power as a swift action.
4. For every 2 additional power points you spend, you can extend the range by 5 feet.
5. For each additional power point you spend, you can increase the bonus on Spot and Listen checks by 1.

ZONE OF TRUTH, PSIONIC

Telepathy (Compulsion) [Mind-Affecting]

Level: Justice 2

Display: Visual

Manifesting Time: 1 standard action

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

Area: 20-ft.-radius emanation

Duration: 1 min./level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

You create an area infused with a soft, golden light in which only truth can be spoken.

As zone of truth (PH 303), except as noted here.

DRAGON MAGIC (3.5)

METACREATIVITY

AMETHYST BURST

Metacreativity (Creation) [Force]

Level: Psion/wilder 2

Display: Auditory and material

Manifesting Time: 1 standard action

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

Area: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Power Resistance: No

Power Points: 3

You form a mole of psionic energy in your chest, wrapping lairs of crystalline ectoplasm around it.

When the crystal is large enough, you let it burst forth from your chest and fly toward your enemies.

Upon manifesting this power, you propel a violet crystalline pellet out to a chosen point, where it explodes with concussive force.

The explosion deals 2d6 points of damage to every creature hit.

Augment: For every 2 additional power points you spend, this power's damage increases by 1d6 points, and the power's save DC increases by 1.

CRYSTAL BODY

Metacreativity (Creation)

Level: Psion/wilder 5

Display: Auditory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: 13

You visualize your heart pumping blood through your body, then slowing, then stopping, and finally turning into a cut diamond. You channel energy into that diamond, feeling a cool shiver as your body turns to clear, hard crystal.

Upon manifesting this power, your body turns into living crystal, which grants you the following resistances and abilities.

- You gain damage reduction 5/adamantine.
 - You gain immunity to blindness, critical hits, ability score damage, deafness, disease, drowning, electricity, poison, stunning, sleep and paralysis effects, and all spells or attacks that affect your physiology or respiration (because you have no physiology or respiration while *crystal body* is in effect).
 - You take only half damage from acid, cold and sonic attacks.
 - Your unarmed attacks deal slashing damage equal to a short sword sized for you (1d4 points for Small characters or 1d6 for Medium characters), and you are considered armed when making unarmed attacks.
- You also gain the following vulnerabilities and conditions:
- You become vulnerable to all special attacks that affect crystalline creatures.
 - You cannot drink (and thus can't use potions) or play wind instruments.
 - Your weight increases by a factor of five, causing you to sink in water like a stone.

However, you could survive the crushing pressure and lack of air at the bottom of the ocean—at least until the duration of *crystal body* expires.

PSYCHOKINESIS

GEMSTONE BREATH

Psychokinesis

Level: Psion/wilder 4

Display: Auditory

Manifesting Time: 1 swift action

Range: 30 ft. or 60 ft.

Area: Cone-shaped burst or line-shaped burst; see text

Duration: 1 round/level or until expended

Saving Throw: See text

Power Resistance: Yes

Power Points: 7

You channel mental power into your lungs, feeling it swirl and radiate as you transform the air inside you into a powerful psionic force, struggling to burst forth from your lips.

Upon manifesting this power, you gain a breath weapon similar to that of a crystal dragon (*Monster Manual II* 81)—a 30-foot cone of brilliant light that deals 2d6 points of damage and blinds each creature within its area for 1 round. A successful Reflex save halves the damage and negates the blinding effect.

You can use this breath weapon as a standard action, but you can't use it in consecutive rounds.

Once you have used the breath weapon a number of times equal to 1/2 your manifester level, the power is expended.

Augment: if you spend an additional 2 power points, you instead gain a breath weapon similar to that of a sapphire dragon (*Monster Manual II* 84), and the save DC increases by 1.

This breath weapon takes the form of a 30-foot cone that deals 4d6 points of sonic damage and renders each creature within its area shaken for 1 round.

A successful Reflex save halves the damage, and a successful Will save negates the shaken effect.

If you spend an additional 4 power points, you instead gain a breath weapon similar to that of an amethyst dragon (*Monster Manual II* 79), and the save DC increases by 2.

This breath weapon takes the form of a 60-foot line that deals 6d6 points of damage.

The breath weapon is a force effect.

A successful Reflex save halves the damage.

If you spend an additional 6 power points, you instead gain a breath weapon similar to that of an emerald dragon (*Monster Manual II* 82), and the save DC increases by 3.

This breath weapon takes the form of a 30-foot cone that deals 8d6 points of sonic damage and deafens each creature within the area for 1 minute.

A successful Reflex save halves the damage, and a successful Fortitude save negates the deafness.

If you spend an additional 8 power points, you instead gain a breath weapon similar to that of a topaz dragon (*Monster Manual II* 85), and the save DC increases by 4.

This breath weapon takes the form of a 30-foot cone that dehydrates living creatures within the area, dealing 10d6 points of damage.

A successful Reflex save halves the damage.

PSYCHOMETABOLISM

CHANNEL THE PSYCHIC DRAGON

Psychometabolism

Level: Psion/wilder 1, psychic warrior 1

Display: Auditory

Manifesting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 1

In your mind's eye, you picture a dragon made of gemstone.

You pour psionic energy into this image, constantly refining its every detail.

Then you allow the image to fade from your mind, feeling the energy you poured into it seep into your own body.

Upon manifesting this power, your body gains abilities drawn from the collective subconscious of crystal dragons (*Monster Manual II* 81).

You gain a +5 competence bonus on Diplomacy checks and resistance to cold 5.

Augment: If you spend an additional 2 power points, you instead draw upon the powers of sapphire dragons (*Monster Manual II* 84).

Instead of gaining the abilities noted above, you gain a +5 competence bonus on Climb checks and resistance to electricity 10.

If you spend an additional 4 power points, you instead draw upon the abilities of amethyst dragons (*Monster Manual II* 79).

Instead of gaining the abilities noted above, you gain a +5 competence bonus on Balance and Escape Artist checks, immunity to *magic missile* spells, and a +5 bonus on saves against spells and powers with the force descriptor.

If you spend an additional 6 power points, you instead draw upon the abilities of emerald dragons (*Monster Manual II* 82).

Instead of gaining the abilities noted above, you gain a +5 competence bonus on Bluff and Sense Motive checks and resistance to sonic 20.

If you spend an additional 8 power points, you instead draw upon the abilities of topaz dragons (*Monster Manual II* 85).

Instead of gaining the abilities noted above, you gain a +10 competence bonus on Intimidate and Swim checks and resistance to cold 30.

You also gain the ability to breathe water (as if under the effect of a *water breathing* spell).

EXPANDED PSIONICS HANDBOOK (3.5)

CLAIRSENTIENCE

ANCHORED NAVIGATION

Clairsentience

Level: Seer 4

Display: Material and olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level

Power Points: 7

You know where you are in relation to a fixed starting point, which is essential for setting up a mishap-free *teleport* beacon.

While the duration lasts, you are aware of your exact distance and route (physical or psychoportive) back to a fixed starting point.

The "anchored" starting point is your exact location when you manifest the power.

To designate other anchored starting points, you must manifest this power multiple times and be present at the desired locations when you do so.

For instance, if you designated a starting point using this power before entering a potentially dangerous area, you can instantly manifest *teleport* to return to the starting point with no chance of mishap, no matter how little time you spent at that location (as long as you spent enough time to manifest this power).

You can also retrace your steps through a maze automatically while the power lasts, without resorting to a map.

Anchored navigation grants you a *mindlink* with one designated creature who remains within a 60-foot radius of the starting point, regardless of the distance between you and the creature.

The use of *anchored navigation* is confined to the plane of existence where you manifest it.

Augment: If you spend 6 additional power points, the effect of this power extends across all planar boundaries.

AURA SIGHT

Clairsentience

Level: Psion/wilder 4

Display: Visual

Manifesting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation centered on you

Duration: Concentration, up to 10 min./level

Saving Throw: None

Power Resistance: No

Power Points: 7

You discern auras.

Auras are invisible to the naked eye, but to a psionic viewer manifesting this power they appear as glowing halos or envelopes of colored light that surround all objects.

The color of each aura reveals information to the psionic character.

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

1st Round: Presence of good and evil auras in the area.

You can't pin an aura to a particular object or individual at this stage; instead, you see a colored haze suffusing the area. (This power can detect lawful and chaotic auras as well, but doing so requires a separate manifestation that focuses only on that alignment axis).

2nd Round: Number of auras (creatures, objects, powers, or spells) in the area.

You know how many auras are in the area, even though each aura doesn't resolve to its actual location quite yet.

3rd Round: The owner of each aura is revealed, unless the individual is outside your line of sight.

If a creature whose aura you detect has 5 or more Hit Dice than you do, you are overwhelmed by its presence and dazed for 1 round, and the power ends.

Augment: For every 2 additional power points you spend, this power's range increases by 5 feet.

BEND REALITY

Clairsentience

Level: Psion/wilder 8

Display: Visual

Manifesting Time: 1 standard action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: None; see text

Power Resistance: Yes

Power Points: 15, XP

Bend reality lets you create nearly any type of effect.

For example, *bend reality* can do any of the following:

- Duplicate any psion power of 6th level or lower, provided the power is not of a discipline prohibited to you.
- Duplicate any other power (but not a spell) of 5th level or lower, provided the power is not of a discipline prohibited to you.
- Duplicate any psion power of 5th level or lower, even if it's of a prohibited discipline.
- Duplicate any other power (but not a spell) of 4th level or lower, even if it's of a prohibited discipline.
- Undo the harmful effects of many powers, such as *psionic dominate*, *geas/quest*, or *insanity*.
- Produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or taking a –8 penalty on its next saving throw.

A duplicated power allows saving throws and power resistance as normal (but the save DC is for a 8th-level power).

When *bend reality* duplicates a power that has an XP cost, you must pay that cost or 300 XP, whichever is more.

When *bend reality* duplicates a spell with a material component, you must pay additional XP equal to the value of the material component divided by 5.

XP Cost: 300 XP or more (see above).

CLAIRTANGENT HAND

Clairsentience (Scrying)

Level: Seer 5

Display: Auditory, mental, and visual

Manifesting Time: 1 standard action

Range: See text

Area: See text

Duration: Up to 1 min./level; see text (D)

Saving Throw: None

Power Resistance: No

Power Points: 9

You can emulate a *far hand* effect at any distance while simultaneously emulating *clairvoyant sense* to target your *far hand*; see the appropriate power descriptions.

Clairtangent hand's duration is up to 1 minute per level when used with a *far hand* effect.

Augment: If you spend 8 additional power points, you can emulate *clairvoyant sense* in conjunction with either *telekinetic force*, *telekinetic maneuver*, or *telekinetic thrust*, but this power's duration expires as soon as any of the noted telekinetic powers deals damage.

CLAIRVOYANT SENSE

Clairsentience (Scrying)

Level: Seer 2

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: See text

Effect: Psionic sensor
Duration: 1 min./level (D)
Saving Throw: None
Power Resistance: No
Power Points: 3

You can see and hear a distant location almost as if you were there.

You don't need line of sight or line of effect, but the locale must be known—a place familiar to you or an obvious one, such as behind a door, around a corner, or in a grove of trees.

Once you have selected the locale, the focus of your *clairvoyant sense* doesn't move, but you can rotate it in all directions to view the area as desired.

Unlike other scrying powers, this power does not allow psionically or supernaturally enhanced senses to work through it.

If the chosen locale is magically or psionically dark, you see nothing.

If it is naturally pitch black, you can see in a 10-foot radius around the center of the power's effect or out to the extent of your natural darkvision.

The power does not work across planes.

CONTINGENCY, PSIONIC

Clairsentience

Level: Psion/wilder 6

Display: Olfactory

Manifesting Time: 10 minutes or longer; see text

Range: Personal

Target: You

Duration: One day/level (D) or until discharged

Power Points: 11, XP

You can place another power upon your person so that it comes into effect under some condition you dictate when manifesting *psionic contingency*.

The *psionic contingency* power and the companion power are manifest at the same time.

The 10-minute manifesting time is the minimum total for both manifestations; if the companion power has a manifesting time longer than 10 minutes, use that instead.

The power to be brought into effect by the *psionic contingency* must be one that affects your person (*concealing amorpha*, *psionic levitate*, *psionic fly*, *psionic teleport*, and so forth) and be of a power level no higher than one-third your manifester level (rounded down, maximum 6th level). The conditions needed to bring the power into effect must be clear, although they can be general.

For example, a *psionic contingency* manifested along with *concealing amorpha* might prescribe that any time you are attacked, the *concealing amorpha* power instantly comes into effect.

Or a *psionic contingency* could bring a *catfall* power into effect any time you fall more than 4 feet.

In all cases, the *psionic contingency* immediately brings into effect the companion power, the latter being "manifested" instantaneously only when the prescribed circumstances occur.

If complicated or convoluted conditions are prescribed, the power combination (*psionic contingency* and the companion power) may fail when called on.

You can use only one *psionic contingency* companion power at a time; if a second is manifested, the first one (if still active) is dismissed.

XP Cost: 15 XP.

DANGER SENSE

Clairsentience

Level: Psion/wilder 3, psychic warrior 3

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 5

You can sense the presence of danger before your senses would normally allow it.

Your intuitive sense alerts you to danger from traps, giving you a +4 insight bonus on Reflex saves to avoid traps and a +4 insight bonus to Armor Class against attacks by traps.

Augment: If you spend 3 additional power points, this power also gives you the uncanny dodge ability; if you spend 6 additional power points, this power gives you the improved uncanny dodge ability as well.

DARKVISION, PSIONIC

Clairsentience

Level: Psion/wilder 3, psychic warrior 2

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level

Power Points: Psion/wilder 5, psychic warrior 3

As *darkvision* (page 216 of the *Player's Handbook*), except as noted here.

DESTINY DISSONANCE

Clairsentience

Level: Seer 1

Display: Material and mental

Manifesting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: None

Power Resistance: Yes

Power Points: 1

Your mere touch grants your foe an imperfect, unfocused glimpse of the many possible futures in store.

Unaccustomed to and unable to process the information, the subject becomes sickened for 1 round per level of the manifester.

DETECT PSIONICS

Clairsentience

Level: Psion/wilder 1, psychic warrior 1

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation centered on you

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

Saving Throw: None

Power Resistance: No

Power Points: 1

You detect psionic auras.

A psionic aura is given off by any active or permanent power, or during the use of any psionic feat.

Characters who have levels in a psionic class, creatures with the psionic subtype, and creatures with the Wild Talent feat (see page 52) possess psionic auras.

The amount of information revealed by the manifestation of this power depends on how long you study a particular area or subject.

1st Round: Presence or absence of psionic auras.

2nd Round: Number of different psionic auras and the strength of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Psicraft checks to determine the discipline involved in each aura.

(Make one check per aura; DC 15 + power level, or 15 + one-half manifester level for an effect that is not created by a power, such as that of a psionic item).

Psionically charged locations, multiple disciplines, or strong local psionic emanations may confuse or conceal weaker auras.

Aura Strength: A psionic aura's strength depends on a functioning power's level or an item's manifester level.

If an aura falls into more than one category, *detect psionics* indicates the stronger of the two.

Detection of an overwhelming aura (see the accompanying table) dazes you for 1 round and the power ends.

DETECT PSIONICS

Power or Item	Aura Strength			
	Faint	Moderate	Strong	Overwhelming
Functioning power (power level)	3rd or lower	4th–6th	7th–9th	10th+ (deity-level)
Psionic item (manifester level)	5th or lower	6th–11th	12th–20th	21st+ (artifact)

Lingering Aura: A psionic aura lingers after its original source dissipates (in the case of a power) or is destroyed (in the case of a psionic item).

If *detect psionics* is manifested and directed at such a location, the power indicates an aura of dim (even weaker than a faint aura).

How long the aura lingers at this dim level depends on its original strength:

Original Strength	Duration
Faint	1d6 minutes
Moderate	1d6×10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Each round, you can turn to detect psionics in a new area. You can tell the difference between magical and psionic auras.

The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

DETECT REMOTE VIEWING

Clairsentience

Level: Psion/wilder 4

Display: Mental and visual

Manifesting Time: 1 standard action

Range: 40 ft.

Area: 40-ft.-radius emanation centered on you

Duration: 24 hours

Saving Throw: None

Power Resistance: No

Power Points: 7

You immediately become aware of any attempt to observe you by means of a clairsentience (scrying) power or divination (scrying) spell.

The power's effect radiates from you and moves as you move.

You know the location of every psionic or magical sensor within the power's area.

If the viewing attempt originates within the area, you also know the viewer's location.

Otherwise, you and the remote viewer immediately make opposed manifester level checks (1d20 + manifester level, or viewer's caster level as appropriate).

If you at least match the remote viewer's result, you get a visual image of the remote viewer and an accurate sense of the remote viewer's direction and distance from you.

DETECT TELEPORTATION

Clairsentience

Level: Nomad 1

Display: Visual

Manifesting Time: 1 standard action

Range: 40 ft.

Area: 40-ft.-radius emanation centered on you

Duration: Concentration, up to 1 minute (D)

Saving Throw: No

Power Resistance: No

Power Points: 1

You sense the use of any effects of the teleportation subdiscipline within the area.

You sense the use of these powers whether or not you have line of sight or line of effect (although a force effect, such as *wall of force*, prevents this detection).

When you sense the use of an appropriate power, you know the direction in which the power was used, though not the distance or the exact effect.

Augment: If you spend 2 additional power points, this power's range increases to Medium (100 ft. + 10 ft./level).

DIVINATION, PSIONIC

Clairsentience

Level: Psion/wilder 4

Display: Mental and visual

Manifesting Time: 10 minutes

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 7

As *divination* (page 224 of the *Player's Handbook*), except as noted here.

ESCAPE DETECTION

Clairsentience

Level: Psychic warrior 3, seer 3

Display: None

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level

Power Points: 5

You (plus all your gear and any objects you carry) become difficult to detect by clairsentience powers such as *clairvoyant sense*, *remote viewing*, and *psionic true seeing*. If a clairsentience power or similar effect is attempted against you, the manifester of the power must succeed on a manifester level check (1d20 + manifester level, or caster level if the opponent is not a manifester) against a DC of 13 + your manifester level (maximum +10).

FATE LINK

Clairsentience

Level: Seer 3

Display: Olfactory

Manifesting Time: 1 standard action

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

Target: Any two living creatures that are initially no more than 30 ft. apart.

Duration: 10 min./level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 5

You temporarily link the fates of any two creatures, if both fail their saving throws.

If either linked creature experiences pain, both feel it. When one loses hit points, the other loses the same amount.

If one takes nonlethal damage, so does the other.

If one creature is subjected to an effect to which it is immune (such as a type of energy damage), the linked creature is not subjected to it either.

If one dies, the other must immediately succeed on a Fortitude save against this power's save DC or gain two negative levels.

No other effects are transferred by the *fate link*.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

FATE OF ONE

Clairsentience

Level: Seer 7

Display: Mental and visual

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 13

Your limited omniscience allows you to reroll a saving throw, attack roll, or skill check.

Whatever the result of the reroll, you must use it even if it is worse than the original roll.

You can manifest this power instantly, quickly enough to gain its benefits in an emergency.

Manifesting this power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. If you use the power to reroll a saving throw, you can manifest this power even when it is not your turn.

FEAT LEECH

Clairsentience

Level: Psion/wilder 2, psychic warrior 2

Display: Mental and visual

Manifesting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates; see text

Power Resistance: Yes

Power Points: 3

You can use another's psionic or metapsionic feats for yourself.

You make a melee touch attack against a target.

If successful, you immediately are familiar with the target's psionic and metapsionic feats, if any, and you can choose a number of these feats to "leech" equal to your Wisdom modifier (minimum one).

While the power lasts, you are treated as if you possessed the stolen feats, despite the fact that you have more feats than normally allowed.

During this same period, the target can make no use of the stolen feats.

When the power's duration expires, you lose access to the feats, and the target gains immediate use of them.

This transfer occurs regardless of the distance between you and the target.

If the duration of *feat leech* is extended by the use of a metapsionic feat, the target gains a Will saving throw every 10 minutes beyond the normal duration.

If this save succeeds, the power's duration ends.

If the target is killed before the duration expires, you immediately lose the benefit of the stolen feats.

You cannot steal a feat for which you do not meet the prerequisites, if any.

However, you can use a stolen feat as the prerequisite for another stolen feat.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

HYPERCOGNITION

Clairsentience

Level: Seer 8

Display: Mental

Manifesting Time: 1 standard action or 1 immediate action; see text

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 15

You make lightning-fast deductions based on only the slightest clue, pattern, or scrap of memory resident in your mind.

You can make reasonable statements about a person, place, or object, seemingly from very little knowledge.

However, your knowledge is in fact the result of a rigorously logical process that you force your mind to undertake, digging up and correlating every possible piece of knowledge bearing on the topic (possibly even extracting echoes of knowledge from the Astral Plane). The nature of the knowledge you gain concerning the subject of your analysis is subject to the DM's discretion but might include the answer to a riddle, the way out of a maze, stray bits of information about a person, legends about a place or an object, or even a conclusion concerning a dilemma that your conscious mind is unable to arrive at. The DM may call for an Intelligence check to obtain the desired information (the DM secretly determines the DC). If so, you can manifest *hypercognition* as an immediate action prior to making the check and receive a +20 bonus for doing so.

IDENTIFY, PSIONIC

Clairsentience

Level: Psion/wilder 2

Display: Material and mental

Manifesting Time: One day

Range: Touch

Target: One touched object

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 3

As *identify* (page 243 of the *Player's Handbook*), except as noted here.

This power is used to identify the abilities of psionic items.

KNOW DIRECTION AND LOCATION

Clairsentience

Level: Psion/wilder 1

Display: Mental

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 1

You generally know where you are.

This power is useful to characters who end up at unfamiliar destinations after teleporting, using a *gate*, or traveling to or from other planes of existence.

The power reveals general information about your location as a feeling or presentiment.

The information is usually no more detailed than a summary that locates you according to a prominent local or regional site, such as "approximately 20 miles northwest of Greyhawk City".

If no prominent sites are nearby, answers such as "adrift on the Sunless Sea" are also possible, which at least provide some information about location.

Using this power also tells you what direction you are facing.

Using this power prior to making a Knowledge (the planes) check with *astral caravan* grants a +2 bonus on the check.

MENTAL BARRIER

Clairsentience

Level: Psion/wilder 3, psychic warrior 3

Display: Auditory

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round

Power Points: 5

You project a field of improbability around yourself, creating a fleeting protective shell.

You gain a +4 deflection bonus to Armor Class.

You can manifest this power instantly, quickly enough to gain its benefits in an emergency.

Manifesting the power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

You can use this power even when it's not your turn; however, you must manifest it prior to an opponent's attack roll in order to gain this power's benefit against that attack.

Augment: You can augment this power in one or both of the following ways.

1. If you spend 4 additional power points, the deflection bonus to Armor Class increases by 1.
2. For every additional power point you spend, this power's duration increases by 1 round.

METAFACULTY

Clairsentience

Level: Seer 9

Display: Mental, olfactory, and visual

Manifesting Time: 1 hour

Range: Personal

Target: You

Duration: Instantaneous and 1 min./level (D); see text

Power Points: 17, XP

You elevate your mind to a near-universal consciousness, cogitating countless impressions and predictions involving any creature you have seen before, whether personally or by means of another power such as *remote viewing*.

This process gives you an uncannily accurate vision of the creature's nature, activities, and whereabouts.

When you manifest the power, you learn the following facts about the creature.

- Its name, race, alignment, and character class.
- A general estimate of its level or Hit Dice: low (5 HD or lower), medium (6 to 11 HD), high (12 to 20 HD), very high (21 HD to 40 HD), or deific (41 HD or higher).
- Its location (including place of residence, town, country, world, and plane of existence).
- Significant items currently in its possession.
- Any significant activities or actions the creature has undertaken in the previous 8 hours, including details such as locales traveled through, the names or races of those the creature fought, spells it cast, items it acquired, and items it left behind (including the location of those items).
- A current mental view of the creature, as described in the *remote viewing* power, which you can maintain for up to 1 minute per level.

The DM determines what items or activities are significant to the envisioned creature.

For instance, a high-level character probably pays little attention to a potion of *cure light wounds* in her belt, but a low-level character might regard it as a significant possession.

Similarly, no one regards a routine meal as noteworthy, but attending a court banquet most likely would be.

Metafaculty can defeat spells, powers, and special abilities such as *screen* or *mind blank* (or even a *wish* spell) that normally obscure clairsentience powers.

You can attempt a caster level check (DC 6 + caster level of the creator of the obscuring effect) to defeat these sorts of otherwise impervious defenses.

Metafaculty is defeated by epic powers, epic spells, and epic special abilities that obscure divinations and clairsentience powers.

XP Cost: 1,000.

MOMENT OF PRESCIENCE, PSIONIC

Clairsentience

Level: Psion/wilder 7

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level or until discharged

Power Points: 13

As *moment of prescience* (page 255 of the *Player's Handbook*), except as noted here.

OBJECT READING

Clairsentience

Level: Seer 2

Display: Auditory and material

Manifesting Time: 1 minute

Range: Touch

Target: Object touched

Duration: Concentration, up to 10 min./level (D)

Saving Throw: None

Power Resistance: Yes

Power Points: 3

You can learn details of an inanimate object's previous owner.

Objects accumulate psychic impressions left by their previous owners, which can be read by use of this power. The amount of information revealed depends on how long you study a particular object.

1st Minute: Last owner's race.

2nd Minute: Last owner's gender.

3rd Minute: Last owner's age.

4th Minute: Last owner's alignment.

5th Minute: How last owner gained and lost the object.

6th+ Minute: Next-to-last owner's race, and so on.

The power always correctly identifies the last owner of the item, and the original owner (if you keep the power active long enough).

There is a 90% chance that this power will successfully identify all other former owners in sequence, but there is a 10% chance that one former owner will be skipped and thus not identified.

This power will not identify casual users as owners.

(Anyone who uses an object to attack someone or something is not thereafter considered a casual user).

An object without any previous owners reveals no information.

You can continue to run through a list of previous owners and learn details about them as long as the power's duration lasts.

If you use this power additional times on the same object, the information yielded is the same as if you were using the power on the object for the first time.

Augment: For every additional power point you spend, this power's maximum duration increases by 10 minutes.

POWER RESISTANCE

Clairsentience

Level: Psion/wilder 5

Display: Material and visual

Manifesting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 9

The creature gains power resistance equal to 12 + your manifester level.

PRECOGNITION

Clairsentience

Level: Seer 1

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

Power Points: 1

Precognition allows your mind to glimpse fragments of potential future events—what you see will probably happen if no one takes action to change it.

However, your vision is incomplete, and it makes no real sense until the actual events you glimpsed begin to unfold. That's when everything begins to come together, and you can act, if you act swiftly, on the information you previously received when you manifested this power.

In practice, manifesting this power grants you a "precognitive edge".

Normally, you can have only a single precognitive edge at one time.

You must use your edge within a period of no more than 10 minutes per level, at which time your preknowledge fades and you lose your edge.

You can use your precognitive edge in a variety of ways.

Essentially, the edge translates into a +2 insight bonus that you can apply at any time to either an attack roll, a damage roll, a saving throw, or a skill check.

You can elect to apply the bonus to the roll after you determine that your unmodified roll is lower than desired.

PRECOGNITION, DEFENSIVE

Clairsentience

Level: Psion/wilder 1, psychic warrior 1

Display: Material and visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Power Points: 1

Your awareness extends a fraction of a second into the future, allowing you to better evade an opponent's blows. You gain a +1 insight bonus to AC and on all saving throws. If caught in a situation where your Dexterity bonus isn't applied to your Armor Class, this bonus to AC and saving throws does not apply.

Augment: You can augment this power in one or both of the following ways.

1. For every 3 additional power points you spend, the insight bonus gained increases by 1.
2. If you spend 6 additional power points, you can manifest this power as a swift action.

PRECOGNITION, GREATER

Clairsentience

Level: Seer 6

Display: Auditory and visual

Manifesting Time: 10 minutes

Range: Personal

Target: You

Duration: 1 hour/level

Power Points: 11

As *precognition*, except as noted here.

You gain a +4 insight bonus instead of a +2 bonus.

PRECOGNITION, OFFENSIVE

Clairsentience

Level: Psion/wilder 1, psychic warrior 1

Display: Material and visual

Manifesting Time: 1 standard action; see text

Range: Personal

Target: You

Duration: 1 min./level (D)

Power Points: 1

Your awareness extends a fraction of a second into the future, allowing you to better land blows against your opponent.

You gain a +1 insight bonus on your attack rolls.

Augment: You can augment this power in one or both of the following ways.

1. For every 3 additional power points you spend, the insight bonus gained on your attack rolls increases by 1.
2. If you spend 6 additional power points, you can manifest this power as a swift action.

PRESCIENCE, OFFENSIVE

Clairsentience

Level: Psion/wilder 1, psychic warrior 1

Display: Material and visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Power Points: 1

Your awareness extends a fraction of a second into the future, allowing you to better aim blows against your opponent.

You gain a +2 insight bonus on your damage rolls.

Augment: You can augment this power in one or both of the following ways.

1. For every 3 additional power points you spend, the insight bonus gained on your attack rolls increases by 1.
2. If you spend 6 additional power points, you can manifest this power as a swift action.

PROWESS

Clairsentience

Level: Psychic warrior 2

Display: Mental

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 3

If an enemy provokes an attack of opportunity from you, you can make the attack even if you've already taken your allotted number of attacks of opportunity this round (usually one).

You can manifest this power instantly, quickly enough to gain an extra attack of opportunity in the same round.

Manifesting this power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

REALITY REVISION

Clairsentience

Level: Psion/wilder 9

Saving Throw: See text

Power Resistance: See text

Power Points: 17, XP

As *bend reality*, but with more far-reaching effects.

A *reality revision* can produce any one of the following effects.

- Duplicate any psion power of 8th level or lower, provided the power is not prohibited to you.
- Duplicate any other power (but not a spell) of 6th level or lower, such as a psychic warrior power.
- Duplicate any psion power of 7th level or lower even if it's a power prohibited to you.
- Undo the harmful effects of many other powers, such as *microcosm*, *geas/quest*, or *insanity*.
- Create a nonpsionic item of up to 25,000 gp in value.
- Create a psionic item, or add to the powers of an existing psionic item (see XP cost below).
- Grant a creature a +1 inherent bonus to an ability score.

Two to five *reality revisions* manifested in immediate succession can grant a creature a +2 to +5 inherent bonus to an ability score (two *reality revisions* for a +2 inherent bonus, three *reality revisions* for a +3 inherent bonus, and so on).

Inherent bonuses are instantaneous, so they cannot be negated or dispelled.

An inherent bonus cannot exceed +5 for a single ability score.

Inherent bonuses to a particular ability score do not stack; only the best one applies.

- Remove injuries and afflictions.

A single *reality revision* can aid one creature per manifester level, and all subjects are cured of the same kind of affliction.

For example, you could heal all the damage you and your companions have taken, or remove all poison effects from everyone in the party, but you can't do both with the same manifestation.

Reality revision cannot restore the experience point loss from manifesting a power or casting a spell, or the level or Constitution loss from being returned to life by those effects that reduce level or Constitution.

- Revive the dead.

Reality revision can bring a dead creature back to life by duplicating a *resurrection* spell.

This power can revive a dead creature whose body has been destroyed, but the task takes two manifestations of *reality revision*, one to re-create the body and another to infuse the body with life again.

Reality revision cannot prevent a character who is brought back to life from losing a level.

- Transport travelers.

This power can lift one creature per manifester level from anywhere on any plane and place those creatures anywhere else on any plane regardless of local conditions.

An unwilling target gets a Will save to negate the effect, and power resistance (if any) applies.

- Undo misfortune.

Reality revision can undo a single recent event.

Manifesting the power forces a reroll of any roll made within the last round (including your last turn).

Reality reshapes itself to accommodate the new result.

The reroll, however, may be as bad as or worse than the original roll.

An unwilling target gets a Will save to negate the effect, and power resistance (if any) applies.

You can try to use *reality revision* to produce more powerful effects than these, but doing so is dangerous.

Such a manifestation gives the DM the opportunity to respond to your request without fulfilling it completely.

(The manifestation may pervert your intent into a literal but undesirable fulfillment or only a partial fulfillment).

Duplicated powers allow saves and power resistance as normal (but save DCs are calculated as though the power is 9th level).

XP Cost: The minimum XP cost for manifesting *reality revision* is 5,000 XP.

When a manifestation duplicates a power that has an XP cost, you must pay 5,000 XP or that cost, whichever is more.

When a manifestation creates or improves a psionic item, you must pay twice the normal XP cost for crafting or improving the item, plus an additional 5,000 XP.

RECALL AGONY

Clairsentience [Mind-Affecting]

Level: Psion/wilder 2

Display: Material

Manifesting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will half

Power Resistance: Yes

Power Points: 3

The fabric of time parts to your will, revealing wounds your foe has received in the past (or has yet to receive).

That foe takes 2d6 points of damage as the past (or future) impinges briefly on the present.

Augment: For every additional power point you spend, this power's damage increases by 1d6 points.

For each extra 2d6 points of damage, this power's save DC increases by 1.

RECALL DEATH

Clairsentience [Death, Mind-Affecting]

Level: Psion/wilder 8

Saving Throw: Will partial; see text

Power Points: 15

As *recall agony*, except the wounds revealed by folding the fourth dimension are potentially fatal.

If the target fails its Will save, it dies.

If the save succeeds, the target instead takes 5d6 points of damage.

REMOTE VIEW TRAP

Clairsentience [Electricity]

Level: Psion/wilder 6

Display: Mental and visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 24 hours + 1 hour/level

Saving Throw: Will half; see text

Power Resistance: No

Power Points: 11

When others use *clairvoyant sense*, *remote viewing*, or other means of scrying you from afar, your prepared trap gives them a nasty surprise.

If the scryer fails its saving throw, you are undetected.

Moreover, the would-be observer takes 8d6 points of electricity damage.

If the scryer makes its saving throw, it takes only 4d6 points of electricity damage and is able to observe you normally. Either way, you are aware of the attempt to view you, but not of the viewer or the viewer's location.

It is possible that you might recognize the quasireal viewpoint of someone using the *remote viewing* power if you could pierce its *invisibility* (which is true for *remote viewing* whether or not you use this power).

REMOTE VIEWING

Clairsentience (Scrying; see text)

Level: Seer 4

Display: Mental

Manifesting Time: 1 hour

Range: See text

Effect: Quasi-real viewpoint

Duration: 1 min./level (D)

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 7, XP

You send your mind across space and dimensions, forming it into a quasireal viewpoint from which you can see and hear some creature located at any distance from you, even if planar boundaries separate you.

If the subject succeeds on a Will save, the *remote viewing* attempt fails, and you can't attempt to view that creature again for at least 24 hours. The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

Knowledge	Will Save Modifier
None*	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5

*You must have some sort of connection to a creature you have no knowledge of.

Connection	Will Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, etc.	-10
Subject on another plane	+5

If the subject fails its Will save, your mind coalesces a quasi-real viewpoint near enough to the subject to see and hear the subject and its immediate surroundings (up 30 feet in all directions away from the subject).

While the *remote viewing* lasts, your real body remains unmoving and unaware of your actual surroundings. On the other hand, your quasi-real viewpoint is treated in some ways as if it were an invisible *ectoplasmic form* of yourself, except as follows.

This power is of the Scrying subdiscipline, but use the following information in place of the standard scrying sensor.

As a quasi-real viewpoint, you can speak (though your voice is whispery).

You may potentially be sensed by the subject of your viewing (subjects who can see or sense invisible or hidden creatures automatically sense you; otherwise you make a Hide check with a +40 bonus to escape detection if immobile, or a +20 bonus if moving).

You could be attacked (although if you become subject to *dispel psionics*, the *remote viewing* simply ends).

If the subject moves, you can attempt to follow it at a speed of 20 feet, though if it gets farther than 30 feet from you (or you move farther than 30 feet from it), the power ends.

You can attempt to manifest one power through your quasi-real viewpoint, but you must make a Concentration check (DC 20 + level of the power you wish to manifest) to succeed.

Manifesting (or attempting and failing to manifest) a power immediately ends the *remote viewing*.

Furthermore, all powers from your quasi-real viewpoint cost twice the usual number of power points (you can't exceed the power point limit set by your manifester level, so you are restricted to manifesting lower-level powers than you otherwise could).

Power points you spend as a quasireal viewpoint are drained from your real body.

XP Cost: 20 XP.

SECOND CHANCE

Clairsentience

Level: Seer 5

Display: Mental

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level or until discharged

Power Points: 9

You take a hand in influencing the probable outcomes of your immediate environment.

You see the many alternative branches that reality could take in the next few seconds, and with this foreknowledge you gain the ability to reroll one attack roll, one saving throw, one ability check, or one skill check each round. You must take the result of the reroll, even if it's worse than the original roll.

You do not have to make another roll if satisfied with your original roll.

SENSITIVITY TO PSYCHIC IMPRESSIONS

Clairsentience

Level: Seer 2

Display: Auditory and material

Manifesting Time: 1 hour

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

Area: Spread with a radius of 25 ft. + 5 ft./2 levels, centered on you

Duration: Concentration, up to 10 min./level

Saving Throw: None

Power Resistance: No

Power Points: 3

You gain historical vision in a given location.

Rooms, streets, tunnels, and other discrete locations accumulate psychic impressions left by powerful emotions experienced in a given area.

These impressions offer you a picture of the location's past.

The types of events most likely to leave psychic impressions are those that elicited strong emotions: battles and betrayals, marriages and murders, births and great pain, or any other event where one emotion dominates.

Everyday occurrences leave no residue for a manifester to detect.

The vision of the event is dreamlike and shadowy.

You do not gain special knowledge of those involved in the vision, though you might be able to read large banners or other writing if they are in your language.

For example, you could manifest *sensitivity to psychic impressions* in the nave of a shattered chapel.

The vision you gain is of a mob of terrified parishioners fleeing the chapel through front and side doors, and even through windows.

Meanwhile, a demonic presence bursts through the floor of the nave and systematically begins to desecrate the former holy site.

The primary emotion you perceive is terror.

Beginning with the most recent significant event at a location and working backward in time, you can sense one distinct event for every 10 minutes you maintain concentration, if any such events exist to be sensed.

Your sensitivity extends into the past a maximum number of years equal to $100 \times$ your manifester level.

SEQUESTER, PSIONIC

Clairsentience

Level: Psion/wilder 7

Display: None

Manifesting Time: 1 standard action

Range: Touch

Target: One willing creature or one object (up to a 2-ft. cube/level) touched

Duration: One day/level (D)

Saving Throw: None or Will negates (object)

Power Resistance: No or Yes (object)

Power Points: 13, XP

As *sequester* (page 276 of the *Player's Handbook*), except as noted here.

XP Cost: 75 XP.

STEADFAST PERCEPTION

Clairsentience

Level: Psychic warrior 4

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

Power Points: 7

Your vision cannot be distracted or misled, granting you immunity to all figments and glamers (such as *invisibility*).

Moreover, your Spot and Search checks receive a +6 enhancement bonus for the duration of this power.

This power also grants you another saving throw against someone using *false sensory input* on you, but you must realize that that power has been used in order to know enough to manifest *steadfast perception*.

TRACE TELEPORT

Clairsentience

Level: Psion/wilder 4

Display: Visual

Manifesting Time: 1 standard action

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

Area: Spread with a radius of 25 ft. + 5 ft./2 levels, centered on you

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 7

As *detect teleportation*, except you can trace the destination of any psionic or magical teleportation made by others within this power's area within the last minute.

You know the direction and distance the individuals traveled and could teleport to the location yourself if you so desired (and if you know the *psionic teleport* power), as if you had "seen casually" the location.

This power does not grant you any information on the conditions at the other end of the trace beyond the mental coordinates of the location.

Augment: If you spend 2 additional power points, this power's range increases to Medium (100 ft. + 10 ft./level).

TRUE SEEING, PSIONIC

Clairsentience

Level: Psion/wilder 5

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

Power Points: 9

As *true seeing* (page 296 of the *Player's Handbook*), except as noted here.

UBIQUITOUS VISION

Clairsentience

Level: Psion/wilder 3, psychic warrior 3

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

Power Points: 5

You have metaphoric "eyes in the back of your head", and on the sides and top as well, granting you benefits in specific situations.

In effect, you have a 360-degree sphere of sight, allowing you a perfect view of creatures that might otherwise flank you.

Thus, flanking opponents gain no bonus on their attack rolls, and rogues are denied their sneak attack ability because you do not lose your Dexterity bonus (but they may still sneak attack you if you are caught flat-footed). Your Spot and Search checks gain a +4 enhancement bonus.

Concurrently, you take a -4 penalty on saves against all gaze attacks during the power's duration.

METACREATIVITY

ASTRAL CONSTRUCT

Metacreativity (Creation)

Level: Shaper 1

Display: Visual; see text

Manifesting Time: 1 round

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

Effect: One created astral construct

Duration: 1 round/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 1

This power creates one 1st-level astral construct (see Chapter 8: Monsters) of solidified ectoplasm that attacks your enemies.

It appears where you designate and acts immediately, on your turn.

It attacks your opponents to the best of its ability.

As a free action, you can mentally direct it not to attack, to attack particular enemies, or to perform other actions.

The astral construct acts normally on the last round of the power's duration and dissipates at the end of its turn.

Astral constructs are not summoned; they are created on the plane you inhabit (using ectoplasm drawn from the Astral Plane).

Thus, they are not subject to effects that hedge out or otherwise affect outsiders; they are constructs, not outsiders.

Augment: For every 2 additional power points you spend, the level of the astral construct increases by one.

ASTRAL SEED

Metacreativity

Level: Shaper 8

Display: Material; see text

Manifesting Time: 10 minutes

Range: 0 ft.

Effect: One storage crystal

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 15

This power weaves strands of astral ectoplasm into a crystal containing the seed of your living mind (hardness 1 and 1 hit point).

You can have only one *astral seed* in existence at any one time.

Until such time as you perish, the *astral seed* (also called the storage crystal) is utterly inert.

If you are slain at some later date, your soul transfers into the storage crystal, which begins to dimly glow.

Upon transference, your physical remains (should they still exist) become inert matter and cannot thereafter be restored to life.

The transfer from the slain body to the *astral seed* works over any distance, physical or extradimensional.

Once your body's physical demise activates the storage crystal, you have the abilities of a psicrystal of the appropriate level, plus all the powers you knew and the maximum power points you possessed when *astral seed* was manifested—but you also have a negative level that cannot be healed and that does not convert to real level loss in your current crystalline form.

You have thirty days to grow an organic body, after which time your sentience fades and your soul passes on if it hasn't entered a new body.

To grow a body, you (in the storage crystal) must spend ten days in uninterrupted solitude.

The body's constituent parts are pulled as ectoplasm from the Astral Plane, then slowly molded and transformed into a living, breathing body that is an exact duplicate of your body at the time you manifested *astral seed* (the crystal itself breaks down and becomes a part of the new organic body).

When the tenth day ends, you completely and totally inhabit the new body.

You possess all the abilities you possessed when *astral seed* was manifested, at one level lower, but you have none of your equipment.

If the body is struck for any amount of damage during the ten-day period when it is growing, it is destroyed and your soul passes on.

Conceivably, you could manifest *mind switch* to utilize a temporary body, but only an evil creature would smash his own temporarily empty storage crystal to permanently usurp a subject's organic body (unless the subject is itself irredeemably evil).

BOLT

Metacreativity (Creation)

Level: Psion/wilder 1

Display: Material

Manifesting Time: 1 standard action

Range: 0 ft.

Effect: A normal bolt, arrow, or sling bullet

Duration: 1 min./level

Saving Throw: None

Power Resistance: No

Power Points: 1

You create 2d4 ectoplasmic crossbow bolts, arrows, or sling bullets, appropriate to your size, which dissipate into their constituent ectoplasmic particles when the duration ends or after being fired.

Ammunition you create has a +1 enhancement bonus on attack rolls and damage rolls.

Augment: For every 3 additional power points you spend, this power improves the ammunition's enhancement bonus on attack rolls and damage rolls by 1.

CONCEALING AMORPHA

Metacreativity (Creation)

Level: Psion/wilder 2, psychic warrior 2

Display: Material; see text

Manifesting Time: 1 standard action

Range: 0 ft.

Effect: Quasi-real amorphous film centered on you

Duration: 1 min./level (D)

Power Points: 3

Using *concealing amorphia*, you weave a quasi-real membrane around yourself.

You remain visible within the translucent, amorphous enclosure.

This distortion grants you concealment (opponents have a 20% miss chance), thanks to the rippling membrane encasing your form.

You can pick up or drop objects, easily reaching through the film.

Anything you hold is enveloped by the amorphia.

Likewise, you can engage in melee, make ranged attacks, and manifest powers without hindrance.

CONCEALING AMORPHA, GREATER

Metacreativity (Creation)

Level: Shaper 3, psychic warrior 3

Duration: 1 round/level (D)

Power Points: 5

As *concealing amorphia*, except the quasi-real membrane so distorts your image and actual position that you gain total concealment (opponents have a 50% miss chance), but for a shorter period of time.

CREATE SOUND

Metacreativity (Creation) [Sonic]

Level: Psion/wilder 1

Display: Auditory; see text

Manifesting Time: 1 standard action

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

Effect: Sounds; see text

Duration: 1 round/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 1

You create a volume of sound that rises, recedes, approaches, or remains at a fixed place.

You choose what type of sound the power creates when manifesting it and cannot thereafter change its basic character.

The volume of sound created, however, depends on your level.

You can produce as much noise as four normal humans per manifester level (maximum twenty humans).

Thus, talking, singing, shouting, walking, marching, or running sounds can be created.

The noise produced can be virtually any type of sound within the volume limit.

A horde of rats running and squeaking is about the same volume as eight humans running and shouting.

A roaring lion is equal to the noise from sixteen humans, while a roaring dire lion is equal to the noise from twenty humans.

If you wish to create a specific message, up to twenty-five words can be created, and those words repeat over and over until the duration expires or the power is dismissed.

If you attempt to exactly duplicate the voice of a specific individual or an inherently terrifying sound (such as a dragon's roar), you must succeed on a Bluff check with a +2 circumstance bonus opposed by the listener's Sense Motive check to avoid arousing suspicion.

Create sound can be used to bring sounds into existence that you later manipulate by manifesting *control sound*.

CRYSTAL SHARD

Metacreativity (Creation)

Level: Psion/wilder 1

Display: Auditory and material

Manifesting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 1

Upon manifesting this power, you propel a razor-sharp crystal shard at your target.

You must succeed on a ranged touch attack with the ray to deal damage to a target.

The ray deals 1d6 points of piercing damage.

Augment: For every additional power point you spend, this power's damage increases by 1d6 points.

CRYSTALLIZE

Metacreativity

Level: Shaper 6

Display: Auditory

Manifesting Time: 1 standard action

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

Target: One living creature

Duration: Permanent

Saving Throw: Fortitude negates

Power Resistance: Yes

Power Points: 11

You seed the subject's flesh with supersaturated crystal.

In an eyeblink, the subject's form seems to freeze over, as its flesh and fluids are instantly crystallized.

Following the application of this power, the subject appears lifeless.

In fact, it is not dead (though no life can be detected with powers or spells that detect such).

This power has a chance of being dispelled only by a manifester of a higher level than you when you manifested this power.

When the power is dispelled, crystal melts back into flesh, and the subject is in exactly the state he was prior being affected by *crystallize*.

DISMISS ECTOPLASM

Metacreativity

Level: Psion/wilder 3

Display: Auditory and visual

Manifesting Time: 1 standard action

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

Area: 30-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will negates; see text

Power Resistance: No

Power Points: 5

You dismiss creatures, objects, or effects composed of ectoplasm, such as astral constructs or the *ectoplasmic cocoon* power, or that were formerly composed of ectoplasm, such as items created by metacreativity (creation) powers.

An ectoplasmic creature that fails its Will saving throw dissipates into so much constituent ectoplasm, which evaporates immediately.

A creature under the effect of the *ectoplasmic form* power that fails its saving throw is either destroyed outright or physically shifted to a random location on the Astral Plane (50% chance for either result).

Other ongoing powers that create ectoplasmic objects or effects, such as *ectoplasmic cocoon*, are dismissed if you succeed on a manifester level check (1d20 + your manifester level, maximum +10) against a DC of 11 + the power's manifester level.

ECTO PROTECTION

Metacreativity

Level: Psion/wilder 1

Display: Visual; see text

Manifesting Time: 1 standard action; see text

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

Target: An astral construct you manifest

Duration: 1 min./level

Saving Throw: None

Power Resistance: No

Power Points: 1

This power reinforces an astral construct created by the *astral construct* power, giving you a +1 bonus on any manifester level checks you make to protect it against *dispel psionics* or a similar effect, and a +1 bonus on its saving throw to resist *dismiss ectoplasm*.

This power can be manifested as a swift action in the same round that you manifest an astral construct, as long as the power points you spend to perform both actions does not exceed your manifester level.

Augment: For every 2 additional power points you spend, your bonus on manifester level checks to protect your astral construct increases by 1, and your astral construct's bonus on its saving throw to resist *dismiss ectoplasm* increases by 1.

ECTOPLASMIC COCOON

Metacreativity

Level: Shaper 3

Display: Auditory and material

Manifesting Time: 1 standard action

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

Target: One Medium or smaller creature

Duration: 1 round/level (D)

Saving Throw: Reflex negates

Power Resistance: No

Power Points: 5

You draw writhing strands of ectoplasm from the Astral Plane that wrap up the subject like a mummy.

The subject can still breathe but is otherwise helpless, unable to see outside the cocoon, speak, or take any physical actions.

The subject's nostrils are clear (air passes through the cocoon normally).

The subject can execute purely mental actions (such as manifesting powers or casting spells with no verbal, somatic, or material components).

Cutting or damaging the cocoon can free a victim.

The cocoon has hardness 8 and 20 hit points.

Teleportation and other forms of travel provide a means of escape, but the cocoon extends into the Ethereal Plane, blocking ethereal travel.

An *ectoplasmic cocoon* can't be affected by *dispel psionics*, but it can be dismissed with *dismiss ectoplasm*, or otherwise destroyed by extreme measures or items.

The creature within the cocoon is visible only as a vague shape (substantial enough to interrupt line of sight) and cannot be directly harmed or interacted with unless the cocoon is destroyed.

The cocooned creature can be moved normally (the weight of the cocoon is negligible).

A creature that is cocooned while aloft begins to fall immediately, and a creature that is cocooned while swimming or underwater may drown.

Augment: You can augment this power in one or both of the following ways.

1. For every 2 additional power points you spend, this power's save DC increases by 1.

2. For every 2 additional power points you spend, this power can affect a target one size category larger.

ECTOPLASMIC COCOON, MASS

Metacreativity

Level: Shaper 7

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

Area: 20-ft.-radius burst

Duration: 1 hour/level (D)

Saving Throw: Reflex negates

Power Resistance: No

Power Points: 13

As *ectoplasmic cocoon*, except you can cocoon several creatures (or a single big creature that fits in a 20-foot-radius sphere or hemisphere) in a mass of writhing ectoplasm.

Targets entirely within the area who fail their save are caught and cocooned.

If a creature's body is only partially within the area, this power does not affect that creature.

Augment: For every 2 additional power points you spend, the radius of this power's area increases by 5 feet.

ECTOPLASMIC SHAMBLER

Metacreativity (Creation)

Level: Psion/wilder 5

Display: Auditory, material, and olfactory; see text

Manifesting Time: 1 round

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

Effect: One ectoplasmic manifestation of a size equal to ten 10-ft. cubes (S)

Duration: 1 min./level

Saving Throw: None

Power Resistance: No

Power Points: 9

You fashion an ephemeral, many-legged mass of pseudo-living ectoplasm called an ectoplasmic shambler.

You can direct the shambler as a free action.

It has a speed of 10 feet.

It can completely surround objects (and opponents) over which it is manifested or onto which it moves, because it has the consistency of thick mist.

The vision of those within the shambler is limited to 5 feet, and manifesting powers (or casting spells) within the shambler is difficult due to the constant turbulence felt by those caught in the shambler's form.

Creatures enveloped by the shambler, regardless of Armor Class, take 1 point of damage for every two manifester levels you have in each round they become or remain within the roiling turbulence of the shambler.

Anyone trying to manifest a power must make a Concentration check (DC 15 + power's or spell's level) to successfully manifest a power or cast a spell inside the shambler.

A wind stronger than 20 miles per hour that blows against the shambler reduces its speed to 0 feet during the first round, and in subsequent rounds moves it in the direction of the wind at a speed of 5 feet.

A wind stronger than 20 miles per hour that blows in the direction the shambler travels increases its speed to 15 feet.

ENERGY WALL

Metacreativity (Creation) [see text]

Level: Psion/wilder 3

Display: Auditory

Manifesting Time: 1 standard action

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

Area: An opaque sheet of energy up to 20 ft. long/level or a ring of energy with a radius of up to 5 ft./2 levels

Duration: Concentration + 1 round/level

Saving Throw: Reflex half or Fortitude half; see text

Power Resistance: No

Power Points: 5

Upon manifesting this power, you choose cold, electricity, fire, or sonic.

You create an immobile sheet of energy of the chosen type formed out of unstable ectoplasm.

One side of the wall, selected by you, sends forth waves of energy, dealing 2d6 points of damage to creatures and objects within 10 feet and 1d6 points of damage to those beyond 10 feet but within 20 feet.

In addition, anyone passing through the *energy wall* takes 2d6 points of damage +1 point per manifester level (maximum +20).

If you manifest the wall so that it appears where creatures are, each creature takes damage as if passing through the wall.

If you manifest this power in the form of a ring of energy, you choose whether the waves of energy radiate inward or outward from the ring.

Cold: A sheet of this energy type deals +1 point of damage per die.

The saving throw to reduce damage from a *cold wall* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a sheet of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A sheet of this energy type deals +1 point of damage per die.

Sonic: A sheet of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

ENTANGLING ECTOPLASM

Metacreativity (Creation)

Level: Psion/wilder 1

Display: Material and visual

Manifesting Time: 1 standard action

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

Target: One Medium or smaller creature

Duration: 5 rounds

Saving Throw: None

Power Resistance: No

Power Points: 1

You draw forth a glob of ectoplasmic goo from the Astral Plane and immediately throw it as a ranged touch attack at any creature in range.

On a successful hit, the subject is covered in goo and becomes entangled.

The goo evaporates at the end of the power's duration.

Augment: For every 2 additional power points you spend, this power can affect a target one size category larger.

FABRICATE, GREATER PSIONIC

Metacreativity (Creation)

Level: Shaper 6

Target: Up to 100 cu. ft./level

Power Points: 11

As *psionic fabricate*, except ten times as much material is affected by the power.

FABRICATE, PSIONIC

Metacreativity (Creation)

Level: Shaper 4

Display: Material

Manifesting Time: See spell text

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

Target: Up to 10 cu. ft./level; see spell text

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 7

As *fabricate* (page 229 of the *Player's Handbook*), except as noted here.

GENESIS

Metacreativity (Creation)

Level: Shaper 9

Display: Material

Manifesting Time: One week (8 hours/day)

Range: 180 ft.; see text

Effect: A demiplane coterminous with the Astral Plane, centered on your location

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 17, XP

You create a finite plane with limited access: a demiplane. Demiplanes created by this power are very small, very minor planes.

This power works best when manifested while you are on the Astral Plane (various powers allow access to these planes, including *astral caravan* and *plane shift*).

Manifestation of this power creates a local density fluctuation that precipitates the creation of a demiplane. At first, the fledgling plane grows in radius at a rate of 1 foot per day to an initial maximum radius of 180 feet as it rapidly draws substance from the surrounding astral ectoplasm.

Once the new demiplane reaches its maximum size, it doesn't really stop growing, but its growth rate decreases to only 1 foot per week (approximately a 50-foot increase in radius per year).

Once your demiplane is created, you can travel to it using *astral caravan*, *plane shift*, or some other power or permanent link that you arrange for separately.

You determine the environment within the demiplane when you manifest *genesis*, reflecting most any desire you can visualize.

You determine factors such as atmosphere, water, temperature, and the general shape of the terrain.

This power cannot create life (including vegetation), nor can it create construction (such as buildings, roads, wells, dungeons, and so forth).

You must add these details in some other fashion if you desire.

You can't create lingering psionic effects with this power; you have to add those separately, if desired.

Similarly, you can't create a demiplane out of esoteric material, such as silver or uranium; you're limited to stone and dirt.

You can't manipulate the time trait on your demiplane; its time trait is as the Material Plane.

Once your demiplane reaches 180 feet in radius, you can manifest this power again to gradually add another 180 feet of radius to it, and so on.

Antigenesis: If *genesis* is manifested on the Material Plane, the power takes effect and the demiplane begins to grow at the rate noted above, but it gets no larger than a radius of 1 foot per level.

The energies of the new plane are exactly canceled by the energies of the original plane, creating a dead spot like a limited cancer on the original plane.

The expanding boundary of the dead spot wipes away all construction, crumbles natural land forms, and evaporates water, leaving behind a uniformly level area of inert dust. Living creatures that pass the boundary of the growing dead spot are not directly, but plants can find no sustenance in the dust of the dead spot, water-breathing creatures die quickly when water turns to dust, and mobile animals know enough to leave the area alone.

Once the wave of change passes, no special essence remains in the dead spot, and it may be colonized naturally over the course of several years by bacteria, plants, and animals.

XP Cost: 1,000 XP.

GREASE, PSIONIC

Metacreativity (Creation)

Level: Psion/wilder 1

Display: Visual and olfactory

Manifesting Time: 1 standard action

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

Target or Area: One object or a 10-ft. square

Duration: 1 round/level (D)

Saving Throw: See spell text

Power Resistance: No

Power Points: 1

As *grease* (page 237 of the *Player's Handbook*), except as noted here.

Sometimes this power is referred to as *ectoplasmic sheen*.

HAIL OF CRYSTALS

Metacreativity (Creation)

Level: Shaper 5

Display: Auditory and visual

Manifesting Time: 1 standard action

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

Area: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Power Resistance: No

Power Points: 9

A tiny ectoplasmic crystal emanates from your outstretched hand and rapidly expands to a 2-foot-diameter ball of crystal as it speeds toward the location you designate.

You can choose to aim this crystal at a single target or at a specific point in space (a grid intersection).

If you aim the crystal at a single target, you must make a ranged touch attack to strike the target.

Any creature or object struck by the ball of crystal takes 5d4 points of bludgeoning damage.

Whether the crystal hits its target, misses, or was aimed at a point in space, it explodes upon arrival at the location you designated.

Anyone within 20 feet of the explosion takes 9d4 points of slashing damage from the thousands of crystal shards that spray forth.

Augment: For every additional power point you spend, this power's damage from the explosion of the crystal increases by 1d4 points.

INCARNATE

Metacreativity

Level: Psion/wilder 5

Display: Material

Manifesting Time: 2 rounds

Range: See text

Target, Effect, or Area: See text

Duration: Permanent; see text

Saving Throw: None

Power Resistance: No

Power Points: 9, XP

This power makes certain other powers permanent.

Depending on the power to be affected, you must be of a minimum manifester level and must expend a number of XP.

You can make the following powers permanent only in regard to yourself.

Power	Minimum Manifester Level	XP Cost
<i>Aura sight</i>	15th	2,000 XP
<i>Conceal thoughts</i>	9th	500 XP
<i>Danger sense</i>	13th	1,500 XP
<i>Detect psionics</i>	9th	500 XP
<i>Detect remote viewing</i>	15th	2,000 XP
<i>Detect teleportation</i>	9th	500 XP
<i>Elfsight</i>	11th	1,000 XP
<i>Know direction and location</i>	9th	500 XP
<i>My light</i>	9th	500 XP
<i>Psionic darkvision</i>	13th	1,500 XP
<i>Psionic tongues</i>	11th	1,000 XP
<i>Ubiquitous vision</i>	13th	1,500 XP

You manifest the desired power and then follow it with the *incarnate* manifestation.

IRON BODY, PSIONIC

Metacreativity (Creation)

Level: Psion/wilder 8

Display: Auditory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Power Points: 15

As *iron body* (page 245 of the *Player's Handbook*), except as noted here.

KEEN EDGE, PSIONIC

Metacreativity

Level: Psion/wilder 3, psychic warrior 3

Display: Visual

Manifesting Time: 1 standard action

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

Targets: One weapon or fifty projectiles, all of which must be in contact with each other at the time of manifestation

Duration: 10 min./level

Saving Throw: Will negates (harmless, object)

Power Resistance: Yes (harmless, object)

Power Points: 5

As *keen edge* (page 246 of the *Player's Handbook*), except as noted here.

MAJOR CREATION, PSIONIC

Metacreativity (Creation)

Level: Psion/wilder 5

Manifesting Time: 10 minutes

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

Duration: See spell text

Power Points: 9

As *major creation* (page 252 of the *Player's Handbook*), except as noted here.

MATTER MANIPULATION

Metacreativity

Level: Psion/wilder 8

Display: Auditory and mental

Manifesting Time: 1 standard action

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

Area: 1 cu. ft./level of inanimate material

Duration: Instantaneous

Saving Throw: None

Power Resistance: Yes

Power Points: 15, XP

You can weaken or strengthen the substance of an object or structure.

You can affect both mundane and magical inanimate material.

Weakening an object's substance decreases its hardness and hit points, and strengthening it increases its hardness and hit points.

You can increase or decrease an object's hardness by up to 5 from its original hardness (see the tables on page 166 of the *Player's Handbook*).

When hardness increases, the object (or portion of an object) gains 3 hit points per inch of thickness for every point of increased hardness.

When hardness decreases, the object (or portion of an object) loses 2 hit points per inch of thickness for every point of decreased hardness (to a minimum of 1 hit point per inch of thickness).

You can't decrease the hardness of an object that already has hardness 0.

For example, you could increase the hardness of a 1-inch-thick rope from 0 to 5, at the same time giving it a total of 17 hit points.

You could reduce the hardness of a stone wall to 3 and its hit points per inch of thickness to 5, making the affected area much more easily breached.

Working Manipulated Metals: An object or portion thereof whose hardness is decreased or increased is permanently changed.

Even hardening adamantite to 25 is possible.

You can also harden or weaken a preforged weapon, a suit of armor, or some other finished item.

XP Cost: 250 XP for each point by which the object's hardness is altered.

METAPHYSICAL WEAPON

Metacreativity

Level: Psychic warrior 1

Display: Auditory

Manifesting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 min./level

Saving Throw: Will negates (harmless, object)

Power Resistance: Yes (harmless, object)

Power Points: 1

Metaphysical weapon gives a weapon a +1 enhancement bonus on attack rolls and damage rolls.

(An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls).

Alternatively, you can affect up to fifty arrows, bolts, or bullets.

The projectiles must be of the same type, and they have to be together (such as in the same quiver).

Projectiles, but not thrown weapons, lose their enhancement when used.

(Treat shuriken as projectiles, rather than thrown weapons, for the purpose of this power).

You can't manifest this power on most natural weapons, including a psychic warrior's claw strike.

This power does work on a weapon brought into being by the *graft weapon* power.

Augment: If you spend 4 additional power points, this power's duration increases to 1 hour per level.

In addition, for every 4 additional power points you spend, this power improves the weapon's enhancement bonus on attack rolls and damage rolls by 1.

MINOR CREATION, PSIONIC

Metacreativity (Creation)

Level: Shaper 1

Display: Material

Manifesting Time: 1 minute

Range: 0 ft.

Effect: Unattended, nonpsionic, nonmagical object of nonliving plant matter, up to 1 cu. ft./level

Duration: 1 hour/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 1

As *minor creation* (page 233 of the *Player's Handbook*), except as noted here.

PSIONIC REPAIR DAMAGE

Metacreativity

Level: Shaper 2

Display: Material and visual

Manifesting Time: 1 standard action

Range: Touch

Target: Construct touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 3

When laying your hands upon a construct that has at least 1 hit point remaining, you reknit its structure to repair damage it has taken.

The power repairs 3d8 points of damage +1 point per manifester level.

Constructs that are immune to psionics or magic cannot be repaired in this fashion.

Augment: For every 2 additional power points you spend, this power repairs an additional 1d8 points of damage.

QUINTESSENCE

Metacreativity (Creation)

Level: Shaper 4

Display: Material; see text

Manifesting Time: 1 round

Range: 0 ft.

Effect: 1-inch-diameter dollop of quintessence; see text

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 7

You collapse a bit of time from the continuum, forming a 1-ounce dollop of thick, gooey material called quintessence. This substance shimmers like a silver mirror when viewed from some angles but is transparent from other viewpoints. You can smooth a dollop of quintessence around any extremely small object, such as a key, a ring, a seal, or an insignia.

Objects sealed within quintessence are protected from the effects of time; in practical terms, they enter a state of stasis. Living flesh with only partial contact with quintessence is also partially pulled out of the time stream (the manifester is immune to this effect).

This disruption deals 1 point of damage per round beginning 10 rounds after partial contact occurs. Quintessence can be manually scraped away from a protected object, freeing it to rejoin the time stream. When you do this, there is a 75% chance that the quintessence evaporates back into the continuum.

Otherwise, it coalesces again into a 1-inch-diameter bead, available for later use.

Large quantities of quintessence could theoretically be gathered to preserve large items or structures (or even a complete living creature; if completely immersed, a living creature would not take the damage associated with partial contact).

However, psionic characters and creatures are generally loath to do so because accumulations of quintessence weighing 1 pound or more hinder psionic activity within a 5-foot radius of the accumulation: Powers require twice as many power points to manifest, unless the manifester makes a successful Will save each time he or she attempts to manifest a power.

Also in these circumstances, manifesting a psi-like ability that is usable at will is a full-round action rather than a standard action.

SWARM OF CRYSTALS

Metacreativity (Creation)

Level: Psion/wilder 2

Display: Material

Manifesting Time: 1 standard action

Range: 15 ft.

Area: Cone-shaped spread

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 3

Thousands of tiny crystal shards spray forth in an arc from your hand.

These razorlike crystals slice everything in their path. Anyone caught in the cone takes 3d4 points of slashing damage.

Augment: For every additional power point you spend, this power's damage increases by 1d4 points.

TRUE CREATION

Metacreativity (Creation)

Level: Shaper 9

Duration: Instantaneous

Power Points: 17, XP

As *psionic major creation*, except items created are enduring and cannot be negated by dispelling magic or negating powers.

For all intents and purposes, these items are completely real.

XP Cost: 1/5 of the item's gold piece value (see the *Player's Handbook* and the *Dungeon Master's Guide* for item prices), or a minimum of 1 XP.

WALL OF ECTOPLASM

Metacreativity (Creation)

Level: Psion/wilder 4

Display: Visual

Manifesting Time: 1 standard action

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

Effect: Wall whose area is up to one 10-ft. square/level or a sphere or hemisphere with a radius of up to 1 ft./level

Duration: 1 min./level (D)

Saving Throw: None

Power Resistance: No

Power Points: 7

You fashion a roiling wall of ectoplasm, imbuing it with solidity.

The wall cannot move once it is formed.

It is 1 inch thick per four manifester levels and occupies up to one 5-foot square per level.

Each 5-foot square of the wall has 10 hit points per inch of thickness and hardness 5.

A section of the wall whose hit points drop to 0 is breached.

If a creature tries to break through the wall, the DC for the Strength check is 15 + 2 per inch of thickness.

The wall of ectoplasm is susceptible to *dispel psionics*, but it gains a +4 bonus on any check to determine whether the wall is negated.

Spells, powers, and breath weapons cannot pass through the wall in either direction (though they could damage it). It blocks ethereal creatures as well as material creatures (though ethereal creatures can usually get around the wall by floating under or over it through material floors and ceilings).

The wall is opaque, so neither vision nor gaze attacks operate through it.

The wall does not block psychoportive travel, such as that provided by the *psionic teleport* power.

You can form the wall into a flat, vertical plane whose area is up to one 10-foot square per level or into a sphere or hemisphere with a radius of up to 1 foot per level.

The wall of ectoplasm must be continuous and unbroken when manifested.

If its surface is interrupted by any object or creature, the power fails.

PSYCHOKINESIS

CLAW OF ENERGY

Psychokinesis [see text]

Level: Psychic warrior 4

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Power Points: 7

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*), you can use this power to energize that weapon.

The claw attack deals an extra 1d6 points of cold, electricity, or fire damage (as chosen by you at the time of manifestation) on a successful hit.

On a critical hit, it deals an extra 1d10 points of energy damage.

If the claw's critical multiplier is $\times 3$, add 2d10 points of energy damage instead; if the multiplier is $\times 4$, add 3d10 points of energy damage.

This power can be manifested on a claw attack that already deals energy damage, but if the claw already deals the same type of damage as the power, the effects stack.

If this power is manifested on a claw attack already benefiting from the effect of the power, the newer manifestation supersedes the older manifestation, even if both manifestations are of different energy types.

This power's subtype is the same as the type of energy infused in the natural weapon.

CONCUSSION BLAST

Psychokinesis [Force]

Level: Psion/wilder 2

Display: Auditory

Manifesting Time: 1 standard action

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

Target: One creature or object

Duration: Instantaneous

Saving Throw: None

Power Resistance: Yes

Power Points: 3

A subject you select is pummeled with telekinetic force for 1d6 points of force damage.

You can choose to have the power deal an equal amount of nonlethal damage instead.

Concussion blast always affects a subject within range that you can see, even if the subject is in melee or has cover or concealment (you cannot use this power against creatures with total cover or total concealment).

Nonmagical, unattended objects (including doors, walls, locks, and so on) may also be damaged by this power.

Augment: You can augment this power in one or both of the following ways.

1. For every 2 additional power points you spend, this power's damage increases by 1d6 points.

2. For every 2 additional power points you spend, this power can affect an additional target.

Any additional target cannot be more than 15 feet from another target of the power.

CONTROL AIR

Psychokinesis

Level: Kineticist 2

Display: Mental

Manifesting Time: 1 standard action

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

Area: 50-ft.-radius spread

Duration: Concentration, up to 1 min./level

Saving Throw: None

Power Resistance: No

Power Points: 3

You have some control over wind speed and direction.

The speed of the wind within the area of this power can be increased or decreased by up to 10 miles per hour.

You can spend as many as 5 additional power points to augment this power, with each point allowing you to modify the wind speed by an additional 10 miles per hour, to a maximum change in wind speed of 60 miles per hour. This power also gives you the ability to alter the direction of the wind by as much as 90 degrees (turning a north wind into an east wind, for instance).

Powerful enough winds can cause creatures to be blown away, knocked down, or checked; see Table 3–24, page 95 of the *Dungeon Master's Guide*.

Unless the DM determines the day to be particularly windy or calm, determine the initial wind speed when you first use this power by rolling 1d20.

The result is the current wind speed in miles per hour.

Augment: See above.

CONTROL BODY

Psychokinesis

Level: Kineticist 4

Display: Material

Manifesting Time: 1 standard action

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

Target: One Medium or smaller creature with humanoid physiology

Duration: Concentration, up to 1 min./level

Saving Throw: Fortitude negates

Power Resistance: Yes

Power Points: 7

You psychokinetically control the actions of any humanoid (including undead or outsiders with a humanoid physiology) that is within range and to which you have line of sight.

Control body doesn't require mental contact with the subject, since you are actually forcing limb movements independent of the target's mind.

You can force the subject to stand up, sit down, walk, turn around, and so on, but operating the vocal cords is too difficult.

You can also hold the subject immobile, rendering it helpless.

You cannot force the subject to manifest powers, cast spells, or use any special ability that is not a function of just its body movements.

If you lose line of sight to the subject, the effect of this power ends.

If you force the subject to engage in combat, its attack bonus is equal to your base attack bonus + your Intelligence bonus, and its bonus on damage rolls is equal to your Intelligence bonus.

A subject of this power cannot make attacks of opportunity. The subject gains no benefit to Armor Class from its Dexterity, but it does gain a bonus to its AC equal to your Intelligence bonus.

Although the subject's body is under your control, the subject's mind is not.

Creatures capable of taking purely mental actions (such as manifesting powers) can do so.

Augment: For every 2 additional power points you spend, this power can affect a target one size category larger.

CONTROL FLAMES

Psychokinesis [Fire]

Level: Psion/wilder 1

Display: Auditory

Manifesting Time: 1 standard action

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

Area: One nonmagical fire source; see text

Duration: Concentration, up to 1 min./level

Saving Throw: See text

Power Resistance: No

Power Points: 1

You pyrokinetically control the intensity or movements of one fire source.

A nonmagical fire source can be controlled if it is equal to or smaller than the maximum size of fire you can control according to your manifester level, as noted on the accompanying table.

You can freely switch control between fire sources, or change the nature of your control, while you maintain concentration, but only one specified change (keeping a fire burning, animating it, or altering its size) can be made to one fire source in a round.

When your control over a fire source lapses, that fire immediately returns to its original state (or goes out if it has no fuel or has been moved away from its original location). With this power, you can artificially keep a fire burning that would normally expire for lack of fuel; even dousing a controlled flame with water does not put it out (though completely submerging the flame would).

Normally, a creature at risk of catching on fire can avoid this fate by making a DC 15 Reflex saving throw, with success indicating that the fire has gone out.

If the fire is one that has been kept burning by the use of *control flames*, then the DC of the Reflex save needed to put out the flames increases to 25.

This power also enables you to make a fire move as if it were a living creature.

You can animate only a naturally burning fire; if you attempt to animate one that has been increased or decreased in size by your augmentation of this power, the fire immediately returns to its original size.

An animated fire moves at a speed of 30 feet.

A fire that moves away from its fuel or its original location dies as soon as your control over it lapses.

An animated fire can enter any square, even if a creature already occupies it.

If an animated fire enters a square occupied by a creature, that creature can make a Reflex save to get out of the way (DC 11 + the number of dice of damage the fire does + your Int modifier if you are a psion or your Cha modifier if you are a wilder).

A successful Reflex save moves the creature to the nearest unoccupied square.

The flames deal the indicated damage to any creature that is either on fire or surrounded by the flames (in the fire's space); see the accompanying table).

At the start of your turn, the animated fire deals damage to any creature in its space, and the creature catches on fire unless it makes a Reflex save (DC as noted above).

A victim on fire takes 1d6 points of damage each round.

Additional rounds in the same space as the animated fire occupies mean additional chances of ignition.

The damage from multiple normal fires stacks, but the victim gets a saving throw each round to negate each fire.

It is possible to switch control from the animated fire (causing it to disappear) to intensify flames that are already burning (thus denying the foe Reflex saves after the first).

Augment: You can augment this power in one or both of the following ways.

1. For every 2 additional power points you spend, you can increase the size of a fire you want to control by one step, up to the maximum size of fire you can control according to your manifester level.

2. For every 2 additional power points you spend, you can decrease the size of a fire you want to control by one step. You can reduce a Tiny or smaller fire to nothing, extinguishing it.

CONTROL FLAMES

Manifester Level	Maximum Fire Size	Example	Damage per Round	Space
1st–2nd	Fine	Tindertwig	1	1 foot square
3rd–4th	Diminutive	Torch	1d3	1 foot square
5th–6th	Tiny	Small campfire	1d6	1 foot square
7th–8th	Small	Large campfire	2d6	1 foot square
9th–10th	Medium	Forge	3d6	1 foot square
11th–12th	Large	Bonfire	4d6	2-by-2-foot square
13th–14th	Huge	Burning shack	5d6	3-by-3-foot square
15th–16th	Gargantuan	Burning tavern	6d6	4-by-4-foot square
17th or higher	Colossal	Burning inn	7d6	5-by-5-foot square

CONTROL LIGHT

Psychokinesis [Light]

Level: Psion/wilder 1

Display: Visual

Manifesting Time: 1 standard action

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

Area: Nine 10-ft. cubes + three 10-ft. cubes/level

Duration: Concentration, up to 1 min./level, or 1 round; see text

Saving Throw: None

Power Resistance: No

Power Points: 1

By manipulating the ambient light level, you can decrease or increase the illumination of an area.

The change in illumination can be gradual (taking as long as 1 minute) or sudden (occurring immediately when you manifest this power).

You can alter the level of illumination from its original level at any time during the power's duration.

Decrease: You can decrease the illumination of an area by as little as 5% (barely perceptible) or as much as 100% (total darkness).

If you decrease the light by 50% or more, the visual ability of creatures that depend on light to see declines accordingly.

For instance, a human carrying a torch can see well out to 20 feet.

If you use *control light* to decrease the illumination around him by 75%, then the area he sees as brightly lit by the torch extends only out to 5 feet.

If you decrease the ambient light in an area by 100%, even those with lowlight vision are unable to see within the affected area.

For each 25% decrease in ambient light, characters in the area gain a cumulative +1 circumstance bonus on Hide checks (to a maximum of +4 when all the light is gone).

Increase: You can increase the illumination of an area by as little as 5% (barely perceptible) or as much as 100%.

If you increase the light by 50% or more, the visual ability of creatures that depend on light to see improves accordingly.

For instance, an elf carrying a sunrod can see well out to 60 feet (because of her lowlight vision).

If you use *control light* to increase the illumination around her by 50%, then the area she sees as brightly lit by the sunrod extends out to 90 feet.

You can use this power to increase the illumination of an area by 200% (improving visual abilities accordingly), but in such a case the power's duration is only 1 round.

CONTROL OBJECT

Psychokinesis

Level: Kineticist 1

Display: Material

Manifesting Time: 1 standard action

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

Target: One unattended object weighing up to 100 lb.

Duration: Concentration, up to 1 round/level

Saving Throw: None

Power Resistance: No

Power Points: 1

You telekinetically "bring to life" an inanimate object.

Though it is not actually alive, the object moves under your control.

Live vegetation cannot be controlled in this fashion, nor can already animated objects or undead.

The controlled object moves like a puppet, with jerky and clumsy movements, at a speed of up to 20 feet.

If its form is rigid, it makes creaking, groaning, or grating sounds as you control it.

A controlled object can attack an opponent if you direct it to do so.

It has one slam attack, at a base attack bonus equal to your base attack bonus plus your Intelligence modifier.

If the attack hits, it deals points of damage equal to 1d6 plus your Intelligence modifier.

A controlled object has its usual hardness and hit points.

You can use this power on a nonmagical lock, making it move in such a way as to attempt to unlock itself.

If another character makes an Open Lock check involving a lock that you are concentrating on controlling, the character gains a +4 bonus on the check.

CONTROL SOUND

Psychokinesis [Sonic]

Level: Psion/wilder 2

Display: Auditory; see text

Manifesting Time: 1 standard action

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

Target: One sound or mixture of related sounds

Duration: Concentration, up to 1 min./level; see text

Saving Throw: None

Power Resistance: No

Power Points: 3

You shape and alter existing sounds.

You can target one sound, such as a person speaking or singing, or a group of related sounds, such as the patter of many raindrops or the tramp of soldiers passing by.

A sound as quiet as a snapping finger can be controlled.

You can substitute any sound you have heard for the target sound.

For instance, you could replace the sound of a dragon's snoring with the sound of a trickling waterfall.

You could change the words of a speaker into inarticulate babbling or into other words entirely (though a speaker generally comes to a halt quickly when he realizes that every word coming out of his mouth is unintended).

If you attempt to exactly duplicate the voice of a specific individual, or an inherently terrifying sound (such as a dragon's roar), you must succeed on a Bluff check with a +5 circumstance bonus opposed by the intended listener's Sense Motive check to avoid arousing suspicion.

You can entirely muffle a noise or magnify a sound to such loudness that it drowns out all other conversation in the immediate area.

In this way, you can provide yourself or any with a +4 circumstance bonus on Move Silently and Listen checks. Alternatively, you can use up the power in an instant. You do this by modulating a sound into a one-time destructive impetus that shatters nonmagical/nonpsionic, unattended objects of crystal, glass, ceramics, or porcelain (vials, bottles, flasks, jugs, mirrors, and so forth) in the area.

DISPEL PSIONICS

Psychokinesis

Level: Psion/wilder 3

Display: Visual

Manifesting Time: 1 standard action

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

Target or Area: One manifester, creature, or object; or 20-ft.-radius burst

Duration: Instantaneous or 1d4 rounds; see text

Saving Throw: None

Power Resistance: No

Power Points: 5

You can use *dispel psionics* to end ongoing powers that have been manifested on a creature or object, to temporarily suppress the psionic abilities of a psionic item, or to end ongoing powers (or at least their effects) within an area. A dispelled power ends as if its duration had expired. Some powers, as detailed in their descriptions, can't be defeated by *dispel psionics*, or can be ended only if you manifest *dispel psionics* at a high enough manifester level. *Dispel psionics* can end spell-like effects just as it does powers.

The effect of a power with an instantaneous duration can't be dispelled, because the psionic effect is already over before the *dispel psionics* can take effect.

You choose to use *dispel psionics* in one of two ways: a targeted dispel or an area dispel.

Targeted Dispel: One object, creature, or power is the target of the *dispel psionics* power.

You make a dispel check (1d20 + your manifester level, maximum +10) against the power or against each ongoing power currently in effect on the object or creature.

The DC for this dispel check is 11 + the power's manifester level.

If you succeed on a particular check, that power is dispelled; if you fail, that power remains in effect.

If you target an object or creature that is the effect of an ongoing power or is under the effect of an ongoing power (such as an astral construct created by the *astral construct* power, or a character who has temporary hit points provided by the *vigor* power), you make a dispel check to end the power or its effect.

If the object that you target is a psionic item, you make a dispel check against the item's manifester level.

If you succeed, all the item's psionic properties are suppressed for 1d4 rounds, after which the item recovers on its own.

A suppressed item becomes nonpsionic for the duration of the effect.

An interdimensional interface (such as a *bag of holding*) is temporarily closed.

A psionic item's physical properties are unchanged: A suppressed psionic sword is still a sword (a masterwork sword, in fact).

Artifacts and deities are unaffected by mortal power such as this.

You automatically succeed on your dispel check against any power that you manifested yourself.

Area Dispel: When *dispel psionics* is used in this way, the power affects everything within a 20-foot radius.

For each creature within the area that is the subject of one or more powers, you make a dispel check against the power with the highest manifester level.

If that check fails, you make dispel checks against progressively weaker powers until you dispel one power (which discharges the *dispel psionics* power so far as that target is concerned) or until you fail all your checks.

The creature's psionic items are not affected.

For each object within the area that is the target of one or more powers, you make dispel checks as with creatures. Psionic items are not affected by an area dispel.

For each ongoing area or effect power whose point of origin is within the area of the *dispel psionics* power, you can make a dispel check to dispel the power.

For each ongoing power whose area overlaps that of the *dispel psionics* power, you can make a dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing power is in the area, you can make a dispel check to end the power that created that object or construct in addition to attempting to dispel powers targeting the creature or object.

You can choose to automatically succeed on dispel checks against any power that you have manifested.

Augment: For every additional power point you spend, the bonus on your dispel check increases by 2 (to a maximum bonus of +20 for a 5-point expenditure).

DISPELLING BUFFER

Psychokinesis

Level: Kineticist 6, psychic warrior 6

Display: Material and olfactory

Manifesting Time: 1 standard action

Range: Personal or close (25 ft. + 5 ft./2 levels); see text

Target: You or one willing creature or one object (object weighing up to 100 lb./level); see text

Duration: 1 hour/level (D)

Saving Throw: None

Power Resistance: Yes (harmless, object)

Power Points: 11

You create a psychokinetic shield around the subject that improves the chance that any powers affecting the subject will resist a *dispel psionics* power (or a *dispel magic* spell) or a negation effect that targets a specific power (such as *shatter mind blank*).

When *dispelling buffer* is manifested on a creature or object, add +5 to the DC of the dispel check for each ongoing effect that is subject to being dispelled.

Dispel psionics can negate *dispelling buffer*, but against a targeted dispel, *dispelling buffer* is always checked last (with the same +5 bonus).

Against an area dispel, *dispelling buffer* is checked in the order according to its level (with the same +5 bonus).

Special: When a psychic warrior manifests this power, the range is personal and the target is the manifester.

ENERGY BALL

Psychokinesis [see text]

Level: Kineticist 4

Display: Auditory

Manifesting Time: 1 standard action

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

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half or Fortitude half; see text

Power Resistance: Yes

Power Points: 7

Upon manifesting this power, you choose cold, electricity, fire, or sonic.

You create an explosion of energy of the chosen type that deals 7d6 points of damage to every creature or object within the area.

The explosion creates almost no pressure.

Cold: A ball of this energy type deals +1 point of damage per die.

The saving throw to reduce damage from a *cold ball* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a ball of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A ball of this energy type deals +1 point of damage per die.

Sonic: A ball of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6).

For each extra two dice of damage, this power's save DC increases by 1.

ENERGY BOLT

Psychokinesis [see text]

Level: Psion/wilder 3

Display: Auditory

Manifesting Time: 1 standard action

Range: 120 ft.

Area: 120-ft. line

Duration: Instantaneous

Saving Throw: Reflex half or Fortitude half; see text

Power Resistance: Yes

Power Points: 5

Upon manifesting this power, you choose cold, electricity, fire, or sonic.

You release a powerful stroke of energy of the chosen type that deals 5d6 points of damage to every creature or object within the area.

The beam begins at your fingertips.

Cold: A bolt of this energy type deals +1 point of damage per die.

The saving throw to reduce damage from a *cold bolt* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a bolt of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A bolt of this energy type deals +1 point of damage per die.

Sonic: A bolt of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6).

For each extra two dice of damage, this power's save DC increases by 1.

ENERGY BURST

Psychokinesis [see text]

Level: Psion/wilder 3

Display: Auditory

Manifesting Time: 1 standard action

Range: 40 ft.

Area: 40-ft.-radius burst centered on you

Duration: Instantaneous

Saving Throw: Reflex half or Fortitude half; see text

Power Resistance: Yes

Power Points: 5

Upon manifesting this power, you choose cold, electricity, fire, or sonic.

You create an explosion of unstable ectoplasmic energy of the chosen type that deals 5d6 points of damage to every creature or object within the area.

The explosion creates almost no pressure.

Since this power extends outward from you, you are not affected by the damage.

Cold: A burst of this energy type deals +1 point of damage per die.

The saving throw to reduce damage from a *cold burst* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a burst of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A burst of this energy type deals +1 point of damage per die.

Sonic: A burst of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6).

For each extra two dice of damage, this power's save DC increases by 1.

ENERGY CONE

Psychokinesis [see text]

Level: Kineticist 3

Display: Auditory

Manifesting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped spread

Duration: Instantaneous

Saving Throw: Reflex half or Fortitude half; see text

Power Resistance: Yes

Power Points: 5

Upon manifesting this power, you choose cold, electricity, fire, or sonic.

You create a cone of energy of the chosen type, extending outward from your hand, that deals 5d6 points of damage to every creature or object within the area.

Cold: A cone of this energy type deals +1 point of damage per die.

The saving throw to reduce damage from a *cold cone* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a cone of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A cone of this energy type deals +1 point of damage per die.

Sonic: A cone of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6).

For each extra two dice of damage, this power's save DC increases by 1.

ENERGY CURRENT

Psychokinesis [see text]

Level: Kineticist 5

Display: Visual; see text

Manifesting Time: 1 standard action

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

Target: Any two creatures no more than 15 ft. apart

Duration: Concentration, up to 1 round/level

Saving Throw: Reflex half or Fortitude half; see text

Power Resistance: Yes

Power Points: 9

Upon manifesting this power, you choose cold, electricity, fire, or sonic.

Your body's psionically fueled bioenergetic currents produce an arc of energy of the chosen type that targets a creature you designate as the primary foe for 9d6 points of damage in every round when the power remains in effect. Energy also arcs off the primary foe to strike one additional foe that is initially within 15 feet of the primary foe, or that subsequently moves within 15 feet of the primary foe while the duration lasts.

Secondary foes take half the damage that the primary foe takes in every round while the duration lasts.

Should either the primary or secondary foe fall to less than 0 hit points (or should a target completely evade the effect with a special ability or power), the *energy current's* arc randomly retargets another primary and/or secondary foe while the duration lasts.

Targeted foes can move normally, possibly moving out of range of the effect, but each round they are targeted and remain in range they must make a saving throw to avoid taking full damage in that round.

Concentrating to maintain *energy current* is a full-round action.

If you take damage while maintaining *energy current*, you must make a successful Concentration check (DC 10 + damage dealt) to avoid losing your concentration on the power.

Cold: A current of this energy type deals +1 point of damage per die.

The saving throw to reduce damage from a *cold current* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a current of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A current of this energy type deals +1 point of damage per die.

Sonic: A current of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: You can augment this power in one or both of the following ways.

1. For every additional power point you spend, this power's damage increases by one die (d6).

For each extra two dice of damage, this power's save DC increases by 1.

2. For every 4 additional power points you spend, this power can affect an additional secondary target.

Any additional secondary target cannot be more than 15 feet from another target of the power.

ENERGY MISSILE

Psychokinesis [see text]

Level: Kineticist 2

Display: Auditory

Manifesting Time: 1 standard action

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

Targets: Up to five creatures or objects; no two targets can be more than 15 ft. apart.

Duration: Instantaneous

Saving Throw: Reflex half or Fortitude half; see text

Power Resistance: Yes

Power Points: 3

Upon manifesting this power, you choose cold, electricity, fire, or sonic.

You release a powerful missile of energy of the chosen type at your foe.

The missile deals 3d6 points of damage to each creature or object you target, to the maximum of five targets.

You cannot hit the same target multiple times with the same manifestation of this power.

Cold: A missile of this energy type deals +1 point of damage per die.

The saving throw to reduce damage from a *cold missile* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a missile of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A missile of this energy type deals +1 point of damage per die.

Sonic: A missile of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6) and its save DC increases by 1.

ENERGY PUSH

Psychokinesis [see text]

Level: Psion/wilder 2

Display: Auditory and visual

Manifesting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: Reflex half or Fortitude half; see text

Power Resistance: Yes

Power Points: 3

Upon manifesting this power, you choose cold, electricity, fire, or sonic.

You project a solid blast of energy of the chosen type at a target, dealing it 2d6 points of damage.

In addition, if a subject of up to one size category larger than you fails a Strength check (DC equal to the save DC of this power), the driving force of the energy blast pushes it back 5 feet plus another 5 feet for every 5 points of damage it takes.

If a wall or other solid object prevents the subject from being pushed back, the subject instead slams into the object and takes an extra 2d6 points of damage from the impact (no save).

The movement caused by *energy push* does not provoke attacks of opportunity.

Cold: A blast of this energy type deals +1 point of damage per die (damage from impact remains at 2d6 points).

The saving throw to reduce damage from a *cold push* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a blast of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A blast of this energy type deals +1 point of damage per die (damage from impact remains at 2d6 points).

Sonic: A blast of this energy type deals -1 point of damage per die (damage from impact remains at 2d6 points) and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every 2 additional power points you spend, this power's damage increases by one die (d6) and its save DC increases by 1.

The damage increase applies to both the initial blast and any damage from impact with an object.

ENERGY RAY

Psychokinesis [see text]

Level: Psion/wilder 1

Display: Auditory

Manifesting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Power Resistance: Yes

Power Points: 1

Upon manifesting this power, you choose cold, electricity, fire, or sonic.

You create a ray of energy of the chosen type that shoots forth from your fingertip and strikes a target within range, dealing 1d6 points of damage, if you succeed on a ranged touch attack with the ray.

Cold: A ray of this energy type deals +1 point of damage per die.

Electricity: Manifesting a ray of this energy type provides a +3 bonus on your attack roll if the target is wearing metal armor and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A ray of this energy type deals +1 point of damage per die.

Sonic: A ray of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6).

ENERGY RETORT

Psychokinesis [see text]

Level: Psion/wilder 3

Display: Visual

Manifesting Time: 1 standard action

Range: Personal and close (25 ft. + 5 ft./2 levels); see text

Targets: You and creature or object attacking you; see text

Duration: 1 min./level

Saving Throw: Reflex half or Fortitude half; see text

Power Resistance: Yes

Power Points: 5

Upon manifesting this power, you choose cold, electricity, fire, or sonic.

You weave a field of potential energy of the chosen type around your body.

The first successful attack made against you in each round during the power's duration prompts a response from the field with out any effort on your part.

The attack may be physical, the effect of a power, or the effect of a spell (including spell-like, supernatural, and extraordinary abilities).

An "ectoburst" discharges from the field, targeting the source of the attack and dealing 4d6 points of damage of the chosen energy type.

To be affected, a target must be within close range, you must have line of sight and line of effect to it, and you must be able to identify the source of the attack.

(For instance, if the attack comes from a foe that is hiding or invisible, you might not be able to identify the source; if you can't, the attacker isn't targeted by the ectoburst).

The ectoburst is a ranged touch attack made using your base attack bonus plus your key ability modifier for your manifesting class.

Cold: A field of this energy type deals +1 point of damage per die.

The saving throw to reduce damage from a *cold retort* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a field of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A field of this energy type deals +1 point of damage per die.

Sonic: A field of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's duration increases by 1 minute.

ENERGY STUN

Psychokinesis [see text]

Level: Psion/wilder 2

Display: Auditory

Manifesting Time: 1 standard action

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

Area: 5-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half or Fortitude half; see text

Power Resistance: Yes

Power Points: 3

Upon manifesting this power, you choose cold, electricity, fire, or sonic.

You release a powerful stroke of the chosen energy type that encircles all creatures in the area, dealing 1d6 points of damage to each of them.

In addition, any creature that fails its save for half damage must succeed on a Will save or be stunned for 1 round.

Cold: A stroke of this energy type deals +1 point of damage per die.

The saving throw to reduce damage from a *cold stun* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a stroke of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A stroke of this energy type deals +1 point of damage per die.

Sonic: A stroke of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6) and its save DC increases by 1.

ENERGY WAVE

Psychokinesis [see text]

Level: Psion/wilder 7

Display: Auditory

Manifesting Time: 1 standard action

Range: 120 ft.

Area: Cone-shaped spread

Duration: Instantaneous

Saving Throw: Reflex half or Fortitude half; see text

Power Resistance: Yes

Power Points: 13

Upon manifesting this power, you choose cold, electricity, fire, or sonic.

You create a flood of energy of the chosen type out of unstable ectoplasm that deals 13d6 points of damage to each creature and object in the area.

This power originates at your hand and extends outward in a cone.

Cold: A wave of this energy type deals +1 point of damage per die.

The saving throw to reduce damage from a *cold wave* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a wave of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A wave of this energy type deals +1 point of damage per die.

Sonic: A wave of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6).

For each extra two dice of damage, this power's save DC increases by 1.

ERADICATE INVISIBILITY

Psychokinesis

Level: Psion/wilder 3

Display: Visual

Manifesting Time: 1 standard action

Range: 50 ft.

Targets: You and all invisible creatures and objects in a 50-ft.-radius burst centered on you

Duration: Instantaneous

Saving Throw: Reflex negates

Power Resistance: No

Power Points: 5

You radiate a psychokinetic burst that disrupts and negates all types of invisibility (though this power can't negate the effect of *cloud mind*).

Any creature that fails its save to avoid the effect loses its invisibility.

Creatures that are naturally invisible, such as an invisible stalker, are revealed as a dim outline for 1 round (until the beginning of your next turn) and do not have total concealment during this period.

Augment: For every additional power point you spend, this power's range and the radius of the burst in which it functions both increase by 5 feet.

FAR HAND

Psychokinesis

Level: Psion/wilder 1

Display: Visual

Manifesting Time: 1 standard action

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

Target: A nonmagical, unattended object weighing up to 5 lb.

Duration: Concentration, up to 1 min.

Saving Throw: None

Power Resistance: No

Power Points: 1

You can mentally lift and move an object at will from a distance.

As a move action, you can propel the object as far as 15 feet in any direction, though the power ends if the distance between you and the object exceeds the power's range.

Augment: You can augment this power in one or both of the following ways.

1. For every 2 additional power points you spend, this power's range increases by 5 feet.

2. For every additional power point you spend, the weight limit of the target increases by 2 pounds.

FIERY DISCORPORATION

Psychokinesis [Fire]

Level: Kineticist 5

Display: Visual

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous and up to one day; see text

Power Points: 9

You use your mastery of energy to cheat death.

If you are within 30 feet of an open flame, you can use this power.

Any damage that would reduce you to 0 hit points or lower instead has a chance to disincorporate you.

You attempt a Will save (DC 5 + damage dealt); if it succeeds, you simply break apart into dozens of flitting tongues of flame and vanish, along with all your gear and anything you are holding or carrying.

One day later, you reappear adjacent to an open flame nearest to the place where you disincorporated, seeming to materialize from the fire (you choose where you appear along the perimeter of that open flame).

While disincorporated, you do not exist—you can do nothing, nor can any of your enemies do anything to you.

Augment: For every 3 additional power points you spend, you gain a +1 bonus on your Will save to determine whether you disincorporate.

FORCE SCREEN

Psychokinesis [Force]

Level: Psion/wilder 1, psychic warrior 1

Display: Auditory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

Power Points: 1

You create an invisible mobile disk of force that hovers in front of you.

The *force screen* provides a +4 shield bonus to Armor Class (which applies against incorporeal touch attacks, since the *force screen* is a force effect).

Since it hovers in front of you, the effect has no armor check penalty associated with it.

Augment: For every 4 additional power points you spend, the shield bonus to Armor Class improves by 1.

INERTIAL ARMOR

Psychokinesis

Level: Psion/wilder 1, psychic warrior 1

Display: Visual; see text

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 1; see text

Your mind generates a tangible field of force that provides a +4 armor bonus to Armor Class.

Unlike mundane armor, *inertial armor* entails no armor check penalty or speed reduction.

Because *inertial armor* is composed of psychokinetic force, incorporeal creatures can't bypass it the way they do normal armor.

Your *inertial armor* can be invisible or can appear as a colored glow, at your option.

The armor bonus provided by *inertial armor* does not stack with the armor bonus provided by regular armor.

Augment: For every 2 additional power points you spend, the armor bonus to Armor Class increases by 1.

INERTIAL BARRIER

Psychokinesis

Level: Kineticist 4, psychic warrior 4

Display: Auditory and mental

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

Power Points: 7

You create a skin-tight psychokinetic barrier around yourself that resists blows, cuts, stabs, and slashes, as well as providing some protection against falling.

You gain damage reduction 5/—.

Inertial barrier also absorbs half the damage you take from any fall.

INTELLECT FORTRESS

Psychokinesis

Level: Psion/wilder 4

Display: Auditory

Manifesting Time: 1 immediate action

Range: 20 ft.

Area: 20-ft.-radius spread centered on you

Duration: 1 round

Saving Throw: None

Power Resistance: Yes

Power Points: 7

You encase yourself and your allies in a shimmering fortress of telekinetic force.

All damage from powers and psi-like abilities taken by subjects inside the area of the *intellect fortress*, including ability damage, is halved.

This lowering takes place prior to the effects of other powers or abilities that lessen damage, such as damage reduction and evasion.

Powers that are not subject to power resistance are not affected by an *intellect fortress*.

You can manifest this power instantly, quickly enough to gain its benefits in an emergency.

Manifesting the power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

You can use this power even when it's not your turn.

Augment: For every additional power point you spend, this power's duration increases by 1 round.

MATTER AGITATION

Psychokinesis

Level: Psion/wilder 1

Display: Auditory and material

Manifesting Time: 1 standard action

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

Area: 2 sq. ft. of surface area of an object or creature

Duration: Concentration, up to 1 min./level

Saving Throw: None

Power Resistance: Yes

Power Points: 1

You can excite the structure of a nonpsionic, nonmagical object, heating it to the point of combustion over time.

The agitation grows more intense in the second and third rounds after you manifest the power, as described below.

1st Round: Readily flammable material (paper, dry grass, tinder, torches) ignites.

Skin reddens (1 point of damage).

2nd Round: Wood smolders and smokes, metal becomes hot to the touch, skin blisters (1d4 points of damage), hair smolders, paint shrivels, water boils.

3rd and Subsequent Rounds: Wood ignites, metal scorches (1d4 points of damage for those holding metallic objects).

Skin burns and hair ignites (1d6 points of damage), lead melts.

MY LIGHT

Psychokinesis [Light]

Level: Psion/wilder 1, psychic warrior 1

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: Personal

Effect: 20-ft. cone of light emanating from you

Duration: 10 min./level (D)

Power Points: 1

Your eyes beam forth a 20-foot cone of light.

You and other creatures can see normally in the light.

If you walk into an area filled with psionic or magical darkness, *my light* goes dark while you stay within that area.

If *my light* is used in conjunction with *elfsight*, the cone of light extends out to 40 feet instead of 20 feet.

Augment: If you spend 2 additional power points, you can manifest this power as a swift action.

NULL PSIONICS FIELD

Psychokinesis

Level: Kineticist 6

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius emanation centered on you

Duration: 10 min./level (D)

Saving Throw: None

Power Resistance: See text

Power Points: 11

An invisible barrier surrounds you and moves with you.

The space within this barrier is impervious to most psionic effects, including powers, psi-like abilities, and supernatural abilities.

Likewise, it prevents the functioning of any psionic items or powers within its confines.

A *null psionics field* suppresses any power or psionic effect used within, brought into, or manifested into its area, but does not negate it.

A creature under the effect of *schism*, for example, loses the benefit of the power while inside the field, but the *schism* resumes functioning when the creature leaves the field.

Time spent within a *null psionics field* counts against a suppressed effect's duration.

Astral constructs and summoned creatures wink out if they enter a *null psionics field*.

They reappear in the same spot once the field goes away.

Time spent winked out counts normally against the duration of the power that is maintaining the construct or summoned creature.

Creation powers with instantaneous durations and calling powers are not affected by a *null psionics field* because the power itself is no longer in effect, only its result.

A normal creature (a normally encountered construct rather than a created one, for instance) can enter the area, as can normal missiles.

Furthermore, while a psionic sword does not function psionically within the area, it is still a sword (and a masterwork sword at that).

The power has no effect on golems and other constructs that are imbued with magic during their creation process and are thereafter self-supporting (unless they have been summoned or have a limited duration, in which case they are treated like any other summoned creatures).

Elementals, corporeal undead, and outsiders are likewise unaffected unless summoned.

These creatures' spell-like or supernatural abilities, however, may be temporarily nullified by the field.

Dispel psionics does not remove the field.

Two or more *null psionics fields* sharing any of the same space have no effect on each other.

Certain powers may be unaffected by *null psionics field* (see the individual power descriptions).

Artifacts and deities are unaffected by mortal power such as this.

Should a creature's space extend across the boundary of the area enclosed by the field, any part of the creature that lies outside the effect is unaffected by the field.

REDDOPSI

Psychokinesis

Level: Kineticist 7

Display: Auditory, mental, and olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: Until discharged or 10 min./level

Power Points: 13

When you manifest *reddopsi*, powers targeted against you rebound to affect the original manifester.

This effect reverses powers that have only you as a target (except *dispel psionics* and similar powers or effects).

Powers that affect an area and those that produce effects can't be reversed.

Reddopsi also can't reverse any power with a range of touch.

Should you rebound a power back against a manifester who also is protected by *reddopsi*, the power rebounds once more upon you.

STOMP

Psychokinesis

Level: Psychic warrior 1
Display: Auditory and visual
Manifesting Time: 1 standard action
Range: 20 ft.
Area: Cone-shaped spread
Duration: Instantaneous
Saving Throw: Reflex negates
Power Resistance: No
Power Points: 1

Your foot stomp precipitates a psychokinetic shock wave that travels along the ground, toppling creatures and loose objects.

The shock wave affects only creatures standing on the ground within the power's area.

Creatures that fail their saves are thrown to the ground, become prone, and take 1d4 points of nonlethal damage.

Augment: For every additional power point you spend, this power's nonlethal damage increases by 1d4 points.

TELEKINETIC FORCE

Psychokinesis [Force]

Level: Psion/wilder 3

Display: Visual

Manifesting Time: 1 standard action

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

Target: One object at a time

Duration: Concentration, up to 1 round/level

Saving Throw: Will negates (object); see text

Power Resistance: Yes (object)

Power Points: 5

You move an object by concentrating your mind upon its current location and then the location you desire, creating a sustained force.

You can move an object weighing no more than 250 pounds up to 20 feet per round.

A creature can negate the effect on an object it possesses with a successful Will save or with power resistance.

The weight can be moved across the ground or through the air.

This power ends if the object is forced out of range.

If you cease concentration, the object falls or stops.

You can drop a weight and pick up another during the power's duration, as long as you don't stop concentrating on maintaining the power.

An object can be telekinetically manipulated as if you were moving it 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.

You might even be able to tie or untie simple knots, though delicate activities such as these require Intelligence checks against a DC set by the DM.

If you spend at least 5 rounds concentrating on an unattended object, you can attempt to break or burst it as if making a Strength check, except that you apply your key ability modifier to the check instead of your Strength modifier.

Augment: For every additional power point you spend, the weight limit of the target increases by 25 pounds.

TELEKINETIC MANEUVER

Psychokinesis [Force]

Level: Psion/wilder 4

Display: Visual

Manifesting Time: 1 standard action

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

Target: One creature

Duration: Concentration, up to 1 round/level

Saving Throw: None

Power Resistance: Yes

Power Points: 7

You can affect a foe by concentrating your mind upon its current status and the status you desire, once per round. You can perform a bull rush, a disarm, a grapple (including a pin), or a trip.

Resolve these attempts as normal, except that they don't provoke attacks of opportunity, you use your manifester level in place of your base attack bonus (for disarm and grapple attempts), you use your Intelligence modifier in place of your Strength modifier or Dexterity modifier, and a failed attempt doesn't allow a reactive attempt by the target (such as normally allowed on disarm or trip attempts).

No save is allowed against these attempts, but power resistance applies normally.

Augment: For every 2 additional power points you spend, this power grants a +1 bonus on your checks involving bull rush, disarm, grapple, or trip attempts.

TELEKINETIC SPHERE, PSIONIC

Psychokinesis [Force]

Level: Kineticist 8

Display: Material

Manifesting Time: 1 standard action

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

Effect: 1-ft.-diameter/level sphere, centered around creatures or objects

Duration: 1 min./level (D)

Saving Throw: Reflex negates (object)

Power Resistance: Yes (object)

Power Points: 15

As Otiluke's telekinetic sphere (page 259 of the *Player's Handbook*), except as noted here.

TELEKINETIC THRUST

Psychokinesis

Level: Psion/wilder 3

Display: Visual

Manifesting Time: 1 standard action

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

Target or Targets: One or more objects or creatures with a total weight of 250 lb. or less

Duration: Instantaneous

Saving Throw: Will negates or Will negates (object); see text

Power Resistance: Yes or Yes (object); see text

Power Points: 5

You can affect one or more objects or creatures by concentrating your mind upon, sending them in a deadly hail at your foes—or simply by hurling your foe!

You can hurl one object or creature per manifester level (maximum fifteen separate targets), as long as all are within

the power's range and each is no more than 10 feet away from another one.

Each object or creature can be hurled a maximum distance of 10 feet per level.

You must succeed on ranged attack rolls (one per creature or object thrown) to hit the target of the hurled items with the items, applying your Intelligence modifier to the attack roll instead of your Dexterity modifier.

Hurled weapons deal their standard damage (your Strength bonus does not apply; arrows or bolts deal damage as daggers of their size when used in this manner).

Other objects deal damage ranging from 1 point per 25 pounds of weight (for less dangerous objects such as an empty barrel) to 1d6 points per 25 pounds of weight (for hard, dense objects such as a boulder).

Creatures are allowed Will saves (and power resistance) to negate the effect, as are those whose held possessions are targeted by this power.

If you use this power to hurl a creature against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

Augment: For every additional power point you spend, the weight limit of the target or targets increases by 25 pounds.

TORNADO BLAST

Psychokinesis

Level: Kineticist 9

Display: Auditory and visual; see text

Manifesting Time: 1 round

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

Area: 40-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half; see text

Power Resistance: No

Power Points: 17

You induce the formation of a slender vortex of fiercely swirling air.

When you manifest it, a vortex of air visibly and audibly snakes out from your outstretched hand.

If you want to aim the vortex at a specific creature, you can make a ranged touch attack to strike the creature.

If you succeed, direct contact with the vortex deals 8d6 points of damage to the creature (no save).

Regardless of whether your ranged touch attack hits (and even if you forgo the attack), all creatures in the area (including the one possibly damaged by direct contact) are picked up and violently dashed about, dealing 17d6 points of damage to each one.

Creatures that make a successful Reflex save take half damage.

After being dashed about, each creature that was affected finds itself situated in a new space 1d4×10 feet away from its original space in a random direction.

Walls and other barriers can restrict this relocation; in such a case, the creature ends up adjacent to the barrier.

Augment: For every additional power point you spend, this power's area damage (not the damage from direct contact dealt to a specific creature) increases by 1d6 points (to a maximum of 24d6 points).

For each extra 2d6 points of damage, this power's save DC increases by 1.

WEAPON OF ENERGY

Psychokinesis [see text]

Level: Psychic warrior 4

Display: Visual

Range: Touch

Target: Weapon touched

Duration: 1 round/level

Saving Throw: Fortitude negates (object, harmless)

Power Resistance: None

Power Points: 7

As *claw of energy*, except this power can be manifested on a touched weapon.

This power's subtype is the same as the type of energy infused in the touched weapon.

PSYCHOMETABOLISM

ADAPT BODY

Psychometabolism

Level: Psion/wilder 5, psychic warrior 5

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 9

Your body automatically adapts to hostile environments.

You can adapt to underwater, extremely hot, extremely cold, or airless environments, allowing you to survive as if you were a creature native to that environment.

You can breathe and move (though penalties to movement and attacks, if any for a particular environment, remain), and you take no damage simply from being in that environment.

You need not specify what environment you are adapting to when you manifest this power; simply activate it, and your body will instantly adapt to any hostile environment as needed throughout the duration.

You can somewhat adapt to extreme environmental features such as acid, lava, fire, and electricity.

Any environmental feature that normally directly deals 1 or more dice of damage per round (such as lava, which deals 20d6 points of damage per round of immersion) deals you only half the usual amount of damage.

An attack form is not treated as an environment.

For example, even if you're adapted to extremely cold conditions, you are still vulnerable to psionic or magical attacks that deal cold damage.

AFFINITY FIELD

Psychometabolism

Level: Psion/wilder 9

Display: Material and visual

Manifesting Time: 1 standard action

Range: 20 ft.

Area: 20-ft.-radius emanation, centered on you

Duration: 1 round/level (D)

Saving Throw: Fortitude negates (potentially harmless)

Power Resistance: Yes

Power Points: 17

You create an affinity feedback loop with all creatures within the area.

While the duration lasts, affected creatures take all damage (including ability damage) as you do and heal all wounds as you do.

For instance, if you take 10 points of damage from a sword wound, all creatures within the area also take 10 points of damage.

On the other hand, if you are subject to healing psionics or magic, all creatures in the *affinity field* are also healed.

Hit points gained or lost persist after this power ends.

Creatures in range are also subject to magical and psionic effects of 3rd level or lower (you therefore couldn't grant all nearby subjects the effects of *greater metamorphosis* when you manifest it on yourself, for instance).

Creatures that have an affinity to you gain a saving throw against each new power transferred through the *affinity field* as if the power were manifested upon them normally.

All magical and psionic effects transferred to subjects fade at the end of this power's duration, although instantaneous effects remain, such as the effects of curing power.

If you suddenly become immune to a particular effect or power, such as might be the case if you manifested *iron body* on yourself, the effect or power to which you are immune cannot be transferred to creatures that have affinity to you.

For example, if you manifest *animal affinity* to gain an enhancement to your Strength score, so too do all creatures in range.

However, even though *animal affinity* lasts much longer, when *affinity field* ends, all affected creatures lose the benefit of whatever power or powers still remain in effect on you.

On the other hand, any hit point damage taken by subjects through the *affinity field* remains.

ANIMAL AFFINITY

Psychometabolism

Level: Egoist 2, psychic warrior 2

Display: Material

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

Power Points: 3

You forge a psychometabolic affinity with an idealized animal form, thereby boosting one of your ability scores (choose either Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma).

The power grants a +4 enhancement bonus to the ability score you choose, adding the usual benefits provided by a high ability bonus.

Because you are emulating the idealized form of an animal, you also take on minor aspects of the animal you choose (for instance, if you gain a +4 bonus to Strength, you may appear more bearlike; if gaining a +4 bonus to Dexterity, you may appear more catlike, and so on).

If you choose to increase the ability you use to manifest powers, you do not gain the benefit of an increased ability score long enough to gain any bonus power points for a high ability score, but the save DCs of your powers increase for the duration of this power.

Augment: For every 5 additional power points you spend, this power grants a +4 enhancement bonus to another ability.

ASSIMILATE

Psychometabolism

Level: Psion/wilder 9

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: Touch

Target: One living creature touched

Duration: Instantaneous and 1 hour; see text

Saving Throw: Fortitude half

Power Resistance: Yes

Power Points: 17

Your pointing finger turns black as obsidian.

A creature touched by you is partially assimilated into your form and takes 20d6 points of damage.

Any creature reduced to 0 or fewer hit points by this power is killed, entirely assimilated into your form, leaving behind only a trace of fine dust.

An assimilated creature's equipment is unaffected.

A creature that is partially assimilated into your form (that is, a creature that has at least 1 hit point following your use of this power) grants you a number of temporary hit points equal to half the damage you dealt for 1 hour.

A creature that is completely assimilated grants you a number of temporary hit points equal to the damage you dealt and a +4 bonus to each of your ability scores for 1 hour.

If the assimilated creature knows psionic powers, you gain knowledge of one of its powers (chosen by the DM) for 1 hour.

You gain some semblance of a creature you completely assimilate for 1 hour, granting you a +10 bonus on Disguise checks made to appear as that creature during that time.

BIOFEEDBACK

Psychometabolism

Level: Psion/wilder 2, psychic warrior 1

Display: Material and visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Power Points: Psion/wilder 3, psychic warrior 1

You can toughen your body against wounds, lessening their impact.

During the duration of this power, you gain damage reduction 2/—.

Augment: For every 3 additional power points you spend, your damage reduction increases by 1.

BITE OF THE WOLF

Psychometabolism

Level: Psychic warrior 1

Display: Visual; see text

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

Power Points: 1

Your posture becomes stooped forward, and you grow a muzzle complete with fangs.

You gain one bite attack each round, instead of or in addition to any other attacks you have, that deals 1d8 points of damage (assuming you are a Medium creature) when it hits.

Your bite attack is a natural weapon, so you are considered armed when attacking with it, and it can be affected by powers, spells, and effects that enhance or improve natural weapons (such as the *magic fang* spell).

You can choose to deal nonlethal damage with your bite, taking the standard -4 penalty on your attack roll.

If you bite as your only attack, you use your highest base attack bonus on the attack roll, and you can apply your full Strength bonus to damage.

If you bite in addition to making other attacks, the bite is a secondary attack.

If you are not a Medium creature, your bite attack's base damage varies as follows: Fine 1d2, Diminutive 1d3, Tiny 1d4, Small 1d6, Large 2d6, Huge 2d8, Gargantuan 4d6, Colossal 6d6.

Based on your psychic warrior level, your bite increases in ferocity as noted here: at 5th level your bite deals an extra 1d8 points of damage, at 10th level an extra 2d8, at 15th level an extra 3d8, and at 20th level an extra 4d8 points.

BODY ADJUSTMENT

Psychometabolism (Healing)

Level: Psion/wilder 3, psychic warrior 2

Display: Auditory and material

Manifesting Time: 1 round

Range: Personal

Target: You

Duration: Instantaneous

Power Points: Psion/wilder 5, psychic warrior 3

You take control of your body's healing process, curing yourself of 1d12 points of damage.

As usual, when regular damage is healed, an equal amount of nonlethal damage is also healed.

Augment: For every 2 additional power points you spend, this power heals an additional 1d12 points of damage.

BODY EQUILIBRIUM

Psychometabolism

Level: Psion/wilder 2, psychic warrior 2

Display: Material and visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

Power Points: 3

You can adjust your body's equilibrium to correspond with any solid or liquid that you stand on.

Thus, you can walk on water, quicksand, or even a spider's web without sinking or breaking through (this effect does not confer any resistance to particularly sticky webs).

You can move at your normal speed, but you cannot run (×4 speed) on an unfirm surface without sinking or breaking through.

If you fall from any height while using this power, damage from the impact is halved.

BODY PURIFICATION

Psychometabolism (Healing)

Level: Psion/wilder 3, psychic warrior 2

Display: Auditory and material

Manifesting Time: 1 round

Range: Personal

Target: You

Duration: Instantaneous

Power Points: Psion/wilder 5, psychic warrior 3

You restore up to 2 points of damage to a single ability score.

You cannot use *body purification* to heal ability drain.

Augment: For every additional power point you spend, this power heals 1 additional point of damage to the same ability score.

BREATH OF THE BLACK DRAGON

Psychometabolism [Acid]

Level: Psion/wilder 6, psychic warrior 6

Display: Visual

Manifesting Time: 1 standard action

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

Area: Cone-shaped burst centered on you

Duration: Instantaneous

Saving Throw: Reflex half

Power Resistance: Yes

Power Points: 11

Your mouth spews forth vitriolic acid that deals 11d6 points of acid damage to any targets in the area.

Augment: For every additional power point you spend, this power's damage increases by 1d6 points.

CHAMELEON

Psychometabolism

Level: Egoist 2, psychic warrior 1

Display: Olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

Power Points: 1

Your skin and equipment take on the color and texture of nearby objects, including floors and walls.

You receive a +10 enhancement bonus on Hide checks.

CLAWS OF THE BEAST

Psychometabolism

Level: Psychic warrior 1

Display: Visual

Manifesting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 hour/level

Power Points: see text

You call forth the aggressive nature of the beast inherent in yourself, psionically transforming your hands into deadly claws.

You gain two natural attacks with your claws, each dealing 1d4 points of damage (1d6 if you are Large, or 1d3 if you are Small) plus your Strength bonus.

Your claws are natural weapons, so you are considered armed when attacking with them, and they can be affected by powers, spells, and effects that enhance or improve natural weapons (such as the *magic fang* spell).

You can choose to deal nonlethal damage with your claws, taking the standard -4 penalty on your attack roll.

Your claws work just like the natural weapons of many monsters.

You can make an attack with one claw or a full attack with two claws at your normal attack bonus, replacing your normal attack routine.

You take no penalties for two-weapon fighting, and neither attack is a secondary attack.

If your base attack bonus is +6 or higher, you do not gain any additional attacks—you simply have two claw attacks at your normal attack bonus.

You can manifest this power with an instant thought, quickly enough to gain the benefit of the power on your turn before you attack.

Manifesting this power is a swift action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

You cannot manifest this power when it isn't your turn.

You can call or dismiss the claws as a swift action during the duration of the power.

If you attack with a manufactured weapon or another natural attack, you can't make any claw attacks in that round.

You can still hold and manipulate items with your claws or cast spells just as well as you could with your hands.

Augment: If you spend additional power points, you can create larger, sharper, and more deadly claws, as shown on the table below.

Power Points	Claw Damage		
	Small	Medium	Large
1	1d3	1d4	1d6
3	1d4	1d6	1d8
5	1d6	1d8	2d6
7	1d8	2d6	3d6
11	2d6	3d6	4d6
15	3d6	4d6	5d6
19	4d6	5d6	6d6

CLAWS OF THE VAMPIRE

Psychometabolism

Level: Psychic warrior 3

Display: Material and visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Power Points: 5

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*), you can use this power to change the nature of that weapon.

When this power is manifested, your claws take on an ominous glimmer.

Each time you make a successful claw attack against a living creature of Small or larger size, you are healed of some amount of damage.

You heal a number of hit points equal to half the base damage dealt by your *claws of the vampire*, rounded down (additional damage dealt because of a high Strength score or other enhancements does not count toward the amount you heal).

You heal as many hit points as can be gained while the creature remains at 1 hit point or higher.

Any damage that would reduce the creature to 0 or fewer hit points does not benefit you.

You do not heal damage if your attack deals nonlethal damage, such as when you attack a creature that has the regeneration ability.

Moreover, you gain no healing from attacking any creature that is under the effect of *biofeedback*.

Using *fission* on yourself and then attacking your duplicate also fails to grant any healing.

COMPRESSION

Psychometabolism

Level: Psychic warrior 1

Display: Olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: 1

This power causes instant diminution, halving your height, length, and width and dividing your weight by 8.

This decrease changes your size category to the next smaller one.

You gain a +2 size bonus to Dexterity, a -2 size penalty to Strength (to a minimum effective Strength score of 1), a +1 size bonus on attack rolls, and a +1 size bonus to Armor Class due to your reduced size.

If your new size is Tiny, you have a space of 2 1/2 feet and a natural reach of 0 feet (meaning that you must enter an opponent's square to attack).

If your new size is Diminutive, you have a space of 1 foot and a natural reach of 0 feet.

This power doesn't change your speed.

All your equipment, worn or carried, is similarly reduced by the power.

Melee and projectile weapons deal less damage (see Table 2-3, page 28 of the *Dungeon Master's Guide*).

Other psionic or magical properties are not affected by this power.

Any affected item that leaves your possession (including a projectile or thrown weapon) instantly returns to its normal size.

This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them).

Multiple effects that reduce size do not stack, which means (among other things) that you can't use a second manifestation of this power to further reduce yourself.

Augment: You can augment this power in one or more of the following ways.

1. If you spend 6 additional power points, this power decreases your size by two size categories.

You gain a +4 size bonus to Dexterity, a -4 size penalty to Strength (to a minimum effective Strength score of 1), a +2 size bonus on attack rolls, and a +2 size bonus to Armor Class due to your reduced size.

2. If you spend 6 additional power points, you can manifest this power as a swift action instead of a standard action.

3. If you spend 2 additional power points, this power's duration is 1 minute per level rather than 1 round per level.

DISSOLVING TOUCH

Psychometabolism [Acid]

Level: Psychic warrior 2

Display: Visual

Manifesting Time: 1 standard action

Range: Touch

Target: Creature or object touched

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 3

Your touch, claw, or bite is corrosive, and sizzling moisture visibly oozes from your natural weapon or hand.

You deal 4d6 points of acid damage to any creature or object you touch with your successful melee touch attack.

Acid you secrete denatures 1 round after use, losing all efficacy and ability to deal damage.

You are immune to your own acid.

Augment: For every 2 additional power points you spend, this power's damage increases by 1d6 points.

DISSOLVING WEAPON

Psychometabolism [Acid]

Level: Psychic warrior 2

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: One held weapon; see text

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 3

As *dissolving touch*, except your weapon is charged with acid until you make a successful attack.

DUODIMENSIONAL CLAW

Psychometabolism

Level: Psychic warrior 3

Display: Material

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

Power Points: 5

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*), you can use this power to improve that weapon.

One of your claws becomes two-dimensional, making it razor-sharp.

The weapon is now psionically keen, increasing its threat range from 20 to 19–20.

This benefit does not stack with other effects that improve a weapon's threat range.

The third spatial component of your hand still exists but is temporarily shunted into the Ethereal Plane, so against ethereal or incorporeal targets this power is ineffective.

ECTOPLASMIC FORM

Psychometabolism

Level: Egoist 3, psychic warrior 3

Display: Olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Power Points: 5

You and all your gear become a partially translucent mass of rippling ectoplasm that generally conforms to your normal shape.

You gain damage reduction 10/psionics, and you gain immunity to poison and critical hits.

Your material armor (including *inertial armor*) becomes meaningless, although your size, Dexterity, deflection bonuses, and armor bonuses from force effects (such as those gained by *inertial armor*) still apply to your Armor Class.

You can manifest powers while in *ectoplasmic form*, but you must make a Concentration check (DC 20 + power level) for each power you attempt to manifest.

You cannot physically attack, you lose supernatural abilities (if any), and you can't speak while in *ectoplasmic form*.

You can't run, but you can fly at a speed of 20 feet (perfect). You can pass through small holes or narrow openings, even mere cracks, with all you were wearing or holding in your hands.

You are subject to the effects of wind, and you can't enter water or other liquid.

You also can't manipulate objects or activate items, even those carried along with you.

Continuously active items remain active, though in some cases their effects may be moot (such as items that provide armor or natural armor bonuses).

ELFSIGHT

Psychometabolism

Level: Psion/wilder 2, psychic warrior 1

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level

Power Points: Psion/wilder 3, psychic warrior 1

You gain low-light vision (as an elf) for the duration of the power, as well as a +2 bonus on Search and Spot checks.

In addition, you gain the ability to notice secret or concealed doors by merely passing within 5 feet of one, getting to make a Search check as if you were actively looking for it.

If *elfsight* is used in conjunction with *my light*, the cone of light extends out to 40 feet instead of 20 feet.

EMPATHIC TRANSFER

Psychometabolism

Level: Egoist 2, psychic warrior 2

Display: Auditory and material

Manifesting Time: 1 standard action

Range: Touch

Target: Willing creature touched

Duration: Instantaneous

Power Points: 3

You heal another creature's wounds, transferring some of its damage to yourself.

When you manifest this power, you can heal as much as 2d10 points of damage.

The target regains a number of hit points equal to the dice result, and you lose hit points equal to half of that amount. (This loss can bring you to 0 or fewer hit points).

Powers and abilities you may have such as damage reduction and regeneration do not lessen or change this damage, since you are taking the target's pain into yourself in an empathic manner.

The damage transferred by this power has no type, so even if you have immunity to the type of damage the target originally took, the transfer occurs normally and deals hit point damage to you.

Alternatively, you can use this power to absorb one poison or one disease afflicting the target creature into yourself.

When you absorb a poison or disease, you do not take any of the damage previously dealt to the target by the affliction, but you do assume the burden of making the secondary and/or continuing Fortitude saves to combat the affliction.

Finally, you can use this power to transfer up to 1 point of ability damage per manifester level from the target to yourself.

Augment: For every additional power point you spend, you can heal an additional 2d10 points of damage (to a maximum of 10d10 points per manifestation).

ENERGY ADAPTATION

Psychometabolism [see text]

Level: Psion/wilder 4, psychic warrior 4

Display: Visual; see text

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

Power Points: 7

Your body assimilates some of the effect of an energy attack and converts it to harmless light.

You gain resistance 10 against any attack that deals acid, cold, electricity, fire, or sonic damage.

When you absorb damage, you can choose to radiate visible light that illuminates a 60-foot radius for a number of rounds equal to the points of damage you successfully resisted, or merely dissipate the energy without giving off a visual display.

The energy resistance provided by this power increases to 20 points at 9th manifester level and to a maximum of 30 points at 13th level.

The power protects your equipment as well.

The resistance provided by this power does not stack with other forms of energy resistance.

This power's subtype is the same as the type of damage it protects against.

Augment: If you spend 4 additional power points, you can manifest this power as an immediate action.

ENERGY ADAPTATION, SPECIFIED

Psychometabolism [see text]

Level: Psion/wilder 2, psychic warrior 2

Power Points: 3

As *energy adaptation*, except you must choose one type of energy to which you gain resistance when this power is manifested.

This power's subtype is the same as the type of damage it protects against.

Augment: If you spend 4 additional power points, you can manifest this power as an immediate action.

ENERGY CONVERSION

Psychometabolism [see text]

Level: Psion/wilder 7

Display: Mental

Manifesting Time: 1 standard action

Range: Personal and close (25 ft. + 5 ft./2 levels); see text

Effect: Ray; see text

Duration: 10 min./level

Saving Throw: None

Power Resistance: Yes

Power Points: 13

As *energy adaptation*, except that instead of radiating away energy as light, you store up the energy and can later discharge it as a ray.

To discharge a ray requires a standard action.

You can choose to fire any number of rays during the power's duration.

The ray you fire must be of one of the energy types you have stored (if you have stored more than one type, you can choose what kind of energy to use for each ray).

If a ray successfully strikes its target (requiring a ranged touch attack), the target takes damage equal to the amount of energy damage of that type you have stored, up to a maximum of three times your manifester level.

As long as this power remains in effect, you can continue to absorb energy damage and fire additional rays using the stored damage.

This power's subtype is the same as the type of energy you discharge in a ray; thus, its subtype can change during the course of the power's duration.

EVASIVE BURST

Psychometabolism

Level: Psion/wilder 7, psychic warrior 3

Display: Material

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: Psion/wilder 13, psychic warrior 5

You throw off a faux ectoplasmic shell, allowing you to slide out of range of a damaging effect.

When you manifest this power in conjunction with making a successful Reflex save against an attack that normally

deals half damage on a successful save (such as *firefall*), you instead take no damage.

You can manifest this power with an instant thought, quickly enough to save yourself if you unexpectedly come within range of a dangerous effect.

Manifesting this power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

You can even manifest this power when it isn't your turn.

Augment: If you spend 4 additional power points, you take only half damage on a failed Reflex save.

EXHALATION OF THE BLACK DRAGON

Psychometabolism [Acid]

Level: Psychic warrior 3

Display: Visual

Manifesting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Power Resistance: Yes

Power Points: 5

You spit forth vitriolic acid, originating from your mouth, at your target.

If you succeed on a ranged touch attack, the target takes 3d6 points of acid damage.

Augment: For every 2 additional power points you spend, this power's damage increases by 1d6 points.

EXPANSION

Psychometabolism

Level: Psychic warrior 1

Display: Olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Power Points: 1

This power causes instant growth, doubling your height, length, and width and multiplying your weight by 8.

This increase changes your size category to the next larger one.

You gain a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum effective Dexterity score of 1), a -1 size penalty on attack rolls, and a -1 size penalty to Armor Class due to your increased size.

If your new size is Large or larger, you have a space of at least 10 feet and a natural reach of at least 10 feet (see Table 7-1, page 314 of the *Monster Manual*).

This power doesn't change your speed.

If insufficient room is available for the desired growth, you attain the maximum possible size and can make a Strength check (using your increased Strength score) to burst any enclosures in the process.

If you fail, you are constrained without harm by the materials enclosing you—you cannot crush yourself to death by increasing your size.

All your equipment, worn or carried, is similarly expanded by this power.

Melee and projectile weapons deal more damage (see Table 2-2, page 28 of the *Dungeon Master's Guide*).

Other psionic or magical properties are not affected by this power.

Any affected item that leaves your possession (including a projectile or thrown weapon) instantly returns to its normal size.

This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them).

Multiple effects that increase size do not stack, which means (among other things) that you can't use a second manifestation of this power to further expand yourself.

Augment: You can augment this power in one or more of the following ways.

1. If you spend 6 additional power points, this power increases your size by two size categories instead of one.

You gain a +4 size bonus to Strength, a -4 size penalty to Dexterity (to a minimum effective Dexterity score of 1), a -2 size penalty on attack rolls, and a -2 size penalty to Armor Class due to your increased size.

2. If you spend 6 additional power points, you can manifest this power as a swift action instead of a standard action.

3. If you spend 2 additional power points, this power's duration is 1 minute per level rather than 1 round per level.

FISSION

Psychometabolism

Level: Egoist 7

Display: Olfactory

Manifesting Time: 1 standard action

Range: Personal

Effect: Duplicate of yourself

Duration: 1 round/level (D)

Power Points: 13

You can divide yourself, creating a duplicate that comes into existence 5 feet away.

Your duplicate thinks and acts exactly as you do and follows your orders, although it will not do anything you wouldn't do yourself.

Your duplicate has all your abilities but none of your psionic or magical equipment (it does possess a duplicate of all your mundane equipment, clothing, armor, and implements, as well as mundane versions of any psionic or magical equipment you have).

You and your duplicate evenly split your power points, your remaining usages of pertinent special abilities for the day, and so on.

You retain your psionic focus, if you maintain such when this power is manifested.

Treat your duplicate as yourself with two negative levels for the purpose of determining the powers to which the duplicate has access (while the duration of this power lasts, those negative levels cannot be removed by any means).

Your duplicate has all other physical traits you had at the time you manifest this power.

Powers, spells, or other effects affecting you when you manifest this power do not transfer to your duplicate.

When the duration expires or when you dismiss the power, you and your duplicate rejoin, no matter how far from each other you are.

You gain back any power points the duplicate has not spent. At the time of rejoining, you take half of the damage your duplicate has taken since this power was manifested.

This damage could potentially leave you with negative hit points, but it can't reduce your hit points to less than -9. If your duplicate dies before the duration expires, no rejoining occurs, and you gain one negative level. If you die, your duplicate remains in existence, and is for all intents you, but with two negative levels. (Once the duration expires, one of the negative levels immediately converts to one lost level; the other negative level can be removed by standard means). You can have only one *fissioned* duplicate in existence at one time; your duplicate cannot use this power. You cannot use *fusion* or *metacombat* with a duplicate, or share any other power or effect that pools abilities (the sum of you and you is still just you). Similarly, attempting to use powers such as *claws of the vampire* or *vampiric blade* to hurt your duplicate only damages your duplicate; these powers do not heal you. *Empathic transfer* and similar powers are likewise ineffective (transferring wounds to yourself isn't a good healing strategy).

All powers affecting a *fissioned* creature, either the original or the duplicate, end when the *fission* ends.

All damage, including hit point damage, ability damage, ability drain, and ability burn damage, is added together.

FORM OF DOOM

Psychometabolism

Level: Psychic warrior 6

Display: Visual; see text

Manifesting Time: 1 standard action

Range: Personal; see text

Target: You

Duration: 1 round/level (D)

Power Points: 11

You wrench from your subconscious a terrifying visage of deadly hunger and become one with it.

You are transformed into a nightmarish version of yourself, complete with an ooze-sleek skin coating, lashing tentacles, and a fright-inducing countenance.

You effectively gain a +10 bonus on Disguise checks, though you retain your basic shape and can continue to use your equipment.

This power cannot be used to impersonate someone; while horrible, your form is recognizably your own.

You gain the frightful presence extraordinary ability, which takes effect automatically when you charge a foe.

Opponents within 30 feet of you that have fewer Hit Dice or levels than you and that witness your charge become shaken for 5d6 rounds if they fail a Will save (DC 16 + your Cha modifier).

An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours.

Frightful presence is a mind-affecting fear effect.

Your horrific form grants you a natural armor bonus of +5, damage reduction 5/-, and a +4 bonus to your Strength score.

In addition, you gain +10 feet to your land speed as well as a +10 bonus on Climb and Jump checks.

A nest of violently flailing black tentacles sprout from your hair and back.

You can make up to four additional attacks with these tentacles in addition to your regular melee attacks in each round that you take a full attack action.

You can make tentacle attacks within the space you normally threaten.

If you make your tentacle attacks in addition to your regular melee attacks, each tentacle attacks at your highest base attack bonus with a -5 penalty.

If you forgo all your other attacks, making only tentacle attacks, you make your tentacle attacks at your highest base attack bonus with no penalty.

These tentacles deal 2d8 points of damage plus one-half your Strength bonus on each successful strike.

This power functions only while you inhabit your base form (for instance, you can't be metamorphed or polymorphed into another form, though you can use *breath of the black dragon*, *claws of the beast*, and *bite of the wolf* in conjunction with this power for your regular attacks), and while your mind resides within your own body.

Augment: For every additional power point you spend, this power's duration increases by 2 rounds.

FUSE FLESH

Psychometabolism

Level: Psion/wilder 6

Display: Visual

Manifesting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Fortitude negates and Fortitude partial; see text

Power Resistance: Yes

Power Points: 11

You cause the touched subject's flesh to ripple, grow together, and fuse into a nearly seamless whole.

The subject is forced into a fetal position (if humanoid), with only the vaguest outline of its folded arms and legs visible below the all-encompassing wave of flesh.

The subject retains the ability to breathe, eat, and excrete, but may lose the use of its senses (see below).

If the sudden transformation would prove fatal to the creature (such as fusing a swimming air-breathing subject, or a flying subject), the subject gets a +4 bonus on the save. Unless it loses the use of its senses (see below), the creature can still perform purely mental actions, such as manifesting powers.

If the target fails its Fortitude save to avoid the power's effect, the subject must immediately attempt a second Fortitude save.

If this second save is failed, the creature's eyes and ears fuse over, effectively blinding and deafening it.

Moreover, it loses its extraordinary, supernatural, and spell-like abilities, as well as its ability to manifest powers (if any), and is generally in sorry shape.

Incorporeal or gaseous creatures and creatures not composed of flesh are immune to *fuse flesh*, and a shapechanger (such as a lycanthrope or a doppelganger) can revert to its unfused form as a standard action.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

FUSION

Psychometabolism

Level: Egoist 8

Display: Auditory, material, and visual

Manifesting Time: 1 round

Range: Touch

Targets: You and one touched willing creature of your type and your size or smaller

Duration: 1 min./level (D)

Power Points: 15, XP

You and another willing, corporeal, living creature of the same or smaller size fuse into one being.

As the manifester, you control the actions of the fused being.

However, you can give up this control to the other creature.

Once you give up control, you cannot regain it unless the other creature relinquishes it.

The fused being has your current hit points plus the other creature's current hit points.

The fused being knows all the powers you and the other creature know, has the sum of your and the other creature's power points, and knows or has prepared any spells you or the other creature possesses (if any).

Likewise, all feats, racial abilities, and class features are pooled (if both creatures have the same ability, the fused being gains it only once).

For each of the six ability scores, the fused being's score is the higher of yours and the other creature's, and the fused being also has the higher Hit Dice or manifester level—this effectively means the fused being uses the better saving throws, attack bonus, and skill modifiers of either member, and it manifests powers at the higher of the manifester levels that you or the other creature possessed before becoming fused.

You decide what equipment is absorbed into the fused being and what equipment remains available for use.

These fused items are restored once the power ends.

When the power ends, the fused being separates.

The other creature appears in an area adjacent to you that you determine.

If separation occurs in a cramped space, the other creature is expelled through the Astral Plane, finally coming to rest materially in the nearest empty space and taking 1d6 points of damage for each 10 feet of solid material passed through. Damage taken by the fused being is split evenly between you and the other creature when the power ends.

You do not leave the *fusion* with more hit points than you entered it with, unless you were damaged prior to the *fusion* and the fused being was subsequently healed.

In a like manner, the fused being's remaining power points are split between you and the other creature (you can leave with more points than you entered with, as long as you don't exceed the maximum power points for your level and ability score).

Ability damage and negative levels are also split between you and the other creature.

(If an odd number of negative levels or ability score reductions must be split, you decide whether you or the other creature receives the additional loss).

If a fused being is killed, it separates into its constituent creatures, both of which are also dead.

You cannot use *fission* on a fused being.

XP Cost: 50 XP.

GRAFT WEAPON

Psychometabolism

Level: Psychic warrior 3

Display: Olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 24 hours (D)

Power Points: 5

You attach any melee weapon you can use in one hand—mundane, psionic, or magical—onto the end of one of your arms.

The weapon becomes a natural extension of your arm, and that hand blends seamlessly into the shaft, hilt, or head of the weapon.

Now that the weapon and you are one, you gain a +1 competence bonus on all attack and damage rolls while using the weapon.

The grafted weapon is considered both a standard weapon and a natural weapon for the purpose of effects that distinguish between either weapon type.

For instance, the grafted weapon is treated as a natural weapon for the purpose of delivering a touch attack with a power in conjunction with the weapon attack.

As with any power (or spell) melee touch attack made in conjunction with a natural weapon attack, the touch attack effect is not delivered unless the natural weapon strikes normally; on a failed attack, the touch power (or spell) is wasted.

For a psychic warrior under the effect of the *claws of the beast* power, grafting a weapon means that attacks with this hand deal the base damage of the weapon, instead of the claw upon which a psychic warrior normally relies.

While your hand is grafted to a weapon, you lose the use of that hand and take a –2 penalty on all skill checks requiring the use of hands.

Powers that temporarily polymorph or metamorph you can ignore the grafted weapon or alter it normally, at your discretion.

If the weapon takes damage, you take damage as well.

If you are healed, so is your grafted weapon.

If your weapon is destroyed, you permanently lose 2 points of Constitution; the ability drain persists until you can restore your natural anatomy (by means of *regenerate* or a similar effect).

When this power's duration expires, the grafted weapon falls to the ground and your hand returns.

GRIP OF IRON

Psychometabolism

Level: Psychic warrior 1

Display: Visual

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round/level

Power Points: 1

You can improve your chances in a grapple as an immediate action, gaining a +4 enhancement bonus on your grapple checks.

You can manifest this power with an instant thought, quickly enough to gain the benefit of the power in the current round.

Manifesting this power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You can manifest this power when it isn't your turn (if you are grappled).

Augment: For every 4 additional power points you spend, the enhancement bonus on your grapple checks increases by 2.

HAMMER

Psychometabolism

Level: Psion/wilder 1, psychic warrior 1

Display: Auditory and material

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round

Power Points: 1

This power charges your touch with the force of a sledgehammer.

A successful melee touch attack deals 1d8 points of bludgeoning damage.

This damage is not increased or decreased by your Strength modifier.

Augment: For every additional power point you spend, this power's duration increases by 1 round.

HUSTLE

Psychometabolism

Level: Egoist 3, psychic warrior 2

Display: Auditory

Manifesting Time: 1 swift action

Range: Personal

Target: You

Effect: 1 extra move action

Power Points: Egoist 5, psychic warrior 3

You gain an additional move action in the current round.

For instance, on your turn you could manifest this power to move into a position that would set up a charge, then take your normal action to charge an opponent.

Alternatively, you could manifest this power to move up to a foe, then take a full-round action to make attacks on your foe.

Taking a full round's worth of attacks and then using this power to move away from your foe does provoke attacks of opportunity.

You can manifest this power with an instant thought, quickly enough to gain the benefit of the power before you move.

Manifesting the power is a swift action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

You cannot manifest this power when it isn't your turn.

IMMOVABILITY

Psychometabolism

Level: Psychic warrior 4

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: Concentration

Power Points: 7

You are almost impossible to move.

Your weight does not vary; instead, you mentally attach yourself to the underlying fabric of the plane.

Thus, you could conceivably anchor yourself in midair.

Any creature attempting to physically move you must succeed on an opposed Strength check, and you gain a +20 bonus on the check.

You can't voluntarily move to a new location unless you stop concentrating, which ends the power.

You cannot apply your Dexterity bonus to Armor Class; however, your anchored body gains damage reduction 15/-.

You cannot make physical attacks or perform any other large-scale movements (you can make small-scale movements, such as breathing, turning your head, moving your eyes, talking, and so on).

Powers with the teleportation descriptor, or any telekinetic effect, manifested on you automatically fail.

Augment: If you spend 8 additional power points, you can manifest this power as an immediate action.

LEECH FIELD

Psychometabolism

Level: Psion/wilder 5

Display: Visual; see text

Manifesting Time: 1 standard action

Range: Personal; see text

Target: You

Duration: 1 min.

Power Points: 9

You raise a field of potentiality that drains the vitality from powers that you successfully save against.

When you succeed on a saving throw to negate the effect of a foe's power on you, and the power is one that *leech field* is effective against (see below), your body erupts in a brief flash of crackling dark energy.

You gain 1 power point for every 2 power points your foe spent to manifest the power you just saved against (to a maximum number of points equal to your manifester level). You cannot gain power points that would cause you to exceed your normal daily maximum.

This power is effective against any power that targets a single creature and allows the target a saving throw to negate it, except those that are delivered by a touch attack or a ranged touch attack (including a ray).

Augment: For every 2 additional power points you spend, this power's duration increases by 1 minute.

METAMORPHOSIS

Psychometabolism

Level: Egoist 4

Display: Material and olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D) for a creature; 1 hour/level (D) for an object

Power Points: 7

You assume the form of a creature of the same type as your normal form, or any other type except construct, elemental, outsider, and undead.

The assumed form can have as many Hit Dice as your manifester level, to a maximum of 15.

You can't assume a form smaller than Fine, nor can you assume an incorporeal, ectoplasmic, or gaseous form.

You cannot take the form of any creature that has a template.

Your type and subtype (if applicable) change to match the new form.

Upon changing, you regain lost hit points as if you had rested for a night (though this healing does not restore ability damage and provide other benefits of resting; and changing back does not heal you further).

If you are slain while under the effect of this power, you revert to your original form, though you remain dead.

You gain the Strength, Dexterity, and Constitution scores of the new form but retain your own Intelligence, Wisdom, and Charisma scores.

You also gain all extraordinary special attacks possessed by the form (such as constrict, improved grab, and poison) but do not gain the extraordinary special qualities possessed by the new form (such as blindsense, fast healing, regeneration, and scent) or any supernatural, psionic, or spell-like abilities.

You retain all supernatural and spell-like special attacks and special qualities of your normal form, except for those requiring a body part that the new form does not have, if any.

You keep all extraordinary special attacks and special qualities derived from class levels, but you lose any benefits of the racial traits of your normal form.

If you have a template, special abilities it provides are likewise not retained.

If the assumed form is capable of speech, you can communicate normally.

You retain any manifesting ability you had in your original form.

You acquire the physical qualities of the new form while retaining your own mind.

Physical qualities include natural size, mundane movement capabilities (such as burrowing, climbing, walking, swimming, and flight with wings, to a maximum speed of 120 feet for flying or 60 feet for nonflying movement), natural armor bonus, natural weapons (such as claws or a bite), racial bonuses on skill checks, racial bonus feats, and any anatomical qualities (presence or absence of wings, number of extremities, and so forth).

A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal.

You can freely designate the new form's minor physical qualities (such as hair color, hair texture, and skin color) within the normal ranges for a creature of that type.

The new form's significant physical qualities (such as height, weight, and gender) are also under your control, but they must fall within the norms for the new form's species. You are effectively disguised as an average member of the new form's race.

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

When the change occurs, your equipment either remains worn or held by the new form (if it is capable of wearing or

holding the item in question) or melds into the new form and becomes nonfunctional.

When you revert to your normal form, any objects previously melded into the new form reappear in the same location on your body they previously occupied and are once again functional.

Any new items you wore in the assumed form and can't wear in your normal form fall off and land at your feet; any that you could wear in either form or carry in a body part common to both forms (mouth, hands, or the like) at the time of reversion are still held in the same way.

Any part of the body or piece of equipment that is separated from the whole reverts to its normal form.

You can also use this power to assume the form of an inanimate object.

You gain the object's hardness and retain your own hit points.

You can take the shape of almost any simple object you can think of, such as a chair, a sword, or a rug.

If you attempt to take the form of a complex object, you must make an appropriate skill check.

For instance, if you want to take the form of a beautiful painting, you must make a Craft (painting) check against a DC set by the DM to determine the quality of the painting. If you fail the check, your manifestation of the power does not succeed.

Likewise, you cannot take the form of a complex mechanical mechanism unless you have some sort of skill associated with the object.

You cannot use this power to assume the form of a psionic item or a magic item, or any object with a hardness of 15 or higher.

You also cannot take the form of a psionically animated mechanism or any object formed of ectoplasm.

As an inanimate object, you lose all mobility.

You retain your normal senses and your ability to speak.

You can manifest a power if you make a Concentration check (DC 20 + power level); however, doing so ends the duration of this power.

If you take damage while in the form of an object, your actual body also takes damage (but the object's hardness, if any, protects you).

METAMORPHOSIS, GREATER

Psychometabolism

Level: Egoist 9

Display: Material and visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D) for a creature; 1 hour/level (D) for an object

Power Points: 17, XP

As *metamorphosis*, except that this power enables you to assume the form of any single nonunique object or creature (of any type) from Fine to Colossal size.

The assumed form cannot have more Hit Dice than twice your manifester level (to a maximum of 50 HD).

Unlike *metamorphosis*, this power allows incorporeal, ectoplasmic, or gaseous forms to be assumed.

You gain all extraordinary and supernatural abilities (both special attacks and special qualities) of the assumed form, but you lose your own supernatural abilities.

You also gain the type of the new form (for example, dragon or magical beast) in place of your own. The new form does not disorient you. Parts of your body or pieces of equipment that are separated from you do not revert to their original form. You can become just about anything you are familiar with. You can change form once each round as a swift action. The change takes place either immediately before your regular action or immediately after it, but not during the action. If you use this power to create a disguise, you get a +10 bonus on your Disguise check. As an inanimate object, you lose all mobility; however, you retain your ability to manifest powers normally. **XP Cost:** 200 XP.

METAPHYSICAL CLAW

Psychometabolism

Level: Psychic warrior 1

Display: Auditory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

Power Points: 1

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*) or a bite attack (which could be a natural bite attack or one you gain by means of the power *bite of the wolf*), you can use this power to provide one of your natural weapons a +1 enhancement bonus on attack rolls and damage rolls.

Augment: If you spend 4 additional power points, this power's duration increases to 1 hour per level. In addition, for every 4 additional power points you spend, this power improves the natural weapon's enhancement bonus on attack rolls and damage rolls by 1.

OAK BODY

Psychometabolism

Level: Psion/wilder 7, psychic warrior 5

Display: Auditory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Power Points: Psion/wilder 13, psychic warrior 9

This power transforms your body into living oak, which grants you several advantages.

You gain damage reduction 10/slashing and a +5 bonus to natural armor that overlaps (does not stack with) any natural armor bonus you may already have.

You are immune to ability damage, blindness, deafness, disease, drowning, poison, stunning, and all powers, spells, or attacks that affect your physiology or respiration, because you have no physiology or respiration while this power is in effect.

You take only half damage from cold effects of all kinds.

However, you become susceptible to all special attacks that affect wood, and you gain vulnerability to fire (see page 317 of the *Monster Manual*).

You gain a +4 enhancement bonus to Strength, but you take a -2 penalty to Dexterity (to a minimum Dexterity score of 1), and your speed is reduced to half normal.

You can speak but cannot drink (and thus can't use potions) or play wind instruments.

You have an armor check penalty of -4 and an arcane spell failure chance of 25%.

Your unarmed attacks deal damage equal to a club sized for you (1d4 for Small characters, 1d6 for Medium characters), and you are considered armed when making unarmed attacks.

When you make a full attack against an object or structure using your unarmed strike, you deal double damage.

Augment: For every additional power point you spend, this power's duration increases by 1 minute.

PAINFUL STRIKE

Psychometabolism

Level: Psychic warrior 2

Display: Material and visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Power Points: 3

Your natural weapons cause additional pain.

Each successful attack you make with a natural weapon deals an extra 1d6 points of nonlethal damage to the target.

Augment: If you spend 6 additional power points, you can manifest this power as a swift action.

PREVENOM WEAPON

Psychometabolism (Creation)

Level: Psychic warrior 1

Range: Touch

Target: Weapon touched

Power Points: 1

As *prevenom*, except your weapon gains the poison coating as long as it remains in your grip.

PREVENOM

Psychometabolism (Creation)

Level: Psychic warrior 1

Display: Material

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level or until discharged

Power Points: 1

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*), you can use this power to produce a mild venom that coats one of your claws.

On your next successful melee attack, the venom deals 2 points of Constitution damage.

A target struck by the poison can make a Fortitude save (DC 10 + 1/2 your manifester level + your key ability modifier) to negate the damage.

Augment: For every 6 additional power points you spend, this power's Constitution damage increases by 2 points.

PSIONIC LION'S CHARGE

Psychometabolism

Level: Psychic warrior 2

Display: Mental

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 3

You gain the powerful charging ability of a lion.

When you charge, you can make a full attack in the same round.

You can manifest this power with an instant thought, quickly enough to gain the benefit of the power as you charge.

Manifesting the power is a swift action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

You cannot manifest this power when it isn't your turn.

Augment: For every additional power point you spend, each of your attacks after a charge in the current round gains a circumstance bonus on damage equal to the number of additional points spent.

PSIONIC REVIVIFY

Psychometabolism (Healing) [Good]

Level: Egoist 5

Manifesting Time: 1 standard action

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None

Power Resistance: Yes (harmless)

Power Points: 9, XP

Psionic revivify lets a manifester reconnect a corpse's psyche with its body, restoring life to a recently deceased creature. The power must be manifested within 1 round of the victim's death.

Before the psyche of the deceased has completely left the body, this power halts its journey while repairing somewhat the damage to the body.

This power functions like the *raise dead* spell (page 268 of the *Player's Handbook*), except that the affected creature receives no level loss, no Constitution loss, and no loss of powers.

The creature has -1 hit points (but is stable) after being restored to life.

XP Cost: 200 XP.

Augment: For every 100 additional experience points that both you and the subject pay, the manifestation of this power can be delayed by 1 additional round.

For example, if you and the subject both pay 500 XP to augment this power, it works on a creature that has been dead for up to 6 rounds.

PSIONIC SCENT

Psychometabolism

Level: Psychic warrior 2

Display: Mental

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Power Points: 3

You gain an enhanced sense of smell, equivalent to the scent ability of some monsters.

This ability allows you to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

With the scent ability, you can identify familiar odors just as humanoids do familiar sights.

You can detect opponents within 30 feet by sense of smell.

If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet.

Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above.

Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When you detect a scent, the exact location of the source is not revealed—only its presence somewhere within range.

You can take a move action to note the direction of the scent.

Whenever you come within 5 feet of the source, you pinpoint the source's location.

If you have the Track feat, you can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track.

The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent).

This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail.

For each hour that the trail is cold, the DC increases by 2.

The ability otherwise follows the rules for the Track feat.

If you are tracking with *psionic scent*, you ignore the effects of surface conditions and poor visibility.

PSYCHIC VAMPIRE

Psychometabolism

Level: Egoist 4, psychic warrior 4

Display: Mental

Manifesting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Power Resistance: Yes

Power Points: 7

This power shrouds your hand or a natural weapon you possess with darkness that you can use to drain an opponent's power.

If you manifest this power to affect your hand, the next successful melee touch attack you make (if the victim fails its Fortitude save) drains 2 power points from your foe for every manifester level you have.

The drained points simply dissipate.

Your touch attack, charged with psionic power, is treated as an armed attack.

If you manifest this power to affect a natural weapon you possess, you must make a successful melee attack with the weapon to gain the power's benefit.

Against a psionic being that has no power points (such as a psionic character with an empty power point reserve) or a nonpsionic foe, your attack instead deals 2 points of Intelligence, Wisdom, or Charisma damage (your choice).

PSYCHOFEEDBACK

Psychometabolism

Level: Egoist 5, psychic warrior 5

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: 9

You can readjust your body to boost one physical ability score at the expense of one or more other scores.

Select one ability score you would like to boost, and increase it by the same amount that you decrease one or more other scores.

All score decreases are treated as a special form of ability damage, called ability burn, which cannot be magically or psionically healed—it goes away only through natural healing (see page 67).

You can boost your Strength, Dexterity or Constitution score by an amount equal to your manifester level (or any lesser amount), assuming you can afford to burn your other ability scores to such an extent.

When the duration of this power expires, your ability boost also ends, but your ability burn remains until it is healed naturally.

For example, a 12th-level manifester can boost his Strength score by as much as 12 points if he takes 12 points of ability burn to any of his other five scores.

He might decide to split the points evenly between Charisma, Intelligence, and Wisdom, assigning 4 points of ability burn to each.

RESTORATION, PSIONIC

Psychometabolism (Healing)

Level: Egoist 6

Display: Material

Manifesting Time: 3 rounds

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 11

This power cures all ability damage, and it restores all points drained from a single ability score (your choice if more than one score is drained).

It also eliminates any fatigue or exhaustion suffered by the target.

Restoration does not restore levels or Constitution points lost due to death.

Restoration can remove negative levels.

It can also restore one level to a creature who has had a level drained, if the number of days since the creature lost the level is equal to or less than your manifester level.

In such a case, *restoration* brings the creature up to the minimum number of experience points necessary to advance it to the next higher level, gaining it an additional Hit Die and level benefits accordingly.

RESTORE EXTREMITY

Psychometabolism (Healing)

Level: Egoist 5

Display: Auditory

Manifesting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless)

Power Resistance: Yes (harmless)

Power Points: 9

You restore a severed extremity to a creature that has lost a digit, hand, arm, leg, or even its head.

This power does not restore life, but it returns a lost extremity to a living or dead creature if the creature is otherwise mostly intact.

The original extremity need not be present when this power is manifested; a new extremity is created by the power.

If a head is restored to a body, the original head (if not already destroyed) loses all spark of identity, and can be considered so much dead tissue.

SHADOW BODY

Psychometabolism

Level: Psion/wilder 8

Display: Auditory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Power Points: 15

Your body and all your equipment are subsumed by your shadow.

As a living shadow, you blend perfectly into any other shadow and vanish in darkness.

You appear as an unattached shadow in areas of full light.

You can move at your normal speed, on any surface, including walls and ceilings, as well as across the surfaces of liquids—even up the face of a waterfall.

Your space does not change, so you cannot move into locations you would not normally be able to move into.

While in your *shadow body*, you gain damage reduction 10/magic and darkvision out to 60 feet.

You are immune to extra damage from critical hits, ability damage, disease, drowning, and poison.

You take only half damage from acid, electricity, and fire of all kinds.

While affected by this power, you can be detected by powers that read thoughts, life, or presences (including *true seeing*), or if you make suspicious movements in lighted areas.

You cannot harm anyone physically or manipulate any objects, but you can use your powers normally.

Doing so may attract notice, but if you remain in a shadowed area, you get a +15 bonus on your Hide check to remain unnoticed.

SHARE PAIN

Psychometabolism

Level: Psion/wilder 2

Display: Material and mental

Manifesting Time: 1 standard action

Range: Touch

Targets: You and one willing creature, or two willing creatures; see text

Duration: 1 hour/level (D)

Power Points: 3

This power creates a psychometabolic connection between you and a willing subject so that some of your wounds are transferred to the subject.

You take half damage from all attacks that deal hit point damage to you, and the subject takes the remainder.

The amount of damage not taken by you is taken by the subject.

If your hit points are reduced by a lowered Constitution score, that reduction is not shared with the subject because it is not a form of hit point damage.

When this power ends, subsequent damage is no longer divided between the subject and you, but damage already shared is not reassigned.

If you and the subject move farther away from each other than close range, the power ends.

You can manifest this power on two willing subjects, one of which you designate to share its damage with the other.

SHARE PAIN, FORCED

Psychometabolism

Level: Psion/wilder 3

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

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Power Resistance: Yes

Power Points: 5

As *share pain*, except as noted here.

You attempt to force the sharing of your wounds with an unwilling creature, and for less time.

If you are immune to the type of damage dealt, or if you convert lethal damage into nonlethal damage, the target takes no damage.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

STRENGTH OF MY ENEMY

Psychometabolism

Level: Psychic warrior 2

Display: Visual; see text

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: 3

You gain the ability to siphon away your enemy's strength for your own use.

One of your natural or manufactured weapons becomes the instrument of your desire, and deals 1 point of Strength damage on each successful hit.

You gain that point of Strength as an enhancement bonus to your Strength score.

Strength you siphon from different foes is tracked separately—the total siphoned from each individual foe is considered a separate enhancement bonus to your Strength (maximum +8), and you gain only the highest total.

Augment: You can augment this power in one or both of the following ways.

1. For every 3 additional power points you spend, the maximum enhancement bonus you can add to your Strength increases by 2.

2. If you spend 6 additional power points, you can manifest this power as a swift action.

SUSPEND LIFE

Psychometabolism

Level: Psion/wilder 6, psychic warrior 6

Display: Olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: Permanent unless ended or dismissed; see text

Power Points: 11

You can place yourself into a trance so deep that you are almost in suspended animation.

Even powers that detect life or thought are incapable of determining that you are alive.

While you are suspended, you are aware of your surroundings.

You feel the passage of one day for every year that actually passes.

Though on a slower schedule, you grow hungry after a "day" without food (though a year passes in actuality) and begin to suffer the effects of thirst and starvation as appropriate.

If you take any damage, you come out of your trance 4 rounds later.

The trance can also be ended by a successful use of *dispel psionics*.

If you choose to dismiss the power, your trance ends 10 rounds later.

SUSTENANCE

Psychometabolism

Level: Psion/wilder 2, psychic warrior 2

Display: Material

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 3

You can go without food and water for one day.

Each time you manifest this power, your body manufactures sufficient solid and liquid nourishment to satisfy your needs for that time.

SYNESTHETE

Psychometabolism

Level: Psion/wilder 1, psychic warrior 1

Display: Material Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

Power Points: 1

You receive one kind of sensory input when a different sense is stimulated.

In particular, you can either feel light or feel sound.

You can shift your stimulated sense between these two options once per round as a swift action.

Your senses continue to work normally as well, unless they are impaired for some reason.

Your face must be uncovered to use this power, because it is the skin of your face that acts as the sensory receiver.

If you are feeling light by absorbing ambient light onto your skin, you have your normal visual abilities (except for darkvision), even if your eyes are closed or you are blinded.

If your eyes are working normally, you gain a +4 circumstance bonus on all Spot and Search checks.

While feeling light, you are immune to gaze attacks.

If you are feeling sound by absorbing sound onto your skin and your ears are working normally, the expanded audio input provides you with a +4 circumstance bonus on Listen checks.

Psionic or magical displacement effects, invisibility effects, illusions, and other similar effects confuse your *synesthete* senses just as they would your normal senses.

You can also use this power to see sound if you are deafened, or hear light if you are blinded, thus removing all penalties associated with either condition (though you gain no bonuses for using the power in this way if you are not deafened or blinded).

THICKEN SKIN

Psychometabolism

Level: Egoist 1, psychic warrior 1

Display: Material and olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

Power Points: 1

Your skin or natural armor thickens and spreads across your body, providing a +1 enhancement bonus to your Armor Class.

Augment: You can augment this power in one or both of the following ways.

1. For every 3 additional power points you spend, the enhancement bonus increases by 1.
2. If you spend 6 additional power points, you can manifest this power as a swift action.

TOUCHSIGHT

Psychometabolism

Level: Psion/wilder 3

Display: Visual

Manifesting Time: 1 standard action

Range: Personal; see text

Target: You

Duration: 1 min./level (D)

Power Points: 5

You generate a subtle telekinetic field of mental contact, allowing you to "feel" your surroundings even in total darkness or when your sight would otherwise be obscured by your physical environment.

Your *touchsight* field emanates from you out to 60 feet.

You ignore invisibility, darkness, and concealment, though you must have line of effect to a creature or an object to discern it.

You do not need to make Spot or Listen checks to notice creatures; you can detect and pinpoint all creatures within 60 feet.

In many circumstances, comparing your regular senses to what you learn with *touchsight* is enough to tell you the difference between visible, invisible, hiding, and concealed creatures.

Augment: For every 2 additional power points you spend, the radius of your *touchsight* field increases by 10 feet.

TRUE METABOLISM

Psychometabolism

Level: Psion/wilder 8

Display: Material

Manifesting Time: 1 round

Range: Personal

Target: You

Duration: 1 min./level

Power Points: 15

You are difficult to kill while this power persists.

You automatically heal damage at the rate of 10 hit points per round.

This power is not effective against damage from starvation, thirst, or suffocation.

Also, attack forms that don't deal hit point damage (for example, most poisons) ignore *true metabolism*.

You can also use this power to regrow lost portions of your body and to reattach severed limbs or body parts, if you do nothing but concentrate on regrowing the lost body part or reattaching the severed limb for the duration of the power.

You do not gain the benefits described earlier when you manifest *true metabolism* for this purpose.

You must have a Constitution score to gain any of this power's benefits.

TRUEVENOM WEAPON

Psychometabolism (Creation)

Level: Psychic warrior 4

Range: Touch

Target: Weapon touched

Power Points: 7

As *truevenom*, except your weapon gains the poison coating as long as it remains in your grip, until the effect is discharged, or until the duration expires, whichever occurs first.

TRUEVENOM

Psychometabolism

Level: Psychic warrior 4

Display: Material; see text

Manifesting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 min./level or until discharged

Saving Throw: None and Fortitude negates; see text

Power Points: 7

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*), you can use this power to produce a horrible poison that coats one of your claws.

On your next successful melee attack with the claw during the power's duration, the poison deals 1d8 points of Constitution damage immediately and another 1d8 points of Constitution damage 1 minute later.

The target of your attack can negate each instance of damage with a Fortitude save.

VAMPIRIC BLADE

Psychometabolism

Level: Psychic warrior 3

Display: Material and visual

Manifesting Time: 1 standard action

Range: 0 ft.

Target: One weapon you hold

Duration: 1 round/level

Power Points: 5

As *claws of the vampire*, except your weapon is affected as long as it remains in your grip or until this power's duration expires.

VIGOR

Psychometabolism

Level: Psion/wilder 1, psychic warrior 1

Display: Material and olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

Power Points: 1

You suffuse yourself with power, gaining 5 temporary hit points.

Using this power again when an earlier manifestation has not expired merely replaces the older temporary hit points (if any remain) with the newer ones.

Augment: For every additional power point you spend, the number of temporary hit points you gain increases by 5.

PSYCHOPORTATION

ASTRAL CARAVAN

Psychoportation

Level: Nomad 3

Display: None

Manifesting Time: 1 hour

Range: Personal

Targets: You and touched willing creatures

Duration: See text

Power Points: 5

You lead a caravan into the Astral Plane, leaving the Material Plane behind.

Since the Astral Plane touches upon other planes, you can travel astrally to any of these other planes as you wish, but only if you know your way (see below).

You can bring other willing creatures with you, provided that these subjects have each manifested *astral traveler* and are linked hand to hand with you at the time of the *astral caravan's* manifestation.

These fellow travelers are dependent upon you and must accompany you at all times.

If something happens to you during the journey that causes you to break hand-to-hand contact, your companions are stranded wherever you leave them.

Because the planes are a dangerous place, those who lead *astral caravans* usually choose to manifest this power only if they have a large party of travelers assembled.

Sometimes groups of lower-level adventurers may hire you to lead forays beyond the Material Plane.

The *astral caravan* power lasts while you and your fellow travelers maintain your original formation, until (1) you reach your intended destination plane, (2) you desire to end the power while still traversing the Astral Plane, (3) you or anyone traveling with you breaks the hand-to-hand chain connecting the travelers for 2 consecutive rounds, or (4) the power is terminated by some outside means, such as *dispel psionics*.

When the power ends, you and your fellow travelers halt in whatever portion of the Astral Plane you happen to be traversing (the Astral Plane is in many ways subjective in location; in any event, one place on the Astral looks much like any other).

While you are traveling through the Astral Plane, those natives who happen to glimpse you and your fellow travelers perceive you to be moving at a speed of 30 feet (you can't run), with you flying in the lead and your fellow travelers strung out behind you, each linked to the next by one hand.

The DM determines the nature of the natives that may glimpse your passage, as well as their animosity, benevolence, or apathy.

The DM has encounter tables (in the *Dungeon Master's Guide*) suitable for the Astral Plane and any destination plane.

Depending on your knowledge of the planes, your journey through the subjective space that is the Astral Plane may take a longer or shorter period of time.

For each 24 hours you travel, make a Knowledge (the planes) check against a DC set by the DM.

Unless a location is particularly hard to find and well guarded, or conversely easy to find and well advertised, the average DC for an *astral caravan* journey should be set at 20. You cannot take 20 on this check, though you can take 10. Each check may be modified by your degree of familiarity with the destination or by some connection you have with the place; see the tables below.

Destination Knowledge (the planes)

Knowledge	Check Modifier
None*	n/a
Secondhand (you have heard of the destination)	-10
Firsthand (you have visited before)	+0
Familiar (you have visited three or more times)	+5

*If you have no direct knowledge of your destination, you must have some connection to it in order to travel there; see below.

Connection	Knowledge (the planes) Check Modifier
Likeness or picture of destination	+2
Object from destination	+4
Planar Cartographer's map of destination	+10

THE PLANAR CARTOGRAPHIC SOCIETY

Located in the extraplanar city of Union, the Planar Cartographic Society specializes in dimensional exploration. The members of the society pride themselves on the accuracy and reliability of their maps, which show (among other things) dimensional

Each successful check indicates that you are one step closer to your goal.

To finally arrive at your location, you must succeed on six checks within a span of 12 days.

(If you fail to make six successful checks within the first 12 days, you can continue to make one check per day until you get the requisite six successes within a span of 12 consecutive days).

When you successfully make the requisite number of checks, the journey ends, and you appear on your chosen plane within 10–1,000 (1d%×10) miles of your intended destination on that plane.

Augment: If you spend 2 additional power points, this power weaves a quasi-real filmy membrane around yourself and all those adjacent to each other in the caravan (being linked by hand is not required if this membrane is used). You remain visible within the translucent, amorphous enclosure.

You can pick up or drop willing passengers, easily reaching through the film.

Anything you hold is enveloped by the film.

Any attacks made through the enclosure in either direction have a 25% miss chance due to the rippling membrane.

When you manifest this power in its augmented form, your apparent speed to those observing on the Astral Plane is 40 feet, and you can make a Knowledge (the planes) check once every 12 hours to attempt to make it to your destination (six successful checks within 12 consecutive days still sees you to your desired goal).

referents that can be used by someone manifesting *astral caravan*. PCs may find these maps in the treasure of a defeated foe, or they may purchase maps selected by the DM in cities with a population of at least 25,000. On average, one of these maps costs 1,000 gp.

ASTRAL TRAVELER

Psychoportation

Level: Psion/wilder 1, psychic warrior 1

Display: None

Manifesting Time: 1 hour

Range: Touch

Target: Creature touched

Duration: See text

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 1

This power allows you or a creature you touch to participate in an astral caravan created through use of the *astral caravan* power.

While participating in a journey allowed by the *astral caravan* power, you must hold the hand of both your fellow passenger ahead of you (or the caravan leader) and your fellow passenger behind you (unless you happen to be the last in the hand-linked line).

If you or any one of your fellow passengers breaks the hand-to-hand link for 2 consecutive rounds, the impetus through the Astral Plane provided by *astral caravan* fails. See the *astral caravan* power for more information.

All those who are part of the caravan who are capable of performing purely mental actions, such as manifesting a power, may do so while maintaining hand-to-hand contact with their fellow travelers.

When astral travelers begin their journey, each one is connected to the Material Plane by an insubstantial silvery cord.

A *githyanki silver sword* (see page 167) is the only known weapon that can damage a silvery cord.

The last creature in the line of those making up the caravan is sometimes referred to as the rear guard, because he or she has one hand free and can use it to wield a weapon without relinquishing his or her grip on the next traveler in line.

The weightless, subjective environment of the Astral Plane allows the caravan to flex and bend as necessary to bring the rear guard's weapon to bear.

BALEFUL TELEPORT

Psychoportation (Teleportation)

Level: Nomad 5

Display: Material and visual

Manifesting Time: 1 standard action

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

Target: One corporeal creature

Duration: Instantaneous

Saving Throw: Fortitude half

Power Resistance: Yes

Power Points: 9

You psychoportively disperse minuscule portions of the subject, dealing 9d6 points of damage. Targets can be protected from the effects of *baleful teleport* by *dimensional anchor*.

Augment: For every additional power point you spend, this power's damage increases by 1d6 points. For each extra 2d6 points of damage, this power's save DC increases by 1 and your manifester level increases by 1 for the purpose of overcoming power resistance.

BANISHMENT, PSIONIC

Psychoportation

Level: Nomad 6

Display: Auditory and material

Manifesting Time: 1 standard action

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

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

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 11

As *banishment* (page 203 of the *Player's Handbook*), except as noted here.

Psions gain no benefit from presenting objects or substances that the target hates, fears, or otherwise opposes.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1 and your manifester level increases by 1 for the purpose of overcoming power resistance.

BURST

Psychoportation

Level: Nomad 1, psychic warrior 1

Display: Auditory

Manifesting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Power Points: 1

This power increases your land speed by 10 feet. (This adjustment counts as an enhancement bonus to speed).

You can manifest this power with an instant thought, quickly enough to gain the benefit of the power on your turn before you move.

Manifesting this power is a swift action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

You cannot manifest this power when it isn't your turn.

CALL WEAPONRY

Psychoportation (Teleportation)

Level: Psychic warrior 1

Display: Material

Manifesting Time: 1 round

Range: 0 ft.

Effect: One weapon; see text

Duration: 1 min./level; see text (D)

Saving Throw: None

Power Resistance: No

Power Points: 1

You call a weapon "from thin air" into your waiting hand (actually, it is a real weapon hailing from another location in space and time).

You don't have to see or know of a weapon to call it—in fact, you can't call a specific weapon; you just specify the kind (longsword, shortbow, warhammer, or some other). If you call a projectile weapon, it comes with 3d6 nonmagical bolts, arrows, or sling bullets, as appropriate. The weapon is made of ordinary materials as appropriate for its kind.

If you relinquish your grip on the weapon you called for 2 or more consecutive rounds, it automatically returns to wherever it originated.

Weapons gained by *call weaponry* are distinctive due to their astral glimmer.

They are considered magic weapons and thus are effective against damage reduction that requires a magic weapon to overcome.

Augment: For every 4 additional power points you spend, this power improves the weapon's enhancement bonus on attack rolls and damage rolls by 1.

For example, if you spend 13 power points, you call a weapon with a +3 enhancement bonus on attack rolls and damage rolls.

CATFALL

Psychoportation

Level: Psion/wilder 1, psychic warrior 1

Display: Auditory

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: Until landing or 1 round/level

Power Points: 1

You recover instantly from a fall and can absorb some damage from falling.

You land on your feet no matter how far you fall, and you take damage as if the fall were 10 feet shorter than it actually is.

This power affects you and anything you carry or hold (up to your maximum load).

You can manifest this power with an instant thought, quickly enough to gain the benefit of the power while you fall.

Manifesting the power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

You can manifest this power even when it isn't your turn.

Augment: For every additional power point you spend, this power reduces your damage as if the fall were an additional 10 feet shorter.

DECELERATION

Psychoportation

Level: Psion/wilder 1

Display: Auditory and material

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Target: One Medium or smaller creature

Duration: 1 min./level

Saving Throw: Reflex negates

Power Resistance: Yes

Power Points: 1

You warp space around an individual, hindering the subject's ability to move.

The subject's speed (in any movement mode it possesses) is halved.

A subsequent manifestation of *deceleration* on the subject does not further decrease its speed.

Augment: For every 2 additional power points you spend, this power can affect a target one size category larger.

DECEREBRATE

Psychoportation [Teleportation]

Level: Psion/wilder 7

Display: Mental

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Power Resistance: Yes

Power Points: 13

With *decerebrate*, you selectively remove a portion of the subject's brain stem.

The creature loses all cerebral function, vision, hearing, and other sensory abilities, and all voluntary motor activity.

The subject becomes limp and unresponsive.

Without extreme measures, such as *greater restoration* or some other suitable effect of 7th level or higher, the creature perishes in 1d4 days.

DIMENSION DOOR, PSIONIC

Psychoportation (Teleportation)

Level: Psion/wilder 4, psychic warrior 4

Display: Visual

Manifesting Time: 1 standard action

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

Target or Targets: You and touched objects or other touched willing creatures

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Power Resistance: No and Yes (object)

Power Points: 7

As *dimension door* (page 221 of the *Player's Handbook*), except as noted here.

Augment: If you spend 6 additional power points, you can manifest this power as a move action.

DIMENSION SLIDE

Psychoportation (Teleportation)

Level: Psychic warrior 3

Display: Visual

Manifesting Time: 1 standard action

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

Target: You; see text

Duration: Instantaneous

Power Points: 5

You instantly transfer yourself from your current location to any other spot within range to which you have line of sight.

You can bring along possessions that amount to as much as a medium load, including living creatures that weigh as much as 20 pounds.

Movement caused by the use of *dimension slide* does not provoke attacks of opportunity.

If you somehow attempt to transfer yourself to a location occupied by a solid body or a location you can't see (which might happen if your perceptions are being controlled by a telepath), the power simply fails to function.

Augment: If you spend 4 additional power points, you can manifest this power as a move action.

DIMENSION SWAP

Psychoportation (Teleportation)

Level: Nomad 2, psychic warrior 2

Display: Visual

Manifesting Time: 1 standard action

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

Targets: You and one ally in range, or any two allies in range; see text

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

Power Resistance: Yes (harmless, object)

Power Points: 3

You instantly swap positions between your current position and that of a designated ally in range.

Alternatively, you can swap the positions of any two allies in range.

This power affects creatures of Large or smaller size.

You can bring along objects, but not other creatures.

Special: A psychic warrior can manifest this power to swap positions with an ally, but not to swap the positions of two allies.

Augment: For every 2 additional power points you spend, this power can affect a target one size category larger.

DIMENSIONAL ANCHOR, PSIONIC

Psychoportation

Level: Nomad 4

Display: Auditory

Manifesting Time: 1 standard action

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

Effect: Ray

Duration: 1 min./level

Saving Throw: None

Power Resistance: Yes (object)

Power Points: 7

As *dimensional anchor* (page 221 of the *Player's Handbook*), except as noted here.

DISINTEGRATE, PSIONIC

Psychoportation

Level: Psion/wilder 6

Display: Auditory, material, and visual

Manifesting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude partial (object)

Power Resistance: Yes

Power Points: 11

A thin, green ray springs from your pointing finger. You must make a successful ranged touch attack to hit. Any creature struck by the ray takes 2d6 points of damage. Any creature reduced to 0 or fewer hit points by this power is entirely disintegrated, leaving behind only a trace of fine dust.

A disintegrated creature's equipment is unaffected.

When used against an object, the ray simply disintegrates as much as one 10-foot cube of nonliving matter.

Thus, the power disintegrates only part of any very large object or structure targeted.

The ray affects even objects constructed entirely of force, but not psionic effects such as a *null psionics field*.

A creature or object that makes a successful Fortitude save is partially affected, taking only 5d6 points of damage.

If this damage reduces the creature or object to 0 or fewer hit points, it is entirely disintegrated.

Only the first creature or object struck can be affected; that is, the ray affects only one target per manifestation.

Augment: For every additional power point you spend, the damage this power deals to a subject that fails its saving throw increases by 2d6 points.

Augmenting this power does not change the amount of damage the target takes if it succeeds on its saving throw.

DISMISSAL, PSIONIC

Psychoportation

Level: Nomad 4

Display: Auditory

Manifesting Time: 1 standard action

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

Target: One extraplanar creature

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 7

As *dismissal* (page 222 of the *Player's Handbook*), except as noted here.

DISSIPATING TOUCH

Psychoportation (Teleportation)

Level: Psion/wilder 1, psychic warrior 1

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: Touch

Target: Creature or object touched

Duration: Instantaneous

Saving Throw: None

Power Resistance: Yes (object)

Power Points: 1

Your mere touch can disperse the surface material of a foe or object, sending a tiny portion of it far away.

This effect is disruptive; thus, your successful melee touch attack deals 1d6 points of damage.

Augment: For every additional power point you spend, this power's damage increases by 1d6 points.

DIVERT TELEPORT

Psychoportation (Teleportation)

Level: Psion/wilder 7

Display: Visual

Manifesting Time: 1 immediate action; see text

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

Area: A circle, centered on you, with a radius of 50 ft. + 10 ft./level

Effect: Diverts the teleportation of any object or creature whose weight does not exceed your maximum load

Duration: 10 min./level (D)

Saving Throw: Will negates (foils diversion)

Power Resistance: Yes (foils diversion)

Power Points: 13

Similar to *detect teleportation*, except that you know the intended destination, and you can divert the final destination of any teleportation attempt made by others within the area.

This is an immediate action, like manifesting a quickened power, and counts toward the limit of one quickened power per round.

You can manifest this power even if it is not your turn.

You can divert the destination of both incoming and outgoing teleportations, psionic and magical.

You must overcome the power resistance of creatures that possess it to make a successful diversion, and the teleporting creature can make a Will save to foil the diversion as well.

For the purpose of this power, "divert" means you choose the actual destination of any teleportation attempt you can affect, as if you yourself were teleporting to that location, regardless of the teleportation range of the effect you are diverting.

The destination you choose must be a location with which you are very familiar or that you have studied carefully.

DREAM TRAVEL

Psychoportation

Level: Nomad 7

Display: Visual

Manifesting Time: 1 standard action

Range: Touch

Targets: You and touched creature or creatures (up to one/level)

Duration: 1 hour/level (D)

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 13

You and any creature you touch are drawn along a crystal arc of reverie to the edge of conscious thought and into the region of dreams.

You can take more than one creature along with you (subject to your level limit), but each one must be touching another one.

You physically enter the land of dreams, leaving nothing behind.

In the region of dreams, you move through a menagerie of thoughts, desires, and phantoms created by the minds of dreamers everywhere.

For every minute you move through dream, you can "wake" to find yourself five miles displaced in the waking world.

Thus, a character can use this power to travel rapidly by physically entering where only dreams normally prowl, moving the desired distance, and then stepping back into the waking world.

You know where you will come out in the waking world. *Dream travel* can also be used to travel to other planes that contain creatures that dream, but doing this requires crossing into the dreams of outsiders, where you are subject to the vagaries of many dream realities—a potentially perilous proposition, at your DM's option.

Transferring to another plane of existence in this fashion requires 1d4 hours of uninterrupted travel.

Any creatures that come along when *dream travel* is manifested also make the transition to the borders of unconscious thought.

A creature separated from you wanders off into the dreamscape.

When the duration ends, all affected creatures return to the waking world as much as 1,000 miles ($d\% \times 10$) from their starting point.

If a creature remains in the dreamscape, it is powerless to leave unless it can manifest the *dream travel* power itself or someone who manifests the power seeks out the lost creature.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

ETHEREAL JAUNT, PSIONIC

Psychoportation

Level: Nomad 7

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: 13

As *ethereal jaunt* (page 227 of the *Player's Handbook*), except as noted here.

ETHEREALNESS, PSIONIC

Psychoportation

Level: Psion/wilder 9

Manifesting Time: 1 standard action

Range: Touch

Targets: You and one other touched willing creature/three levels; all targets must be joined by linked hands

Duration: 1 min./level (D)

Saving Throw: None

Power Resistance: Yes (harmless)

Power Points: 17

As *etherealness* (page 228 of the *Player's Handbook*), except as noted here.

FLOAT

Psychoportation

Level: Psion/wilder 1, psychic warrior 1

Display: Auditory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: 1

You mentally support yourself in water or similar liquid.

You can swim at a speed of 10 feet using the power alone, or use it to boost your swim speed by 10 feet.

FLY, PSIONIC

Psychoportation

Level: Nomad 4

Display: Auditory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Power Points: 7

As *fly* (page 232 of the *Player's Handbook*), except as noted here.

FREEDOM OF MOVEMENT, PSIONIC

Psychoportation

Level: Psion/wilder 4, psychic warrior 4

Display: Auditory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

Power Points: 7

As *freedom of movement* (page 233 of the *Player's Handbook*), except as noted here.

KNOCK, PSIONIC

Psychoportation

Level: Psion/wilder 2

Display: Material

Manifesting Time: 1 standard action

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

Target: One door, box, or chest with an area of up to 10 sq. ft./level

Duration: Instantaneous; see spell text

Saving Throw: None

Power Resistance: No

Power Points: 3

As *knock* (page 246 of the *Player's Handbook*), except as noted here.

LEVITATE, PSIONIC

Psychoportation

Level: Nomad 2, psion/wilder 2, psychic warrior 2

Display: Olfactory

Manifesting Time: 1 standard action

Range: Personal or close (25 ft. + 5 ft./2 levels)

Target: You or one willing creature or one object (total weight up to 100 lb./level)

Duration: 10 min./level (D)

Saving Throw: None

Power Resistance: Yes (harmless, object)

Power Points: 3

As *levitate* (page 248 of the *Player's Handbook*), except as noted here.

Special: When a psion, wilder, or a psychic warrior manifests this power, the target is the manifester (not a willing creature or an object).

OVERLAND FLIGHT, PSIONIC

Psychoportation

Level: Psion/wilder 6

Display: Auditory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 11

As *overland flight* (page 259 of the *Player's Handbook*), except as noted here.

PHASE DOOR, PSIONIC

Psychoportation

Level: Psion/wilder 7

Display: Visual

Manifesting Time: 1 standard action

Range: 0 ft.

Effect: Ethereal 5-ft. by 8-ft. opening, 10 ft. deep + 5 ft. deep per three levels

Duration: One usage per two levels

Saving Throw: None

Power Resistance: No

Power Points: 13

As *phase door* (page 261 of the *Player's Handbook*), except as noted here.

This power is subject to *dispel psionics*.

PLANE SHIFT, PSIONIC

Psychoportation

Level: Psion/wilder 5

Display: Visual

Manifesting Time: 1 standard action

Range: Touch

Targets: Willing creature touched, or up to eight willing creatures joining hands

Duration: Instantaneous

Power Points: 9

As *plane shift* (page 262 of the *Player's Handbook*), except as noted here.

PSIONIC LOCK

Psychoportation

Level: Psion/wilder 2

Display: Material

Manifesting Time: 1 standard action

Range: Touch

Target: Door, chest, or portal touched, up to 30 sq. ft./level in size

Duration: Permanent

Saving Throw: None

Power Resistance: No

Power Points: 3

A *psionic lock* manifested upon a door, chest, or portal psionically locks it.

You can freely pass your own lock without affecting it; otherwise, a door or object secured with *psionic lock* can be opened only by breaking in or by a successful *dispel psionics* effect.

Add +10 to the normal DC to break open a door or portal affected by this power.

RETRIEVE

Psychoportation (Teleportation)

Level: Psion/wilder 6

Display: Visual

Manifesting Time: 1 standard action

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

Target: One object you can hold or carry in one hand, weighing up to 10 lb./level

Duration: Instantaneous

Saving Throw: Will negates; see text

Power Resistance: No

Power Points: 11

You automatically teleport an item you can see within range directly to your hand.

If the object is in the possession of an opponent, it comes to your hand if your opponent fails a Will save.

Augment: For every additional power point you spend, the weight limit of the target increases by 10 pounds.

SKATE

Psychoportation

Level: Psion/wilder 1, psychic warrior 1

Display: Material and visual

Manifesting Time: 1 standard action

Range: Personal or touch; see text

Target: You or one willing creature or one unattended object (total weight up to 100 lb./level); see text

Duration: 1 min./level (D)

Saving Throw: None

Power Resistance: Yes (harmless, object)

Power Points: 1

You, another willing creature, or an unattended object can slide along solid ground as if on smooth ice.

If you manifest *skate* on yourself or another creature, the subject of the power retains equilibrium by mental desire alone, allowing her to gracefully skate along the ground, turn, or stop suddenly as desired.

The skater's land speed increases by 15 feet.

(This adjustment is treated as an enhancement bonus).

As with any effect that increases speed, this power affects the subject's maximum jumping distance.

The subject can skate up or down any incline or decline she could normally walk upon without mishap, though skating up an incline reduces the subject's speed to normal, while skating down a decline increases her speed by an additional 15 feet.

(This adjustment is treated as a circumstance bonus).

If you manifest *skate* on an object, treat the object as having only one-tenth of its normal weight for the purpose of dragging it along the ground.

TELEPORT TRIGGER

Psychoportation (Teleportation)

Level: Nomad 5

Display: Material
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level (D)

Power Points: 9
You specify a situation that triggers your automatic manifestation of a *psionic teleport*, taking you to a predetermined location.

You must know the *psionic teleport* power and have sufficient power points to manifest it when the specified situation occurs.

The *teleport trigger* goes off on the initiative count immediately after the specified situation occurs, even if you are flat-footed or you have already taken your turn in the current round.

The specified situation can be described in general terms ("if I'm attacked") or specific terms ("if my hit points drop to 9 or lower").

TELEPORT, PSIONIC GREATER

Psychoportation (Teleportation)

Level: Psion/wilder 8

Power Points: 15

As *greater teleport* (page 293 of the *Player's Handbook*), except as noted here.

TELEPORT, PSIONIC

Psychoportation (Teleportation)

Level: Nomad 5

Display: Visual

Manifesting Time: 1 standard action

Range: Personal and touch

Target or Targets: You and touched objects or other touched willing creatures

Duration: Instantaneous

Saving Throw: None or Will negates (object)

Power Resistance: No or Yes (object)

Power Points: 9

As *teleport* (page 292 of the *Player's Handbook*), except as noted here.

TELEPORTATION CIRCLE, PSIONIC

Psychoportation (Teleportation)

Level: Nomad 9

Display: Mental

Manifesting Time: 10 minutes

Range: 0 ft.

Effect: 5-ft.-radius circle that teleports those who activate it

Duration: 10 min./level (D)

Saving Throw: None

Power Resistance: Yes

Power Points: 17

As *teleportation circle* (page 293 of the *Player's Handbook*), except as noted here.

TEMPORAL ACCELERATION

Psychoportation

Level: Psion/wilder 6

Display: None

Manifesting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round (in apparent time); see text

Power Points: 11

You enter another time frame, speeding up so greatly that all other creatures seem frozen, though they are actually still moving at normal speed.

You are free to act for 1 round of apparent time.

You can manifest powers, cast spells, move, or perform other types of actions, subject to the restrictions outlined below.

While your *temporal acceleration* is in effect, other creatures are invulnerable to your attacks and powers.

This means you cannot target a creature with any attack or power.

However, a power you manifest that affects an area and has a duration longer than the remaining duration of your *temporal acceleration* has its normal effect on creatures in the area once this power ends.

You can affect an unattended object but not an object held, carried, or worn by another creature.

You are undetectable by any means while your *temporal acceleration* lasts.

While under the effect of this power, you cannot enter an area protected by a *null psionics field* or by a power or spell that neutralizes high-level powers or spells.

Normal and magical fire, cold, acid, and the like can still harm you.

When your *temporal acceleration* expires, you resume acting during your current turn in the standard time frame.

You are shaken for 1 round upon your return to the standard time frame.

Splintered or partitioned minds within your own mind, such as might be in effect through the use of powers such as *schism*, are not temporally speeded up, even if your second mind manifested this power (your primary mind gains the benefit, while your second mind remains stuck in the standard time frame).

Manifesting this power is a swift action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

You cannot manifest this power when it isn't your turn.

Augment: For every 4 additional power points you spend, this power's duration (in apparent time) increases by 1 round.

TIME HOP

Psychoportation

Level: Psion/wilder 3

Display: Auditory and visual

Manifesting Time: 1 standard action

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

Targets: One Medium or smaller creature, or one object weighing 300 lb. or less

Duration: 1 round/level; see text

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 5

The subject of the power hops forward in time 1 round for every manifester level you have.

In effect, the subject seems to disappear in a shimmer of silver energy, then reappear after the duration of this power expires.

The subject reappears in exactly the same orientation and condition as before.

From the subject's point of view, no time has passed at all. In each round of the power's duration, on what would have been the subject's turn, it can attempt a DC 15 Wisdom check.

Success allows the subject to return.

The subject can act normally on its next turn after this power ends.

If the space from which the subject departed is occupied upon his return to the time stream, he appears in the closest unoccupied space, still in his original orientation. Determine the closest space randomly if necessary.

Augment: You can augment this power in one or both of the following ways.

1. For every 2 additional power points you spend, you can affect a creature of one size category larger, or double the weight of an object to be affected.

2. For every 2 additional power points you spend, this power can affect an additional target.

Any additional target cannot be more than 15 feet from another target of the power.

TIME HOP, MASS

Psychoportation

Level: Nomad 8

Display: Auditory and visual

Manifesting Time: 1 standard action

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

Targets: All willing creatures in range

Duration: Up to 1 hour/level; see text

Power Points: 15

As *time hop*, except you can affect any number of willing subjects in range, including yourself.

You can choose which creatures are affected by the power. The subjects hop forward in time a number of hours equal to your manifester level, or some shorter number of hours; you decide how many hours the *mass time hop* lasts when you manifest the power.

Augment: If you spend 6 additional power points, you can manifest this power as an immediate action.

TIME REGRESSION

Psychoportation

Level: Nomad 9

Display: None

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 17, XP

You can regress apparent time 1 round into the past.

In effect, you "replay" the previous round of activity.

The power regresses time to the point along the time stream just prior to your previous turn, undoing the effects of everyone else's actions in the meantime.

Once you have used *time regression*, only you retain knowledge of what happened during the round that is

being replayed; however, you can communicate that knowledge verbally to your companions, if desired.

During the round that you live through a second time, you can act on knowledge you previously gained by already living through the immediate future.

In all likelihood, you'll probably not choose to manifest *time regression* during your second pass through the time stream, instead taking completely new actions, but you pay the XP cost all the same.

XP Cost: 1,000 XP.

TIMELESS BODY

Psychoportation

Level: Psion/wilder 9

Display: Material

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round

Power Points: 17

Your body ignores all harmful (and helpful) effects, beginning when you finish manifesting this power and ending at the end of your next turn.

While *timeless body* is in effect, you are invulnerable to all attacks and powers.

This power cannot be quickened.

WALL WALKER

Psychoportation

Level: Psychic warrior 2

Display: Material

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

Power Points: 3

You can walk on vertical surfaces or even traverse ceilings (you need not make Climb checks to traverse these surfaces).

Because of the need to keep at least one foot in contact with the wall or ceiling at all times, you cannot jump or use the run action, and you can move at only half speed.

You retain your Dexterity bonus to Armor Class, if any, and opponents gain no special bonuses against you.

TELEPATHY

APOPSI

Telepathy [Mind-Affecting]

Level: Psion/wilder 9

Display: Auditory, material, and visual

Manifesting Time: 1 round

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

Target: One living psionic creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Power Resistance: Yes

Power Points: 17, XP

By using this power, you delete 1d4 powers permanently from the subject's mind.

You specify the level of each power, and the DM randomly determines which of the subject's powers is actually deleted.

Psychic surgery or *reality revision* can be used to restore the lost powers, but it must be performed within 1 week of losing the powers.

XP Cost: 50 XP per level of the deleted powers.

ATTRACTION

Telepathy (Charm) [Mind-Affecting]

Level: Psion/wilder 1

Display: Auditory

Manifesting Time: 1 standard action

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

Target: One creature

Duration: 1 hour/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

You plant a compelling attraction in the mind of the subject.

The attraction can be toward a particular person or an object.

The subject will take reasonable steps to meet, get close to, attend, or find the object of its implanted attraction.

For the purpose of this power, "reasonable" means that, while attracted, the subject doesn't suffer from blind obsession.

He will act on this attraction only when not engaged in combat.

The subject won't leap into a fire or over a cliff, or climb into the jaws of a dragon.

He can still recognize danger but will not flee unless the threat is immediate.

If you make the subject feel an attraction to yourself, you can't command him indiscriminately, although he will be willing to listen to you (even if he disagrees).

This power grants you a +4 bonus on any interaction checks you make involving the subject (such as Bluff, Diplomacy, Intimidate, and Sense Motive).

Augment: For every 2 additional power points you spend, this power's save DC increases by 1 and the bonus on interaction checks increases by 1.

AURA ALTERATION

Telepathy [Mind-Affecting]

Level: Psion/wilder 6

Display: Material

Manifesting Time: 1 standard action

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

Target: One willing creature

Duration: 10 min./level or instantaneous; see text

Power Points: 11

You can use this power in one of two ways: to disguise the subject's aura (alignment) and level, or to remove a compulsion or charm effect from the subject.

Disguise: If you use this power to disguise the subject's alignment and level, the power has a duration of 10 minutes per level.

You can change the subject's alignment by only one step.

For instance, you could not make a chaotic evil creature appear lawful good, but you could make it appear chaotic neutral or neutral evil.

You can adjust the subject's apparent level up or down by a number equal to one-half your own level (rounded down) or less.

Remove Compulsion: If you use this power to attempt to cleanse the subject's aura of a baleful or controlling effect, the duration is instantaneous.

This power can remove the compulsion of a curse or a *geas/quest* effect.

It can also negate any charm and compulsion powers of 6th level or lower, such as *crisis of breath* or *death urge*.

When *aura alteration* is manifested for this purpose, the subject gains another saving throw to remove the compulsion afflicting it against the original save DC, but with a +2 bonus.

Augment: You can augment this power in one or both of the following ways.

1. For every additional power point you spend, the duration of the disguise aura increases by 10 minutes.

2. If you spend 2 additional power points, the subject's alignment shifts an additional step (chaotic evil to lawful evil, for instance); if you spend 4 additional power points, the subject's alignment changes to its opposite (chaotic evil to lawful good, for instance).

AVERSION

Telepathy (Compulsion) [Mind-Affecting]

Level: Telepath 2

Display: Auditory and material

Manifesting Time: 1 standard action

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

Target: One creature

Duration: 1 hour/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

You plant a powerful aversion in the mind of the subject.

If the object of the implanted aversion is an individual or a physical object, she will prefer not to approach within 30 feet of it.

If it is a word, she will try not to utter it; if it is an action, she will not willingly attempt to perform it; and if it is an event, she will not willingly attend it.

The subject will take reasonable steps to avoid the object of its aversion, but will not put herself in jeopardy by doing so.

For instance, you could make a subject have an aversion to fighting or to her sword, but if fighting is the only way to save herself, she'll ignore the aversion until the threat is over.

If the subject is forced into taking an action she has an aversion to, she takes a -2 penalty on any attack rolls, ability checks, or skill checks involved.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1 and the duration increases by 1 hour.

BESTOW POWER

Telepathy [Mind-Affecting]

Level: Psion/wilder 2

Display: Mental

Manifesting Time: 1 standard action

Range: 20 ft.

Target: One psionic creature

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 3

You link your mind with another psionic creature's mind, creating a brief conduit through which mental energy can be shared.

When you manifest this power, the subject gains up to 2 power points.

You can transfer only as many power points to a subject as it has manifester levels.

Because of the intimate nature of this power, it cannot be fabricated into a psionic item—only power points generated by a psionic creature in the moment can be shared using *bestow power*.

Augment: For every 3 additional power points you spend, the subject gains 2 additional power points.

BRAIN LOCK

Telepathy (Compulsion) [Mind-Affecting]

Level: Telepath 2

Display: Material and visual

Manifesting Time: 1 standard action

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

Target: One humanoid

Duration: Concentration + 1 round

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

The subject's higher mind is locked away.

He stands dazed, unable to take any psionic actions (including manifesting powers or using psionic feats that require a decision to be used) nor any mental actions at all. A *brain locked* subject is not stunned, so attackers get no special advantage against him.

A *brain locked* flyer must descend to the closest safe level area below it.

An air-breathing swimmer must make for the surface.

Augment: You can augment this power in one or both of the following ways.

1. If you spend 2 additional power points, this power can also affect an animal, fey, giant, magical beast, or monstrous humanoid.

2. If you spend 4 additional power points, this power can also affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above.

CALL TO MIND

Telepathy [Mind-Affecting]

Level: Psion/wilder 1

Display: Mental

Manifesting Time: 1 minute

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 1

By meditating on a subject, you can recall natural memories and knowledge otherwise inaccessible to you.

On a failed Knowledge check, you can manifest this power to gain a new check with a +4 competence bonus.

If successful, you instantly recall what was previously buried in your subconscious.

CATAPSI

Telepathy [Mind-Affecting]

Level: Psion/wilder 5, psychic warrior 5

Display: Mental and visual

Manifesting Time: 1 standard action

Range: 30 ft.

Area: 30-ft.-radius emanation centered on you

Duration: 1 round/level

Saving Throw: Will negates; see text

Power Resistance: Yes

Power Points: 9

By manifesting this power, you generate psychic static, interfering with the ability of other psionic characters to manifest their powers or use psi-like abilities (you are not affected by your own *catapsi* manifestation).

All psionic activity within the area requires 4 more power points to manifest than normal, unless a character makes a Will save each time he attempts to manifest a power.

Using a psi-like ability becomes a full-round action, instead of a standard action, in a *catapsi* field.

If two or more fields of *catapsi* overlap, the effects are not cumulative.

The limit on the number of power points a subject can spend on a power remains in effect; thus, a subject may not be able to manifest its highest-level powers.

If manifesting a power would cause the manifester to exceed his available power points or his spending limits, the manifestation fails automatically, but no power points are expended.

Augment: For every 4 additional power points you spend, this power's range and the radius of its area both increase by 5 feet.

CHARM, PSIONIC

Telepathy (Charm) [Mind-Affecting]

Level: Telepath 1

Display: Mental

Manifesting Time: 1 standard action

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

Target: One humanoid

Duration: 1 hour/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

As *charm person* (page 209 of the *Player's Handbook*), except as noted here.

Augment: You can augment this power in one or more of the following ways.

1. If you spend 2 additional power points, this power can also affect an animal, fey, giant, magical beast, or monstrous humanoid.

2. If you spend 4 additional power points, this power can also affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above.

3. If you spend 4 additional power points, this power's duration increases to one day per level.

In addition, for every 2 additional power points you spend to achieve any of these effects, this power's save DC increases by 1.

For example, if you spend 8 additional power points (4 to affect an aberration and 4 to increase the duration), this power's save DC increases by 4.

CLOUD MIND

Telepathy [Mind-Affecting]

Level: Psion/wilder 2

Display: None

Manifesting Time: 1 standard action

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

Target: One creature

Duration: 1 min./level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

You make yourself completely undetectable to the subject by erasing all awareness of your presence from its mind. This power has the following effects.

First, you are invisible and inaudible to the creature.

It cannot even detect your presence by means of blindsense, blindsight, scent, or tremorsense.

It cannot pinpoint your location by any means.

Second, the subject remains unaware of your actions, provided you do not make any attacks or cause any obvious or directly threatening changes in the subject's environment.

For example, you could open a door and slip out without the subject noticing, but if you opened a door and let in allies that the subject can see, it would note the arrival of those allies.

You could remove a hand-sized, unattended object from the subject's presence without risking notice, but moving a larger object or an attended object might end the effect (see below).

If you attack the subject creature, the effect ends.

If you take an action that creates a sustained and obvious change in the subject's environment—for example, attacking a creature aside from the subject or moving a large or attended object the subject can see—the subject immediately gains a new saving throw against the power.

An ally of the subject creature that is able to see or perceive you can use a move action to warn the subject and thereby grant it a new saving throw.

CLOUD MIND, MASS

Telepathy [Mind-Affecting]

Level: Psion/wilder 6

Target: One creature/level

Power Points: 11

As *cloud mind*, except as noted above.

Each creature is affected individually; it's possible for you to cloud the minds of half a band of trolls, while the trolls that succeeded on their saving throws perceive you normally.

CONCEAL THOUGHTS

Telepathy [Mind-Affecting]

Level: Psion/wilder 1, psychic warrior 1

Display: Mental

Manifesting Time: 1 standard action

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

Target: One willing creature

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 1

You protect the subject's thoughts from analysis.

While the duration lasts, the subject gains a +10 circumstance bonus on Bluff checks against those attempting to discern its true intentions with Sense Motive.

It also gains a +4 bonus on its saving throw against any power or spell used to read its mind (such as *read thoughts* or *mind probe*).

CO-OPT CONCENTRATION

Telepathy (Compulsion) [Mind-Affecting]

Level: Psion/wilder 6

Display: Mental

Manifesting Time: 1 standard action

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

Target: One creature

Duration: Concentration, up to 1 round/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 11

You take over control of a power that was manifested by the subject and that must be maintained through concentration.

Once you wrest control of the power from the subject, you have several options.

- Allow the power to function as normal.
 - Keep the power targeted on the subject (if a personal power) but decide how the power fulfills its function each round.
 - Retarget the power on yourself (if a personal power).
 - Choose not to concentrate on the co-opted power in the next round, ending the power at that point.
- When the duration of *co-opt concentration* expires, the power you took control of ends (even if this would mean that the power ends earlier than normal).

CORRESPOND

Telepathy [Mind-Affecting]

Level: Psion/wilder 4

Display: Mental

Manifesting Time: 10 minutes

Range: See text

Target: One creature with an Intelligence score of 3 or higher

Duration: 1 round/level

Saving Throw: None

Power Resistance: No

Power Points: 7

You forge a passive mental link with a creature with which you have previously had physical or mental contact.

The subject need not be within sight or even on the same plane as you are.

The subject recognizes you, and you can mentally communicate with it for the duration (though nothing

forces the subject to respond to you), exchanging messages of twenty-five words or less once per round. Receiving a message is not an action and does not provoke attacks of opportunity; however, sending a message is equivalent to a standard action that can provoke attacks of opportunity.

CRISIS OF BREATH

Telepathy (Compulsion) [Mind-Affecting]

Level: Telepath 3

Display: Auditory

Manifesting Time: 1 standard action

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

Target: One breathing humanoid

Duration: 1 round/level

Saving Throw: Will negates, Fortitude partial; see text

Power Resistance: Yes

Power Points: 5

You compel the subject to purge its entire store of air in one explosive exhalation, and thereby disrupt the subject's autonomic breathing cycle.

The subject's lungs do not automatically function again while the power's duration lasts.

If the target succeeds on a Will save when *crisis of breath* is manifested, it is unaffected by this power.

If it fails its Will save, it can still continue to breathe by taking a standard action in each round to gasp for breath. An affected creature can attempt to take actions normally (instead of consciously controlling its breathing), but each round it does so, beginning in the round when it failed its Will save, the subject risks blacking out from lack of oxygen.

It must succeed on a Fortitude save at the end of any of its turns in which it did not consciously take a breath.

The DC of this save increases by 1 in every consecutive round after the first one that goes by without a breath; the DC drops back to its original value if the subject spends an action to take a breath.

If a subject fails a Fortitude save, it is disabled (0 hp).

In the following round, it drops to -1 hit points and is dying.

Curing powers or spells can revive a dying subject normally, so long as this power's duration has expired; if the power is still in effect, a revived creature is still subject to Fortitude saves in each round when it does not consciously breathe.

Augment: You can augment this power in one or more of the following ways.

1. If you spend 2 additional power points, this power can also affect an animal, fey, giant, magical beast, or monstrous humanoid.
2. If you spend 4 additional power points, this power can also affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above.
3. If you spend 6 additional power points, this power can affect up to four creatures all within a 20-ft.-radius burst. In addition, for every 2 additional power points you spend to achieve any of these effects, this power's save DC increases by 1.

For example, if you spend 10 additional power points (4 to affect an aberration and 6 to increase the number of targets), this power's save DC increases by 5.

CRISIS OF LIFE

Telepathy [Mind-Affecting, Death]

Level: Telepath 7

Display: Mental

Manifesting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Power Resistance: Yes

Power Points: 13

You interrupt the subject's autonomic heart rhythm, killing it instantly on a failed saving throw if it has 11 Hit Dice or less.

If the target makes its saving throw or has more than 11 Hit Dice, it takes 7d6 points of damage.

Augment: For every additional power point you spend, this power can kill a subject that has Hit Dice equal to 11 + the number of additional points.

DAZE, PSIONIC

Telepathy (Compulsion) [Mind-Affecting]

Level: Psion/wilder 1

Display: Material and mental

Manifesting Time: 1 standard action

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

Target: One humanoid creature that has 4 HD or less

Duration: 1 round

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

As *daze* (page 217 of the *Player's Handbook*), except as noted here.

Augment: For every additional power point you spend, this power can affect a target that has Hit Dice equal to 4 + the additional points.

DEATH URGE

Telepathy (Compulsion) [Mind-Affecting]

Level: Psion/wilder 4

Display: Mental

Manifesting Time: 1 standard action

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

Target: One living creature

Duration: 1 round

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 7

You plant a hidden death-urge impulse in the subject's unconscious.

On the subject's next turn, it looks for the quickest method to end its life and attempts to do so.

The subject takes no other action on its turn except attempting to harm itself.

If armed, the subject attacks itself as a full-round action. The attack automatically succeeds and deals damage as a critical hit.

If unarmed, the subject moves adjacent to the nearest enemy and provokes an attack of opportunity, offering its opponent an opening, which the opponent may or may not choose to take advantage of.

If the subject is unarmed and no enemy is nearby, the subject simply does nothing at all.

At the Dungeon Master's option, a subject close to an immediate and lethal hazard such as a cliff or a fire might hurl itself off the cliff or into the fire instead of striking itself with a weapon.

Augment: For every 4 additional power points you spend, this power's save DC increases by 2 and its duration increases by 1 round.

DÉJÀ VU

Telepathy [Mind-Affecting]

Level: Psion/wilder 1

Display: Mental

Manifesting Time: 1 standard action

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

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

Your mental impulse forces the subject to repeat the actions it took on its previous turn.

If the situation has changed in such a way that the subject can't take the same actions again (if its foe is dead, or the subject has run out of power points, and so on), the subject stands still and takes no actions for 1 round.

In any event, the subject can still defend itself, and it retains its Dexterity bonus to AC even if it stands still.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

DEMORALIZE

Telepathy [Mind-Affecting]

Level: Psion/wilder 1

Display: Mental and olfactory

Manifesting Time: 1 standard action

Range: 30 ft.

Area: 30-ft.-radius spread centered on you

Duration: 1 min./level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

You fill your enemies with self-doubt.

Any enemy in the area that fails its save becomes shaken for the duration of the power.

Allies and creatures without an Intelligence score are unaffected.

Augment: For every 2 additional power points you spend, this power's range and the radius of its area both increase by 5 feet, and the power's save DC increases by 1.

DETECT HOSTILE INTENT

Telepathy [Mind-Affecting]

Level: Psion/wilder 2, psychic warrior 2

Display: Olfactory

Manifesting Time: 1 standard action

Range: 30 ft.

Area: 30-ft.-radius emanation centered on you

Duration: 10 min./level (D)

Saving Throw: None

Power Resistance: No

Power Points: 3

While the duration of this power lasts, you become aware of the presence of any creatures with hostile intent within 30 feet of you, and their direction from you (but not their specific location).

The power detects active aggression, as opposed to vigilance.

For instance, if you walk up to a door with an assassin behind it, you sense that hostility is somehow associated with the door.

However, a soldier assigned to guard the door would not register.

In addition, while this power is active you cannot be surprised or caught flat-footed by creatures that are susceptible to mind-affecting powers.

While under the effect of this power, you can make Sense Motive checks as a free action against anyone within 30 feet of you.

The power can penetrate barriers, but 3 feet of stone, 3 inches of common metal, 1 inch of lead, or 6 feet of wood or dirt blocks it.

DISABLE

Telepathy (Compulsion) [Mind-Affecting]

Level: Psion/wilder 1

Display: Visual

Manifesting Time: 1 standard action

Range: 20 ft.

Area: Cone-shaped emanation centered on you

Duration: 1 min./level (D)

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

You broadcast a mental compulsion that convinces one or more creatures of 4 Hit Dice or less that they are disabled (see page 307 of the *Player's Handbook*).

Creatures with the fewest HD are affected first.

Among creatures with equal Hit Dice, those who are closest to the power's point of origin are affected first.

Hit Dice that are not sufficient to affect a creature are wasted.

Creatures that are rendered helpless or are destroyed when they reach 0 hit points cannot be affected.

Creatures affected by this power believe that they have somehow been brought to the brink of unconsciousness and must act accordingly.

While it's possible for an important nonplayer character to attempt some sort of "heroic" action, common NPCs and creatures under the effect of this power typically cower or retreat.

Any creature that attempts to take a standard action immediately breaks the compulsion and can act normally.

A creature that attempts to heal itself or that receives healing is likewise freed of the compulsion, and if it is not actually wounded, the healing is wasted.

A creature that takes damage is also instantly freed of the compulsion (although the damage still counts against its actual current hit points).

Augment: For every 2 additional power points you spend, this power's range increases by 5 feet and its save DC increases by 1.

In addition, for every additional power point you spend to increase the range and the save DC, this power can affect targets that have Hit Dice equal to 4 + the number of additional points.

DISTRACT

Telepathy [Mind-Affecting]

Level: Psion/wilder 1, psychic warrior 1

Display: Mental

Manifesting Time: 1 standard action

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

Target: One creature

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

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

You cause your subject's mind to wander, distracting her. Subjects under the effect of *distract* make all Listen, Spot, Search, and Sense Motive checks at a -4 penalty.

DOMINATE, PSIONIC

Telepathy (Compulsion) [Mind-Affecting]

Level: Telepath 4

Display: Mental

Manifesting Time: 1 round

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

Target: One humanoid

Duration: Concentration

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 7

As *dominate person* (page 224 of the *Player's Handbook*), except as noted here.

Augment: You can augment this power in one or more of the following ways.

1. If you spend 2 additional power points, this power can also affect an animal, fey, giant, magical beast, or monstrous humanoid.

2. If you spend 4 additional power points, this power can also affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above.

3. For every 2 additional power points you spend, this power can affect an additional target.

Any additional target cannot be more than 15 feet from another target of the power.

In addition, for every 2 additional power points you spend to achieve any of these effects, this power's save DC increases by 1.

For example, if you spend 8 additional power points (4 to affect an aberration and 4 to affect two additional creatures), this power's save DC increases by 4.

EGO WHIP

Telepathy [Mind-Affecting]

Level: Psion/wilder 2

Display: Auditory

Manifesting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will half; see text

Power Resistance: Yes

Power Points: 3

Your rapid mental lashings assault the ego of your enemy, debilitating its confidence.

The target takes 1d4 points of Charisma damage, or half that amount (minimum 1 point) on a successful save.

A target that fails its save is also dazed for 1 round.

Augment: For every 4 additional power points you spend, this power's Charisma damage increases by 1d4 points and its save DC increases by 2.

EMPATHIC FEEDBACK

Telepathy [Mind-Affecting]

Level: Psion/wilder 4, psychic warrior 3

Display: Auditory and material

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

Power Points: Psion/wilder 7, psychic warrior 5

You empathically share your pain and suffering with your attacker.

Each time a creature strikes you in melee, it takes damage equal to the amount it dealt to you or 5 points, whichever is less.

This damage is empathic in nature, so powers and abilities the attacker may have such as damage reduction and regeneration do not lessen or change this damage.

The damage from *empathic feedback* has no type, so even if you took fire damage from a creature that has immunity to fire, *empathic feedback* will damage your attacker.

Augment: For every additional power point you spend, this power's damage potential increases by 1 point.

For example, if a psychic warrior spends 8 points to manifest this power, her attacker takes damage equal to the amount it dealt to her or 8 points, whichever is less.

EMPATHIC TRANSFER, HOSTILE

Telepathy [Mind-Affecting]

Level: Telepath 3, psychic warrior 3

Display: Auditory and material

Manifesting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half

Power Resistance: Yes

Power Points: 5

You transfer your hurt to another.

When you manifest this power and then make a successful touch attack, you can transfer 50 points of damage (or less, if you choose) from yourself to the touched creature.

You immediately regain hit points equal to the amount of damage you transfer.

You cannot use this power to gain hit points in excess of your full normal total.

The transferred damage is empathic in nature, so powers and abilities the subject may have such as damage reduction and regeneration do not lessen or change this damage.

The damage transferred by this power has no type, so even if the subject has immunity to the type of damage you

originally took, the transfer occurs normally and deals hit point damage to the subject.

Augment: You can augment this power in one or both of the following ways.

1. For every additional power point you spend, you can transfer an additional 10 points of damage (maximum 90 points per manifestation).
2. If you spend 6 additional power points, this power affects all creatures in a 20-foot-radius spread centered on you.

EMPATHY

Telepathy [Mind-Affecting]

Level: Psion/wilder 1

Display: Mental

Manifesting Time: 1 standard action

Range: 30 ft.

Area: 30-ft.-radius spread centered on you

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

Saving Throw: None

Power Resistance: No

Power Points: 1

You detect the surface emotions of any creature you can see that is in the power's area.

You can sense basic needs, drives, and emotions.

Thirst, hunger, fear, fatigue, pain, rage, hatred, uncertainty, curiosity, friendliness, and many other kinds of sensations and moods can all be perceived.

You gain a +2 insight bonus on any Bluff, Diplomacy, Intimidate, or Sense Motive checks that you make in the round when you cease concentrating on this power.

Augment: You can augment this power in one or both of the following ways.

1. For every additional power point you spend, this power's range and the radius of its area increases by 5 feet.
2. If you spend 2 additional power points, this power's maximum duration increases to 1 hour/level.

EMPTY MIND

Telepathy [Mind-Affecting]

Level: Psion/wilder 1, psychic warrior 1

Display: Auditory

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round

Power Points: 1

You empty your mind of all transitory and distracting thoughts, improving your self-control.

You gain a +2 bonus on all Will saves until your next action.

You can manifest this power instantly, quickly enough to gain its benefit in an emergency.

Manifesting this power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

You can use this power even when it is not your turn.

Augment: For every 2 additional power points you spend, the bonus on your Will saves increases by 1.

FALSE SENSORY INPUT

Telepathy [Mind-Affecting]

Level: Telepath 3

Display: Mental

Manifesting Time: 1 round

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

Target: One creature

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

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 5

You have a limited ability to falsify one of the subject's senses.

The subject thinks she sees, hears, smells, tastes, or feels something other than what her senses actually report.

You can't create a sensation where none exists, nor make the subject completely oblivious to a sensation, but you can replace the specifics of one sensation with different specifics.

For instance, you could make a human look like a dwarf (or one human look like another specific human), a closed door look like it is open, a vat of acid smell like rose water, a parrot look like a bookend, stale rations taste like fresh fruit, a light pat feel like a dagger thrust, a scream sound like the howling wind, and so on.

You can switch between senses you falsify round by round.

You can't alter the size of an object by more than 50% by using this power.

Thus, you couldn't make a castle look like a hovel, but you could make it look like a different castle, or a rough hillock of approximately the same size.

If this power is used to distract an enemy manifester who is attempting to use his powers, the enemy must make a Concentration check as if being grappling or pinned.

Because you override a victim's senses, you can fool a victim who is using *true seeing* or some other method of gathering information, assuming you know that the victim is actively using such an effect and you can maintain concentration.

Augment: For every 2 additional power points you spend, this power can affect an additional target.

Any additional target cannot be more than 15 feet from another target of the power.

ID INSINUATION

Telepathy (Compulsion) [Mind-Affecting]

Level: Psion/wilder 2

Display: Auditory

Manifesting Time: 1 standard action

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

Target: One creature

Duration: Concentration + 1 round

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

As *confusion* (page 212 of the *Player's Handbook*), except as noted here.

Swift tendrils of thought disrupt the unconscious mind of any one creature, sapping its might.

As long as the manifester remains concentrating fully on this power, the subject is *confused*, making it unable to independently determine it will do.

Roll on the following table at the beginning of each of the subject's turns to see what the subject does in that round.

d%	Behavior
01–10	Attack manifester with melee or ranged weapons (or move toward manifester if attack is not possible).
11–20	Act normally.
21–50	Do nothing but babble incoherently.
51–70	Flee from manifester at top possible speed.
71–100	Attack nearest creature (for this purpose, a psicrystal counts as part of the subject's self).

Augment: For every 2 additional power points you spend, this power's save DC increases by 1, and the power can affect an additional target.
Any additional target cannot be more than 15 feet from another target of the power.

INFLICT PAIN

Telepathy [Mind-Affecting]

Level: Psion/wilder 2

Display: Mental

Manifesting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Will partial; see text

Power Resistance: Yes

Power Points: 3

You telepathically stab the mind of your foe, causing horrible agony.

The subject suffers wracking pain that imposes a –4 penalty on attack rolls, skill checks, and ability checks.

If the target makes its save, it takes only a –2 penalty.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1, and the power can affect an additional target.

Any additional target cannot be more than 15 feet from another target of the power.

INSANITY

Telepathy (Compulsion) [Mind-Affecting]

Level: Psion/wilder 7

Display: Mental

Manifesting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 13

As *confusion* (page 212 of the *Player's Handbook*), except as noted here.

Creatures affected by this power are permanently *confused* and constantly behave randomly.

Roll on the following table at the beginning the subject's turn each round to see what the subject does in that round.

d%	Behavior
01–10	Attack manifester with melee or ranged weapons (or move toward manifester if attack is not possible).
11–20	Act normally.
21–50	Do nothing but babble incoherently.
51–70	Flee from manifester at top possible speed.
71–100	Attack nearest creature (for this purpose, a psicrystal counts as part of the subject's self).

Only *psychic surgery*, *reality revision*, and other similarly extreme measures can restore the subject's sanity.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1, and the power can affect an additional target.

Any additional target cannot be more than 15 feet from another target of the power.

MENTAL DISRUPTION

Telepathy [Mind-Affecting]

Level: Psion/wilder 2

Display: Mental

Manifesting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius spread centered on you

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

You generate a mental wave of confusion that instantly sweeps out from your location.

All creatures you designate in the affected area (you can choose certain creatures to be unaffected) must make a Will save or become dazed for 1 round.

Augment: You can augment this power in one or both of the following ways.

1. For every 2 additional power points you spend, this power's save DC increases by 1.

2. For every 2 additional power points you spend, this power's range and the radius of its area both increase by 5 feet.

METACONCERT

Telepathy [Mind-Affecting]

Level: Psychic warrior 5, telepath 5

Display: Visual; see text

Manifesting Time: 1 minute

Range: 20 ft.

Target: You and up to nine other willing psionic creatures in range

Duration: 1 min./level (D)

Power Points: 9

You link your psychic might with other psionic creatures, creating an entity more powerful than the sum of its parts. When you manifest this power, a number of power points you designate flows from each participant into a collective pool.

Thus, if ten psionic characters each contribute 10 power points, the initial total of the pooled power points is 100. One individual is chosen as the *metaconcert* conductor by mutual consent of the other participants (this is usually the manifester, but doesn't have to be).

Until the power ends, this conductor directs the efforts of the group.

Misty strands of glowing power link the brows of all the participants in a complex and shifting pattern.

All the powers of each participant are known to the mental entity created with *metaconcert* (which is under the conductor's command).

This entity can't take any more actions than a normal individual, but it manifests all its powers more effectively. Each participant contributing to the entity provides a cumulative +1 bonus to save DCs that apply when manifesting a power or using a psi-like ability. Likewise, each individual provides a cumulative +1 bonus when the entity makes its own saving throws in response to powers or psi-like abilities.

If the psionic entity takes ability damage from a psionic attack, such as *mind thrust*, the total is divided among all the members as determined by the conductor (so, if a ten-person group took 3 points of ability damage, the conductor could select three different participants to each take 1 point of damage).

If the entity manifests a power that has an XP cost, all the participants pay an equal share (the conductor pays the remainder if the cost can't be divided evenly).

Once linked, the participants must remain within a 20-foot-radius area, and as a group can move at a speed of 10 feet.

If a participant moves outside the 20-foot-radius area occupied by the others (whether willingly or involuntarily), that individual drops out of the group, and the power point pool of the *metaconcert* is instantly recalculated.

All participants who leave before a *metaconcert* ends or is dismissed reclaim a number of power points equal to the current power point pool divided by the number of members.

If the conductor drops out, the power ends.

For example, if a participant left a *metaconcert* composed of eight individuals, he would reclaim 1/8 of the power points currently in the pool (round down).

That same number of points is removed from the power point pool.

When a *metaconcert* ends normally or is dismissed, remaining power points in the pool are divided among all

the participants (the conductor receives the remainder if the points can't be divided evenly).

Augment: For every additional power point you spend, this power's duration increases by 1 minute.

MICROCOSM

Telepathy (Compulsion) [Mind-Affecting]

Level: Psion/wilder 9

Display: Material

Manifesting Time: 1 standard action

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

Target or Area: One creature; or one or more creatures within a 15-ft.-radius sphere

Duration: Instantaneous

Saving Throw: None

Power Resistance: Yes

Power Points: 17

This power enables you to warp the consciousness and senses of one or more creatures, sending the victim into a catatonic state.

When *microcosm* is manifested, you can target either a single creature within range or a group of creatures all located within the power's area.

Single Target: If *microcosm* targets a single creature, that creature's senses are pinched off from the real world if it currently has 100 or fewer hit points.

The subject's senses are all completely fabricated from within its own mind, though it may not realize this.

In reality, the subject sprawls limply, drooling and mewling, and eventually dies of thirst and starvation without care.

The subject lives within its own made-up world until the time of its actual death.

Area Effect: If *microcosm* is manifested on an area, it sends all affected creatures into a shared catatonia (the world is a construct, but within the world, the victims can interact with each other).

It affects only creatures that currently have 30 or fewer hit points, and only up to a total of 300 hit points of such creatures.

The power affects creatures with the lowest hit point totals first.

(Creatures with negative hit points count as having 0 hit points).

Manifesting *microcosm* a second time on an affected creature turns its sensory pathways outward once more.

Otherwise, only very potent powers (such as *psychic surgery* or *reality revision*) or similar effects (such as *miracle* or *wish*) can undo the mental crosswiring that this power brings about.

Augment: For every additional power point you spend, the number of individual and group hit points the power can affect increases by 10.

For example, if you spend 2 additional points, the single target version of the power affects a creature that currently has 120 or fewer hit points, and the area effect version is usable against creatures that each currently have 50 or fewer hit points, up to a total of 320 hit points of such creatures.

MIND BLANK, PERSONAL

Telepathy [Mind-Affecting]

Level: Psion/wilder 7, psychic warrior 6

Display: Olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: One day

Power Points: Psion/wilder 13, psychic warrior 11

As *psionic mind blank* (see below), except as noted here.

MIND BLANK, PSIONIC

Telepathy [Mind-Affecting]

Level: Psion/wilder 8

Display: Olfactory

Manifesting Time: 1 standard action

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

Target: One creature

Duration: One day

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 15

The subject is protected from all devices, powers, and spells that detect, influence, or read emotions or thoughts.

This power protects against powers with the mind-affecting or scrying descriptors.

Psionic mind blank even foils *bend reality*, *limited wish*, *miracle*, *reality revision*, and *wish* when they are used in such a way as to affect the subject's mind or to gain information about it (however, *metafaculty* can pierce the protective quality of *psionic mind blank*).

In the case of *remote viewing* or scrying that scans an area the creature is in, the effect works but the creature simply isn't detected.

Remote viewing (scrying) attempts that are targeted specifically at the subject do not work at all.

MIND PROBE

Telepathy (Charm) [Mind-Affecting]

Level: Telepath 5

Display: Auditory, material, and visual

Manifesting Time: 1 minute

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

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will partial; see text

Power Resistance: Yes

Power Points: 9

All the subject's memories and knowledge are accessible to you, from memories deep below the surface to those still easily called to mind.

You can learn the answer to one question per round, to the best of the subject's knowledge.

If the subject succeeds on a Will save, it is not required to answer the question; however, making a save does not end the power.

You can ask the subject a new question (or the same question) in subsequent rounds for as long as the power's duration persists.

You can probe a sleeping subject and automatically get an answer to your question.

If the subject then succeeds on a Will save, it wakes after providing the answer and thereafter can resist answering by making Will saves as described above.

Subjects that do not wish to be probed can attempt to move beyond the power's range, unless they are somehow hindered.

You pose the questions telepathically, and the answers to those questions are imparted directly to your mind.

You and the subject do not need to speak the same language, though less intelligent creatures may yield up only appropriate visual images in answer to your questions.

MIND SEED

Telepathy (Compulsion) [Evil, Mind-Affecting]

Level: Telepath 8

Display: Mental

Manifesting Time: 1 standard action

Range: Touch

Target: One touched Medium or smaller humanoid

Duration: Instantaneous; see text

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 15, XP

You impress the totality of your psyche into a subject's subconscious.

If successfully implanted, the seed of your mind "germinates" over the period of one week.

During this time, the subject begins to unconsciously take on your mannerisms.

For instance, if you habitually mutter, "Sure, sure, sure", this same litany is soon heard from the subject's lips, though it is not uttered consciously.

When integration is complete (after one week), the subject becomes you in mind as you were when you manifested the power, but the subject's level is eight lower than your own. (In effect, the subject has received eight negative levels—but these are negative levels that can't be removed).

The subject does not have any of your physical ability scores or equipment, but does have the Intelligence, Wisdom, and Charisma scores you had when you were eight levels lower.

The subject also knows the powers you knew when you were eight levels lower.

While the subject is initially your mental duplicate, the two personalities diverge over time.

Although the subject starts off with memories of your experiences, it possesses its original "soul" and physical body and is free to develop its own personality based on its own new experiences.

Thus, the subject is not your slave or servant, but instead a nonplayer character in its own right that shares your earlier memories.

Protection from evil or a similar spell or power can prevent you from implanting *mind seed*, or prevent a seed from germinating while the protective power lasts.

Otherwise, a germinating seed can be removed (prior to germination) only by *psychic surgery*, *reality revision*, or similarly high-level effects.

Manifesting *mind seed* again during the germination period also cleanses the subject's mind.

XP Cost: 3,000 XP.

MIND SWITCH

Telepathy [Mind-Affecting]

Level: Telepath 6

Display: Visual

Manifesting Time: 1 round

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

Targets: You and one other creature

Duration: 10 min./level

Saving Throw: Will negates; see text

Power Resistance: Yes

Power Points: 11, XP

You can attempt to take control of a nearby living creature, forcing your mind (and soul) into its body, and its mind into your body.

You can target any creature whose Hit Dice are equal to or less than your manifester level.

You possess the target's body and force the creature's mind into your body unless it succeeds on a Will save.

You can move your mind back into your own body whenever you desire, which returns the subject's mind to its own body and ends the power.

If the manifestation succeeds, your life force occupies the host body, and the host's life force takes over yours.

You can call on rudimentary or instinctive knowledge of the subject creature, but not upon its acquired or learned knowledge (such as skills and feats it possesses).

The same is true for the subject in your body.

The *mind switch* brings about the following changes.

- You gain the type of your assumed body.
 - You gain the Strength, Dexterity, and Constitution scores of your assumed body.
 - You gain the natural armor, natural attacks, movement, and other simple physical characteristics of your assumed body.
 - You gain the extraordinary special attacks and qualities of your assumed body, but you do not gain supernatural or spell-like abilities.
 - You gain the possessions and equipment of your assumed body.
 - You retain your own hit points, saving throws (possibly modified by new ability scores), class abilities, supernatural and spell-like abilities, spells and powers, and skills and feats (although skill checks use your new ability scores, and you may be temporarily unable to use feats whose requirements you do not meet in your new body).
- Supernatural abilities that require a certain body part, such as a beholder's eye rays or a dragon's breath weapon, may be unavailable in your new form.
- For example, if you were a 10th-level human psion with 70 hit points who used *mind switch* on a 1st-level goblin warrior with 4 hit points, you are now a goblin psion with 70 hit points in the goblin's body, and your target is now a 1st-level human warrior with 4 hit points in your natural body.

(When using this power, you should be careful about whom or what you allow to occupy your natural body, and what you let the subject do with it).

If either body is killed while the power is in effect, the other participant also dies when the power ends.

If one participant's body becomes petrified, imprisoned by *temporal stasis* or *imprisonment*, or incapacitated in some other way, the other participant will be incapacitated in that way when the power ends.

A targeted *dispel psionics* (or similar spells or effects) successfully manifested on either participant causes both minds to return to their original bodies.

XP Cost: 100 XP.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

MIND SWITCH, TRUE

Telepathy [Mind-Affecting]

Level: Telepath 9

Manifesting Time: 1 minute

Duration: Instantaneous

Saving Throw: Will negates; see text

Power Resistance: Yes

Power Points: 17, XP

As *mind switch*, except as noted here.

You permanently exchange bodies with the subject.

Since this power's duration is instantaneous, you cannot be forced to return to your natural body by means of *dispel psionics*, an *antimagic field*, or a similar effect.

If the subject's body dies while you are in it, you are dead.

The subject immediately loses one level, but otherwise survives the experience in your natural body.

If your natural body dies while the subject is in it, you immediately lose one level, but you likewise survive the experience in your new body.

Your "natural" body is always considered to be the last one you switched out of.

If you exchange bodies with a chain of multiple subjects, you need worry only about the welfare of the last body you switched with.

In other words, if your mind is expelled from your current body, your mind returns to the last body you switched with, not to your original body.

Similarly, if your original body dies but you have since switched minds with a second subject, you take no penalty. You lose a level only if the body you inhabited immediately prior to your current body is killed.

XP Cost: 10,000 XP.

MIND THRUST

Telepathy [Mind-Affecting]

Level: Psion/wilder 1

Display: Auditory

Manifesting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

You instantly deliver a massive assault on the thought pathways of any one creature, dealing 1d10 points of damage to it.

Augment: For every additional power point you spend, this power's damage increases by 1d10 points.

For each extra 2d10 points of damage, this power's save DC increases by 1.

MIND TRAP

Telepathy [Mind-Affecting]

Level: Psion/wilder 3
Display: Auditory
Manifesting Time: 1 immediate action
Range: Personal
Target: You
Duration: 1 round
Saving Throw: None
Power Resistance: Yes (harmless)
Power Points: 5

You set up a trap in your mind against psionic intruders. Anyone who attacks you with a telepathy power immediately loses 1d6 power points. This power's effect does not negate the power that is currently being used against you. You can manifest this power instantly, quickly enough to gain its benefit in an emergency. Manifesting the power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You can use this power even when it is not your turn.
Augment: For every additional power point you spend, this power's duration increases by 1 round.

MINDLINK

Telepathy [Mind-Affecting]
Level: Telepath 1
Display: Mental
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels); see text
Targets: You and one other willing creature within range that has an Intelligence score of 3 or higher
Duration: 10 min./level
Saving Throw: None; see text
Power Resistance: Yes (harmless)
Power Points: 1

You forge a telepathic bond with your target. You can communicate telepathically through the bond even if you do not share a common language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another).
Augment: You can augment this power in one or both of the following ways.
1. If you spend 4 additional power points, you can attempt to create a telepathic bond with a creature that is not willing (Will save negates).
2. For every additional power point you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

MINDLINK, THIEVING

Telepathy [Mind-Affecting]
Level: Telepath 4
Duration: 10 min./level (D)
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 7
As *mindlink*, except that if the target is a psionic character or creature that knows powers, you can temporarily borrow

a power of your choice (you are aware of what powers the subject knows, up to the highest level of power you can manifest). Borrowing the subject's power is a separate standard action that provokes an attack of opportunity. If that attack succeeds, the mental communication provided by this power ends immediately. The borrowed power fades from the subject's awareness and appears within your own. You can now spend power points to manifest the borrowed power just as if it were one of your powers known. You maintain knowledge of the borrowed power until the duration of your *thieving mindlink* expires, at which time you lose knowledge of the power and the power reappears in the mind of the subject, no matter how far from you the subject is. Even if the subject is slain, you lose knowledge of the borrowed power when this power's duration expires.
Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

MINDWIPE

Telepathy [Mind-Affecting]
Level: Psion/wilder 4
Display: Auditory, mental, and visual
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude negates
Power Resistance: Yes
Power Points: 7
You partially wipe your victim's mind of past experiences, bestowing two negative levels upon it. If the subject has at least as many negative levels as Hit Dice, it dies. If the subject survives, each negative level gives it several disadvantages (see page 310 of the *Player's Handbook*). In addition, for each negative level it gains, a psionic creature loses knowledge of one power from its highest available level, and a number of power points from its maximum power point total sufficient to manifest that power. The effects of multiple negative levels stack. If the subject survives, it loses these two negative levels after 1 hour. (No Fortitude save is necessary to avoid gaining the negative level permanently).
Augment: You can manifest this power in one or both of the following ways.
1. For every 2 additional power points you spend, this power's save DC increases by 1.
2. For every 3 additional power points you spend, this power bestows an additional negative level on the subject.

MISSIVE

Telepathy [Mind-Affecting, Language-Dependent]
Level: Psion/wilder 1
Display: Mental
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature

Effect: Mental message delivered to subject

Saving Throw: None

Power Resistance: Yes

Power Points: 1

You send a telepathic message of up to ten words to any living creature within range.

Missive is strictly a one-way exchange from you to the subject.

If you do not share a common language, the subject "hears" meaningless mental syllables.

Augment: For every 2 additional power points you spend, this power's range increases by 5 feet and its save DC increases by 1.

MISSIVE, MASS

Telepathy [Mind-Affecting, Language-Dependent]

Level: Psion/wilder 2

Display: Mental

Manifesting Time: 1 standard action

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

Targets: All creatures in a 400 ft. + 40 ft./level radius centered on you; see text

Effect: Mental message delivered to subjects

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 3

You send a telepathic message of up to twenty-five words to all creatures within range.

You can include or exclude from this broadcast any creature you can see, as well as any creature that you know or know of.

Mass missive is strictly a one-way exchange from you to the subjects.

If you do not share a common language, the subjects "hear" meaningless mental syllables.

Augment: For every 2 additional power points you spend, this power's range increases by 40 feet and its save DC increases by 1.

MODIFY MEMORY, PSIONIC

Telepathy (Compulsion) [Mind-Affecting]

Level: Telepath 4

Display: Mental

Manifesting Time: 1 standard action

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

Target: One creature

Duration: Permanent

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 7

As *modify memory* (page 255 of the *Player's Handbook*), except as noted here.

PERSONALITY PARASITE

Telepathy [Mind-Affecting]

Level: Psion/wilder 4

Display: Auditory and visual

Manifesting Time: 1 standard action

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

Target: One Medium or smaller humanoid

Duration: 1 round/level (D)

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 7

You attempt to briefly partition the mind of your foe, calving off a minor personality that is antagonistic to the main personality.

The parasitic personality functions with complete autonomy from the main personality.

It does not control the body physically, but it can take one standard action each round that is purely mental, such as manifesting a power, in the same turn that the subject takes its normal actions.

The parasitic personality manifests powers using the subject's power point reserve and known powers, but can only manifest powers three or more levels lower than the highest level of power the subject can normally manifest. Thus, if the highest level of power the subject can normally manifest is 3rd level or lower, the parasitic personality cannot manifest any powers.

The parasitic personality actively attempts to manifest powers that negatively impact the subject, using the highest-level powers possible (so as to deplete the subject's power point reserve), and the most deadly to the subject?. You do not have control over what the parasitic personality does (it is under the DM's control), though it always works against the interest of the subject.

Both minds communicate with each other telepathically.

If a creature is targeted by a compulsion or charm effect while under the effect of this power, it can make a second saving throw if the first one fails.

If both saving throws fail, then this power ends and the creature is affected by the charm or compulsion effect.

The parasitic personality does not gain any advantages if the main personality is subjected to a *haste* or *schism* effect.

POWER LEECH

Telepathy (Compulsion) [Mind-Affecting]

Level: Psion/wilder 4

Display: Visual; see text

Manifesting Time: 1 standard action

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

Target: Any psionic creature

Duration: Concentration, up to 1 round/level; see text

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 7

Your brow erupts with an arc of crackling dark energy that connects with your foe, draining it of 1d6 power points and adding 1 of those points to your reserve (unless that gain would cause you to exceed your maximum).

The drain continues in each round you maintain concentration while the subject of the drain remains in range.

If the subject is drained to 0 power points, this power ends. Concentrating to maintain *power leech* is a full-round action (you can take no other actions aside from a 5-foot step) instead of a standard action.

PSIONIC BLAST

Telepathy [Mind-Affecting]

Level: Psion/wilder 3

Display: Auditory

Manifesting Time: 1 standard action

Range: 30 ft.

Area: 30-ft. cone-shaped burst

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 5

The air ripples with the force of your mental attack, which blasts the minds of all creatures in range.

Psionic blast stuns all affected creatures for 1 round.

Augment: For every 2 additional power points you spend, the duration of the stun effect increases by 1 round.

PSYCHIC CHIRURGERY

Telepathy [Mind-Affecting]

Level: Telepath 9

Display: Auditory, mental, and visual

Manifesting Time: 10 minutes

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 17, XP; see text

You can repair psychic damage or grant another creature knowledge of powers you know, depending on the version of this power you manifest.

Repair Psychic Damage: You can remove any compulsions and charms (such as *crisis of breath* and *death urge*) affecting the subject.

In fact, you can remove any instantaneous or permanent effect caused by a psychic power with *psychic surgery*. Unlike with *aura alteration*, these effects end or are negated as soon as this power is manifested, with no need for another saving throw.

You can remove all negative levels affecting the subject, regardless of how it lost those levels, restoring it to the highest level it had previously attained.

Also, you can restore levels lost to energy drain or a similar effect if the level drain occurred within a number of hours equal to your manifester level.

You can also remove all psionic effects penalizing the subject's ability scores, heal all ability damage, and remove any ability drain affecting the subject.

Psychic surgery negates all forms of insanity, confusion, the effect of such powers as *microcosm*, and so on, but it does not restore levels or Constitution points lost due to death.

Transfer Knowledge: If desired, you can use this power to directly transfer knowledge of a power you know to another psionic character.

You can give a character knowledge of a power of any level that she can manifest, even if the power is not normally on the character's power list.

Knowledge of powers gained through *psychic surgery* does not count toward the maximum number of powers a character can know per level.

XP Cost: Each time you use *psychic surgery* to implant knowledge of a power in another creature, you pay an XP cost equal to 1,000 × the level of the power implanted.

If you and the subject are both willing to do so, you can split this cost evenly.

PSYCHIC CRUSH

Telepathy [Mind-Affecting]

Level: Psion/wilder 5

Display: Auditory

Manifesting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will partial; see text

Power Resistance: Yes

Power Points: 9

Your will abruptly and brutally crushes the mental essence of any one creature, debilitating its acumen.

The target must make a Will save with a +4 bonus or collapse unconscious and dying at -1 hit points.

If the target succeeds on the save, it takes 3d6 points of damage.

Augment: For every 2 additional power points you spend, this power's damage increases by 1d6 points.

PSYCHIC REFORMATION

Telepathy [Mind-Affecting]

Level: Psion/wilder 4

Display: Auditory, mental, and visual

Manifesting Time: 10 minutes

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

Target: One creature

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 7, XP; see text

When this power is manifested, the subject can choose to spend its most recently gained skill points differently (picking new skills and abandoning old ones if it chooses) and to choose a different feat from the one it selected when advancing from its previous level to its current level.

The subject can also choose to forget powers it acquired when advancing to its current level, replacing them with new ones.

The subject can undo decisions of these sorts that were made at lower levels, if both the subject and the manifester agree to pay the necessary XP before this power is manifested (see below).

The subject must abide by the standard rules for selecting skills and feats, and so it cannot take feats for which it doesn't qualify or take cross-class skills as class skills.

For instance, a subject, upon attaining her current level, put 2 skill points into Spot and chose the Dodge feat as part of her benefits for level advancement.

She has since decided that she would rather have put 2 points in Autohypnosis and taken the Burrowing Power metapsionic feat instead.

After this power is manifested on her, she can reverse her earlier decisions.

She could also choose to change the power or powers she learned when reaching her current level, but she is happy with her original decision, and so does not change her powers known.

XP Cost: This power costs 50 XP to manifest to reformat choices made when the character reached her current level. For each additional previous level into which the revision reaches, the power costs an additional 50 XP.

The manifester and subject split all XP costs evenly.

READ THOUGHTS

Telepathy [Mind-Affecting]

Level: Telepath 2

Display: Mental

Manifesting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation centered on you

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

Saving Throw: Will negates; see text

Power Resistance: No

Power Points: 3

You know the surface thoughts of the mind of any creature in the area that fails a Will save.

A target that succeeds on its save is not affected by this manifestation of the power, even if it leaves the area and then reenters the area before the duration expires.

Creatures of animal intelligence have simple, instinctual thoughts that you can pick up.

If you read the thoughts of a creature with an Intelligence of 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round and the power ends.

This power does not let you pinpoint the location of an affected mind if you don't have line of sight to the subject.

Each round, you can turn to use this power in a new area.

The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

SCHISM

Telepathy [Mind-Affecting]

Level: Telepath 4

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: 7

Your mind splits into two independent parts.

Each part functions in complete autonomy, like two characters in one body.

Your new "second mind" does not control your body physically but is free to take one standard action in each round if the action is purely mental (such as manifesting a power) in the same round you take your normal actions.

Your second mind can manifest powers using your power point reserve, but only as if your manifester level were six lower than it is.

Thus, if your manifester level is 8th, your second mind has a manifester level of 2nd, limiting the number of power points you can spend with your second mind to 2.

Your second mind doesn't provoke attacks of opportunity when manifesting a power, because doing so doesn't distract your primary mind.

Your second mind takes its first action on your turn in the round after *schism* is manifested.

Both your minds communicate with each other telepathically.

If you are subject to a compulsion or charm effect while you are of two minds, make a second saving throw if you fail the first.

If you fail both, then the *schism* ends and you are affected normally by the power.

If you fail just one, the *schism* ends immediately, but you are not subject to the compulsion or charm.

Your second mind does not gain any advantages if you are subject to a *haste* effect, although you gain the overall standard benefits.

SENSE LINK

Telepathy [Mind-Affecting]

Level: Psion/wilder 1

Display: Visual

Manifesting Time: 1 standard action

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

Target: One willing creature

Duration: Concentration, up to 1 min./level

Power Points: 1

You perceive what the subject creature perceives using its sight, hearing, taste, or smell.

Only one sense is linked, and you cannot switch between senses with the same manifestation.

For example, you could see what the subject sees, or hear what it hears, or taste what it tastes, and so on.

You make any skill checks involving senses, such as Spot or Listen, as the subject, and only within the subject's field of view.

You lose your Dexterity bonus to AC while directly sensing what the subject senses.

Most manifesters choose to link to the subject's vision, taste, or hearing.

Once *sense link* is manifested, the link persists even if the subject moves out of the range of the original manifestation (but the link does not work across planes).

You do not control the subject, nor can you communicate with it by means of this power.

The strength of the subject's linked sense could be enhanced by other powers or items, allowing you the same enhanced sense.

You are subject to any gaze attack affecting the subject creature (if you linked vision).

If you are blinded or deafened, or suffer some other sensory deprivation, the linked creature functions as an independent sensory organ, and provides you the benefit of the linked sense from its perspective while this power's duration lasts.

Augment: You can augment this power in one or both of the following ways.

1. If you spend 2 additional power points, you can have the subject perceive one of your senses instead of the other way around.
2. If you spend 4 additional power points, you can link to a second sense of the same subject.

SENSE LINK, FORCED

Telepathy [Mind-Affecting]

Level: Psion/wilder 2

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

As *sense link*, except you can use this power on any creature (willing or unwilling), and this power can't be augmented.

SHATTER MIND BLANK

Telepathy

Level: Psion/wilder 5

Display: Olfactory

Manifesting Time: 1 standard action

Range: 30 ft.

Area: 30-ft.-radius burst centered on you

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 9

This power can negate a *psionic mind blank* or a *personal mind blank* affecting the target.

If the target fails its save and does not overcome your attempt with its power resistance, you can shatter the mind blank by making a successful check (1d20 + your manifester level, maximum +20) against a DC equal to 11 + the manifester level of the creator of the *mind blank* effect. If you succeed, the *psionic mind blank* or *personal mind blank* ends, allowing you to affect the target thereafter with mind-affecting powers.

SOLICIT PSICRYSTAL

Telepathy

Level: Psion/wilder 3

Display: Auditory

Manifesting Time: 1 swift action

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

Target: Your psicrystal

Duration: 1 round/level (D)

Saving Throw: No

Power resistance: No

Power Points: 5

Your psicrystal takes over the responsibility of maintaining concentration on any single power you have manifested and are concentrating on.

While maintaining this concentration, the psicrystal is limited to move actions in each round, as normal.

When the duration of *solicit psicrystal* expires, the power you transferred to the psicrystal ends (even if this would mean that the power ends earlier than normal).

If necessary, the psicrystal makes Concentration checks using your Concentration modifier.

You can manifest this power (and transfer the responsibility) with an instant thought, quickly enough to gain the benefit of the power before you take any other actions in a round.

Manifesting the power is a swift action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

You cannot manifest this power when it isn't your turn.

Augment: For every additional power point you spend, this power's maximum duration increases by 1 round.

SUGGESTION, PSIONIC

Telepathy (Compulsion) [Mind-Affecting, Language-Dependent]

Level: Telepath 2

Display: Auditory

Manifesting Time: 1 standard action

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

Target: One creature

Duration: 1 hour/level or until completed

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

As *suggestion* (page 285 of the *Player's Handbook*), except as noted here.

Augment: For every 2 additional power points you spend, this power can affect an additional target.

Any additional target cannot be more than 15 feet from another target of the power.

TELEPATHIC PROJECTION

Telepathy (Charm) [Mind-Affecting]

Level: Psion/wilder 1

Display: Visual

Manifesting Time: 1 standard action

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

Target: One creature

Duration: 1 min./level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

You alter the subject's mood, adjusting its attitude toward you by one step in a positive direction.

For instance, an unfriendly creature can be made indifferent, or a hostile creature unfriendly (see *Influencing NPC Attitudes*, page 72 of the *Player's Handbook*).

You can grant a +4 bonus on your own (or others') Bluff, Diplomacy, Intimidate, Perform, or Sense Motive checks involving the affected creature.

THOUGHT SHIELD

Telepathy [Mind-Affecting]

Level: Psion/wilder 2, psychic warrior 2

Display: Auditory

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round

Power Points: 3

You fortify your mind against intrusions, gaining power resistance 13 against all mind-affecting powers.

You can manifest this power instantly, quickly enough to gain its benefits in an emergency.

Manifesting the power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

You can use this power even when it's not your turn.

Augment: For every additional power point you spend, this power's duration increases by 1 round, and the power resistance it provides increases by 1 point.

TONGUES, PSIONIC

Telepathy [Mind-Affecting]

Level: Psion/wilder 2

Display: None

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

Power Points: 3

As *tongues* (page 294 of the *Player's Handbook*), except as noted here.

This power does not enable you to speak with creatures immune to mindaffecting powers.

TOWER OF IRON WILL

Telepathy [Mind-Affecting]

Level: Psion/wilder 5

Display: Auditory

Manifesting Time: 1 immediate action

Range: 10 ft.

Area: 10-ft.-radius emanation centered on you

Duration: 1 round

Saving Throw: None (harmless)

Power Resistance: Yes (harmless)

Power Points: 9

You generate a bastion of thought so strong that it offers protection to you and everyone around you, improving the self-control of all.

You and all creatures in the power's area gain power resistance 19 against all mindaffecting powers.

You can manifest this power instantly, quickly enough to gain its benefits in an emergency.

Manifesting the power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

You can use this power even when it is not your turn.

Augment: For every additional power point you spend, this power's duration increases by 1 round and the power resistance it provides increases by 1 point.

ULTRABLAST

Telepathy [Mind-Affecting]

Level: Psion/wilder 7

Display: Auditory; see text

Manifesting Time: 1 standard action

Range: 15 ft.

Area: 15-ft.-radius spread centered on you

Duration: Instantaneous

Saving Throw: Will half

Power Resistance: Yes

Power Points: 13

You "grumble" psychically (which both psionic and nonpsionic creatures can detect), then release a horrid shriek from your subconscious that disrupts the brains of all enemies in the power's area, dealing 13d6 points of damage to each enemy.

Augment: For every additional power point you spend, this power's damage increases by 1d6 points.

FROSTBURN (3.5)

PSYCHOKINESIS

ENERGY EMANATION

Psychokinesis [see text]

Level: Psion/wilder 2, psychic warrior 2

Display: Visual

Manifesting Time: 1 standard action

Range: 5 ft.

Target: 5-ft.-radius emanation, centered on you

Duration: 1 round/level

Saving Throw: Fortitude half

Power Resistance: Yes

Power Points: 3

You expel concentrated energy from your body, dealing 1d6 points of energy damage to all creatures within the area every round.

Creatures in the area must make a new Fortitude save each round.

The energy is the type you choose: cold, electricity, fire, or sonic.

Once chosen, you emanate the same energy type for the power's duration.

Cold: This energy type deals +1 point of damage per die.

Electricity: This energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: This energy type deals +1 point of damage per die.

Sonic: This energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every 3 additional power points you spend, this power's damage increases by one die (d6).

For each extra die of damage, this power's save DC increases by 1.

ENERGY FLASH

Psychokinesis [see text]

Level: Psion/wilder 4

Display: Visual

Manifesting Time: 1 standard action

Range: Touch

Target: Touched creature, or up to 1 cu. ft. of water/level

Duration: Instantaneous

Saving Throw: Fortitude half

Power Resistance: Yes

Power Points: 7

On a successful touch attack, you deal 7d6 points of damage to the creature touched, doing either cold, electricity, fire, or sonic damage.

In addition to the energy damage, on a failed Fortitude save (the same save that determines full or half damage), a target is dazed for 1 round.

Cold: This energy type deals +1 point of damage per die.

Electricity: This energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: This energy type deals +1 point of damage per die.

Sonic: This energy type deals –1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6).

For each extra two dice of damage, this power's save DC increases by 1.

ENERGY NULLIFICATION FIELD

Psychokinesis [see text]

Level: Kineticist 5

Display: Visual and auditory

Manifesting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius emanation, centered on you

Duration: 10 min./level (D)

Saving Throw: None

Power Resistance: See text

Power Points: 9

An invisible field of energy surrounds you.

This power functions like *null psionics field*, but applies only to powers with the energy descriptor you choose when you first manifest this power: cold, electricity, fire, or sonic.

PSYCHOMETABOLISM

MIND OVER ENERGY

Psychometabolism

Level: Psion/wilder 6, psychic warrior 6

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None

Power Resistance: No

Power Points: 11

You mentally reinforce your living tissue with pure psionic will, gaining immunity to the energy type you choose for the duration of the power: cold, electricity, fire, or sonic.

SLOW BREATHING

Psychometabolism

Level: Psion/wilder 1, psychic warrior 1

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level

Saving Throw: None (harmless)

Power Resistance: No (harmless)

Power Points: 1

You reduce the need for oxygen in your body, increasing your ability to become acclimated to the thin air of high altitude.

You gain a +4 competence bonus on saving throws against altitude sickness (see page 90 of the *Dungeon Master's Guide*).

Augmentation: For every additional power point you spend, the competence bonus increases by 2.

MAGIC OF INCARNUM (3.5)

METACREATIVITY

INCARNUM FUSION

Metacreativity

Level: Psychic warrior 3, shaper 4

Display: Visual

Manifesting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: Psychic warrior 5, shaper 7

You gain damage reduction 2/adamantine, and your claws are treated as weapons of your alignment for the purpose of overcoming damage reduction.

Claws created by means of the power *claws of the beast*, or a similar spell or effect, can be affected by this power if you do not otherwise possess natural claw attacks.

Essentia: Every point of essentia invested in this power increases the damage reduction by 1 point.

Your claws also gain an enhancement bonus on attack rolls and damage rolls equal to the number of points of invested essentia.

SOUL CRYSTAL

Metacreativity

Level: Psion/wilder 7

Display: Material

Manifesting Time: 1 round

Range: 0 ft.

Effect: One soul-imbued crystal shard

Duration: 1 hour/level or until discharged

Saving Throw: None

Power Resistance: No

Power Points: 13

You call into being a shard of psionic crystal and entice the soul of a powerful psion not yet born to enter the shard.

You then imbue the soul crystal with a single power you know and can manifest, and a number of power points you expend from your power reserve (in addition to the points necessary to manifest *soul crystal* in the first place).

You can choose to bestow a number of power points up to twice your manifester level.

Any creature you give the created *soul crystal* to can then manifest the imbued power, using the power point reserve you bestowed in the crystal.

The wielder's manifester level is equal to your own manifester level when you create the crystal, so the wielder can choose to augment the power you implanted in the crystal (if manifester level and the *soul crystal*'s remaining power point reserve permit) or possibly use the power multiple times.

The imbued power can be manifested only by spending power points from the reserve you initially created when you made the *soul crystal*, so if you give the crystal to

another manifester, that character can't use her own power points to manifest the power in the *soul crystal*. Manifesting a power from the *soul crystal* is a standard action that provokes an attack of opportunity. The person using the *soul crystal* makes all decisions about targeting the imbued power, just as if she were a psion manifesting the power herself. The *soul crystal* persists until the duration of the power lapses or there are no longer sufficient power points remaining in the crystal's reserve to manifest the imbued power one time.

PSYCHOMETABOLISM

OPEN CHAKRA, PSIONIC

Psychometabolism

Level: Psion/wilder 4, psychic warrior 4

Display: Auditory, material

Manifesting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 24 hours

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 7

You use your psionic powers to pry open one chakra, allowing a creature to form a chakra bind that it otherwise could not.

You can open a creature's crown, feet, or hands chakra with this power.

A creature benefiting from this power can bind a soulmeld or magic item to his opened chakra just as if he had gained the ability to form a chakra bind from a feat or class feature.

Augment: If you spend 6 additional power points, you can open the subject's arms, brow, or shoulders chakra. If you spend 10 additional power points, you can open the subject's throat or waist chakra.

PSIONICS HANDBOOK (3.0)

CLAIRSENTIENCE

ANCHORED NAVIGATION

Clairsentience (Wis)

Level: Psion 4

Display: Ol, Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level

Saving Throw: None

Power Resistance: No

Power Points: 7

You know where you are in relation to a fixed starting point.

While the duration lasts, you are aware of your exact distance and route (physical or psychoportive) back to a fixed starting point.

You must designate the "anchored" starting point when you first manifest the power.

To designate other anchored starting points, you must manifest additional *anchored navigation* powers.

For instance, if you designated a starting point using this power before entering a maze, you can retrace your steps through the maze automatically while the power lasts.

This power also allows *teleport* to return you to the fixed point with no chance of error.

Moreover, this power allows normal telepathic communication with any receptive beings within a 60-foot radius of the fixed point, regardless of distance.

Use of *anchored navigation* is confined to the plane of existence where you manifest it.

AUGURY

Clairsentience (Wis)

Level: Psion 2

Display: Ol, Au

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 3

An *augury* can tell you whether a particular action will bring good or bad results for you in the immediate future. For example, if a parry is considering destroying a weird sea that closes a portal, an *augury* might determine whether it's a good idea.

The base chance for receiving a meaningful reply is 70% plus 1% per manifester level; the DM makes the roll secretly.

The DM may determine that the question is so straightforward that a successful result is automatic, or so vague as to have no chance of success.

If the augury succeeds, you get one of four results:

- "Weal" (if the action will probably bring good results).
- "Woe" (for bad results).
- "Weal and woe" (for both).
- "Nothing" (for actions that don't have especially good or bad results).

If the power fails, you get the "nothing" result.

A psion who gets the "nothing" result has no way to tell whether it resulted from a failed or successful *augury*.

The augury can see into the future only about half an hour so anything that might happen after that does not affect the *augury*.

Thus, it might miss the long-term consequences the contemplated action.

All *auguries* manifested by the same person about the same action use the same die to result as the first *augury*.

AURA SIGHT

Clairsentience (Wis)

Level: Psion 4

Display: Vi

Manifestation Time: 1 action

Range: 30 ft.

Area: 30-ft.-radius emanation, centered on you

Duration: Concentration, up to 10 minutes/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 7

You discern auras.

Auras are invisible to the naked eye, but to the psionic viewer appear as glowing halos or envelopes of colored light that surround all things.

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

1st round: Presence of good or evil auras in the area.

You can't pin an aura to a particular object or individual at this stage.

2nd round: Number of auras (creatures, objects, powers, or spells) in the area.

3rd round: The owner of each aura is revealed, unless the individual is somehow hidden.

If your character level is 5 or more levels below a target's actual experience level or HD, you are "overwhelmed" by its presence and stunned for 1 round, and the power ends. Of course, this also reveals something.

CLAIRAUDIENCE/CLAIRVOYANCE

Clairsentience (Wis)

Level: Psion 2

Display: Vi, Au

Manifestation Time: 1 action

Range: See text

Effect: Psionic sensor

Duration: 1 minute/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 3

Clairaudience/clairvoyance enables you to concentrate upon some locale and hear or see (your choice) almost as if you were there.

Distance is not a factor, but the locale must be known—a place familiar to you or an obvious one (such as behind a door, around a corner, in a copse of trees, and so on).

The power does not allow psionically enhanced senses to work through it.

If the chosen locale is magically or psionically dark, you see nothing.

If it is naturally pitch black, you can see in a 10-foot radius around the center of the power's effect.

Lead sheeting, magical protection (such as *antimagic field*, *mind blank*, or *nondetection*) or psionic protection (such as *null psionics field*) blocks the power, and you sense that the power is so blocked.

The power creates an invisible sensor, similar to that created by a *remote viewing* power, that can be dispelled or negated.

The power functions only on your current plane of existence.

COMBAT PRECOGNITION

Clairsentience (Wis)

Level: Psion 1/Psychic Warrior 1

Display: Vi, Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 1

Your awareness extends a fraction of a second into the future, allowing you to better evade an opponent's blows. You gain a +1 insight bonus to AC.

If you are caught flat-footed, this bonus to AC does not apply.

COMBAT PRESCIENCE

Clairsentience (Wis)

Level: Psion 2/Psychic Warrior 2

Display: Vi

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 3

Your awareness extends a fraction of a second into the future, allowing you to better land blows against your opponent.

You gain a +2 insight bonus on your attack roll.

DANGER SENSE

Clairsentience (Wis)

Level: Psion 3/Psychic Warrior 3

Display: Vi

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 5

You can sense the presence of danger before your Sense would normally allow it.

Your intuitive sense alerts you to danger from traps, giving you a +4 insight bonus on Reflex saves to avoid traps and a +4 insight bonus to AC against attacks by traps.

DARKVISION

Clairsentience (Wis)

Level: Psion 2/Psychic Warrior 2

Display: Vi

Manifestation Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: None

Power Resistance: Yes (harmless)

Power Points: 3

The subject gains the ability to see 60 feet even in total darkness.

Darkvision is black and white only but otherwise like normal sight.

Darkvision does not grant one the ability to see in magical darkness.

DESTINY DISSONANCE

Clairsentience (Wis) [Mind-affecting]

Level: Psion 1

Display: Ma, Me

Manifestation Time: 1 action

Range: Touch

Target: Creature or object touched

Duration: Until discharged

Saving Throw: None

Power Resistance: Yes

Power Points: 1

Your mere touch grants your foe an imperfect, unfocused glimpse of the many possible futures in store.

Unused to and unable to process the information, the subject takes 1d8 points of subdual damage from the dissonance.

Your touch attack, charged with a psionic power, is treated as an armed attack.

DETECT POISON

Clairsentience (Wis)

Level: Psion 0

Display: Ol

Manifestation Time: 1 action

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

Target or Area: One creature, one object, or a 5-foot cube

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 1

You determine whether a creature, object, or area has been poisoned or is poisonous.

You can determine the exact type of poison with a successful Wisdom check (DC 20).

A character with the Alchemy skill may additionally try an Alchemy check at DC 20.

Note: The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

DETECT PSIONICS

Clairsentience (Wis)

Level: Psion 0/Psychic Warrior 0

Display: Vi, Au

Manifestation Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from you to the extreme of the range

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

Saving Throw: None

Power Resistance: No

Power Points: 1

You detect psionic auras.

The amount of information revealed depends on how long you study a particular area or subject:

1st Round: Presence or absence of psionic auras.

2nd Round: Number of different psionic auras and the strength of the strongest aura.

An overwhelming aura stuns you for 1 round and the power ends.

3rd Round: The strength and location of each aura.

If the items or creatures bearing the auras are in line of sight, you can make Psicraft checks to determine the discipline involved in each.

(Make one check per aura; DC 15 + power level, or 15 + half manifester level for a nonpower effect).

Psionic areas, multiple disciplines, or strong local psionic emanations may confuse or conceal weaker auras.

Aura Strength: An aura's psionic power and strength depend on a power's functioning power level or an item's manifester level.

Functioning Power Level	Item Manifester Level	Aura Strength
0-level or lingering aura	Lingering aura	Dim
1st-3rd	1st-5th	Faint
4th-6th	6th-11th	Moderate
7th-9th	12th-20th	Strong
Artifact or deity-level	Beyond mortal psionics	Overwhelming manifester

If an aura falls into more than one category, *detect psionics* indicates the stronger of the two.

Time Aura Lingers: How long the aura lingers depends on its original strength:

Original Strength	Duration
Faint	1d6 minutes
Moderate	1d6x10 minutes
Strong	1d6 hours
Overwhelming	1d6 hours

Note: Each round, you can turn to detect things in a new area.

You can tell the difference between magical and psionic auras.

The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

DETECT REMOTE VIEWING

Clairsentience (Wis)

Level: Psion 4

Display: Vi, Me

Manifestation Time: 1 action

Range: 120 ft.

Area: A 120-ft.-radius emanation centered on you

Duration: 24 hours

Saving Throw: None

Power Resistance: No

Power Points: 7

You immediately become aware of any attempt to observe you by means of *clairaudience/clairvoyance* or *remote viewing*. The power's effect radiates from you and moves as you move.

The power also reveals the use of other means of viewing, including magical scrying (unless the Psionics Are Different option is used).

You know the location of every psionic sensor within the power's area.

If the viewing attempt originates within the area, you also know its location.

If the attempt originates outside this range, you and the remote viewer immediately make opposed.

Remote View checks.

(A Remote View check is the same as an Intelligence check for a creature without the Remote View skill. If opposing magical scrying, your Remote View check is opposed by the opponent's Scry check.) If you at least match the remote viewer's result, you get a visual image of the remote viewer and a sense of the remote viewer's direction and distance from you (accurate to within one-tenth the distance).

DIVINATION

Clairsentience (Wis)

Level: Psion 4

Display: Vi, Me

Manifestation Time: 10 minutes

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 7

Similar to *augury* but more powerful, a *divination* power can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within 1 week.

The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen.

For example, suppose the question is "What are our chances of storming the front gate of the Dreaming Tower?" The DM knows that the front gate is guarded by eight invisible Huge monstrous spiders waiting to ambush gatecrashers, but estimates that your party could win past after a hard fight.

Therefore the divination response might be: "Terrible danger is conquered by resolute strength of arms and an equal measure of cunning strategy".

In all cases, the DM controls what information you receive. Note that if your party doesn't act on the information, the conditions probably change so that the information is no longer useful.

The base chance for a correct divination is 70% + 1% per manifester level.

The DM adjusts the chance if unusual circumstances require it (if, for example, unusual precautions against Clairsentience powers have been taken).

If the dice roll fails, you know the power failed, unless specific psionics or magic yielding false information is at work.

As with *augury*, multiple *divinations* about the same action by the same manifester use the same dice roll result as the first *divination* and yield the same answer each time.

EMULATE POWER

Clairsentience (Wis)

Level: Psion 7

Display: Ma

Manifestation Time: 1 action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: None

Power Resistance: Yes

Power Points: 13, XP cost

When manifesting *emulate power*, you choose any other power, regardless of discipline or whether you know the

power, of 6th level or less, and duplicate its effect as if you had manifested that power.

However, you pay a high price for this flexibility.

XP Cost: 300 XP or the XP requirement of the emulated power, whichever is greater.

EXPANDED VISION

Clairsentience (Wis)

Level: Psion 1/Psychic Warrior 1

Display: Vi

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 1

Your field of vision is wider than normal, granting you reduced penalties and even bonuses in specific situations. In effect, you have a 315-degree arc of sight, allowing you some slight vision of creatures that might otherwise fully flank you.

Thus, opponents flanking you gain only a +1 bonus on their attack rolls instead of +2 (although rogues can still take sneak attacks because you are still partly flanked).

All your Spot checks gain a +1 enhancement bonus.

Concurrently, you suffer a -2 enhancement penalty against all gaze attacks while the power persists.

FATE OF ONE

Clairsentience (Wis)

Level: Psion 4

Display: Me, Vi

Manifestation Time: See text

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 7

Your limited omniscience allows you to reroll a saving throw, attack roll, or skill check, and use the better of the two rolls for your result.

You can manifest this power instantly, quickly enough to gain its benefits in a clutch situation.

Manifesting the power is a free action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

FORESIGHT

Clairsentience (Wis)

Level: Psion 8

Display: Vi, Ma

Manifestation Time: 1 action

Range: Personal or touch

Target: See text

Duration: 10 minutes/level

Saving Throw: None or Will negates (see text)

Power Resistance: No or Yes (harmless)

Power Points: 15

You gain a powerful sixth sense in relation to yourself or another.

Once the power is manifested, you receive instantaneous warnings of impending danger or harm to the subject of the power.

Thus, if you are the subject of the power you would be warned in advance if a rogue were about to attempt a sneak attack on you, or if a creature were about to leap out from an unexpected direction, or if an attacker were specifically targeting you with a power, spell, or ranged weapon. You are never surprised or flat-footed.

In addition, the power gives you a general idea of what action you might take to best protect yourself—duck, jump right, close your eyes, and so on—and gives you a +2 insight bonus to AC and Reflex saves.

This insight bonus is lost whenever you would lose a Dexterity bonus to AC.

When another creature is the object of the power, you receive warnings about that creature.

You must communicate what you learn to the other creature for the warning to be useful, and it can be caught unprepared in the absence of such a warning.

Shouting a warning, yanking a person back, and even telepathically communicating (via an appropriate power) can all be accomplished before some danger befalls the power's subject, provided you act on the warning without delay.

The subject, however, does not gain the insight bonus to AC or Reflex saves.

GREATER EMULATION

Clairsentience (Wis)

Level: Psion 9

Display: Ma

Manifestation Time: 1 action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: None

Power Resistance: Yes

Power Points: 17, XP cost

As *emulate power*, except that you can duplicate the effect of any other power, regardless of its discipline or whether you know the power, of 8th level or lower.

XP Cost: 5,000 XP or the XP requirement of the emulated power, whichever is greater.

HYPERCOGNITION

Clairsentience (Wis); and Psychometabolism (Str)

Level: Psion 8

Display: Me

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 15

You make lightning-fast deductions based on only the slightest clue, pattern, or scrap of memory resident in your mind.

You can make reasonable statements about a person, place, or object, seemingly from very little knowledge.

However, it is in fact the result of a rigorously logical process you forced your mind to undertake, digging up and correlating every possible piece of knowledge bearing on the topic (possibly even extracting echoes from the Astral Plane).

The nature of the knowledge you gain concerning the subject of your analysis is subject to your DM's discretion but might include the answer to a riddle, the way out of a maze, stray bits of information about a person, legends about a place or object, or even a conclusion concerning a dilemma that your conscious mind is unable to produce. Your DM may ask for an Intelligence check to receive the desired information (DM secretly determines the DC). Intelligence checks made with the aid of *hypercognition* have a +30 bonus.

IDENTIFY

Clairsentience (Wis)

Level: Psion 1

Display: Me, Ma

Manifestation Time: 8 hours

Range: Touch

Target: Up to 1 touched object per level

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 1

This power determines the single most basic function of a psionic item, including how to activate that function (if appropriate), and how many charges are left (if any).

If a psionic item has multiple different functions that are equally basic, *identify* determines the lowest-level function.

If these functions are also of equal level, the DM decides randomly which is identified.

IMPROVED ANCHORED NAVIGATION

Clairsentience (Wis)

Level: Psion 7

Duration: 1 day/level

Power Points: 13

As *anchored navigation*, except the effect of the power extends across all planar boundaries, and it is useful for all psychoportation powers (and in the minimum time for the method of travel utilized).

INKLING

Clairsentience (Wis)

Level: Psion 0

Power Points: 1

As *augury*, except the base chance for receiving a meaningful reply is 50%.

Note: You may only manifest *inkling* a number of times per day equal to your Wisdom modifier +1, regardless of further payment of power points or number of free manifestations left in the day.

This restriction reflects the strain you put on your mind by using such a low-level power to attempt to wrench information from the future.

INVISIBILITY PURGE

Clairsentience (Wis)

Level: Psion 3

Display: Vi

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 5

You surround yourself with a sphere of power with a radius of 5 feet per manifester level that negates all forms of invisibility.

Anything invisible becomes visible while in the area.

KNOW DIRECTION

Clairsentience (Wis)

Level: Psion 0/Psychic Warrior 0

Display: Me

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 1

You instantly know which way is north.

If in a place where magnetic field lines do not specify north, you may know the direction of a prominent landmark, at the DM's discretion.

You only know the direction of north immediately after manifesting this power.

Subsequent movement on your part could confuse matters once again.

KNOW LOCATION

Clairsentience (Wis)

Level: Psion 1

Display: Me

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 1

You generally know where you are.

This power is useful to characters who frequently travel via teleportation, *gates*, or via other planes of existence.

The power reveals general information about the character's location.

The information is usually no more detailed than a summary that locates you according to a prominent local landmark, such as "approximately 20 miles west-northwest of Greyhawk City".

If no prominent locations are nearby, answers such as "adrift on the Sunless Sea" are also possible, which at least provide some information about location.

Subsequent movement on your part could confuse matters once again.

METAFACULTY

Clairsentience (Wis)

Level: Psion 9

Display: Vi, Ol, Me

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: Concentration, up to 10 minutes/level (D)

Saving Throw: None (see text)

Power Resistance: See text

Power Points: 17, XP cost

You gain exceptional insight concerning any individual or creature whom you have previously detected via any other Clairsentience or Telepathy power.

For purposes of this power, "exceptional insight" includes a name, a mental image of the subject, the subject's alignment, and the subject's location (an image of the subject's current location that is good enough to teleport to as if studied carefully).

Powers, special abilities, and spells do not protect against *metafaculty's* ability to find the truth, not even *mind blank* or spells such as *wish*.

XP Cost: You expend a number of XP equal to the total level (or HD) of the individual you focus on $\times$ 500.

Thus, you would expend 5,000 XP to gain exceptional insight about a 10th-level or 10-HD subject.

You can never expend so much XP using *metafaculty* that you would lose a level.

If that would be the case, *metafaculty* simply fails to work (which provides some information by itself).

NONDETECTION

Clairsentience (Wis)

Level: Psion 3

Display: None

Manifestation Time: 1 action

Range: Touch

Target: Creature or object touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless, object)

Power Resistance: Yes (harmless, object)

Power Points: 5

The warded creature or object becomes difficult to detect by Clairsentience powers such as *clairaudience/clairvoyance* and *remote viewing*, or psionic and magic items that allow others to view the subject from afar.

If a Clairsentience power is attempted against the warded creature or item, the manifester of the Clairsentience power must succeed at a manifester level check ($1d20 +$ manifester level) with a DC of 11 + the manifester level of the psionic creature or character who manifested *nondetection*.

If you manifested *nondetection* on yourself or on an item currently in your possession, the DC is 15 + your manifester level.

If manifested on a creature, *nondetection* wards the creature's gear as well as the creature itself.

OBJECT READING

Clairsentience (Wis)

Level: Psion 1

Display: Au, Ma

Manifestation Time: 1 action

Range: Touch

Target: One object

Duration: Concentration, up to 10 minutes/level (D)

Saving Throw: None

Power Resistance: Yes

Power Points: 1

You can learn details of an inanimate object's previous owner.

Objects accumulate psychic impressions left by their previous owners, which can be read by use of this power. The amount of information revealed depends on how long you study a particular object.

1st Round: Last owner's race.

2nd Round: Last owner's gender.

3rd Round: Last owner's age.

4th Round: Last owner's alignment.

5th Round: How last owner gained and lost the object.

6th+ Round: Previous-to-last owner's race, and so on.

An object without any previous owners reveals no information.

You can continue to run down the list of previous owners and learn details about them as long as the power's duration lasts.

If you read the same object again, you do not pick up where you left off in the list of previous owners.

POISON SENSE

Clairsentience (Wis)

Level: Psion 3

Display: Ol

Manifestation Time: 1 action

Range: 30 ft.

Target: 30-ft.-radius spread, centered on you

Duration: 10 minutes/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 5

You sense poison's presence in your immediate locale.

While the duration lasts you become aware of the presence of poison within 30 feet of you, and its general location.

For instance, if you walk up to a door with a hidden poison needle trap, you sense that poison is somehow associated with the door.

You can determine the exact type of poison with a successful Wisdom check (DC 16).

A character with the Alchemy skill may additionally try an Alchemy check (DC 16).

Note: The power can penetrate barriers of up to 3 feet of stone, 3 inches of common metal, 1 inch of lead, or 6 feet of wood or dirt.

POWER RESISTANCE

Clairsentience (Wis)

Level: Psion 5

Display: Ma, Vi

Manifestation Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 9

You grant the subject a power resistance (PR) equal to 12 + your manifester level.

In order to affect a creature that has power resistance with a power, roll the creature's power resistance or higher on 1d20 + manifester level. A creature with power resistance may voluntarily lower it in order to accept a psionic effect.

PRECOGNITION

Clairsentience (Wis)

Level: Psion 6

Display: Vi, Au

Manifestation Time: 10 minutes

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 5

Similar to *divination* but more powerful, the *precognition* power provides you with a useful vision in reply to a question concerning a specific goal, event, or activity that is to occur within a year.

The vision can be as simple as a short glimpse of a meaningful image, or it might take the form of a full-length dream lasting several minutes.

For example, suppose the question is "What is the greatest danger our party will face in the coming year?" The DM eventually wants to pit the player characters against a black dragon he has long prepared, and he considers this in all likelihood the worst threat that "fate" has in store for the party.

Therefore the *precognition* response might be this vision:

"You see you and your comrades standing before the mouth of a high, dark cave-mouth.

The entrance is blocked by a steaming pool of acid, while the rock all around is scorched by acid and lacerated by what can only be gargantuan claws".

In all cases, the DM controls what information you receive. Note that if your party doesn't act on the information, the conditions may change so that the information is no longer useful.

The base chance for a correct *precognition* is 80%, plus 1% per manifester level.

The DM adjusts the chance if unusual circumstances require it (if, for example, unusual precautions against Clairsentience powers have been taken).

If the dice roll fails, you know the power failed, unless specific psionics or magic yielding false information is at work.

As with *divinations*, multiple *precognitions* about the same action by the same manifester use the same die roll result as the first *precognition* and yield the same answer each time.

PROWESS

Clairsentience (Wis)

Level: Psychic Warrior 3

Display: Me

Manifestation Time: See text

Range: Personal

Target: You

Power Points: 5

If an enemy provokes an attack of opportunity, you can take it, even if you've already taken your allotted number of attacks of opportunity this round (usually one).

You may not make two attacks of opportunity against the same target in one round even if using this power, unless the target provokes two separate attacks. You can manifest this power instantly, quickly enough to gain an extra attack of opportunity in the same round. Manifesting the power is a free action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

RECALL AGONY

Clairsentience (Wis)

Level: Psion 5

Power Points: 9

As *recall pain*, except the wounds revealed by folding the fourth dimension are worse: The foe takes 9d6 points of damage.

RECALL DEATH

Clairsentience (Wis) [Death]

Level: Psion 8

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

Saving Throw: Will partial

Power Points: 15

As *recall pain*, except the wounds revealed by folding the fourth dimension are mortal.

The target is entitled to a Will save to survive the attack.

If she succeeds, she instead sustains 3d6+15 points of damage.

RECALL PAIN

Clairsentience (Wis)

Level: Psion 2

Display: Ma

Manifestation Time: 1 action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Will half

Power Resistance: Yes

Power Points: 3

The fabric of time parts to your will, revealing wounds your foe has received in the past (or has yet to receive).

That foe takes 3d6 points of damage as the past (or future) impinges briefly on the present.

REMOTE VIEW TRAP

Clairsentience (Wis)

Level: Psion 6

Display: Vi, Me

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 24 hours + 1 hour/level

Saving Throw: None

Power Resistance: No

Power Points: 11

When others use *clairaudience/clairvoyance*, *remote viewing*, or other means of observing you from afar, your prepared trap gives them a nasty surprise.

Prior to an attempt to view you from afar, you and the remote viewer immediately make opposed Remote View checks, but you gain a +10 insight bonus on your check. (A Remote View check is the same as an Intelligence check for a creature without the Remote View skill.

If opposing a magical *scrying*, your Remote View check is opposed by the opponent's Scry check).

If you meet or beat the remote viewer's result, you are undetected.

Moreover, the would-be observer takes 4d14 points of bioelectrical (electricity), damage for his trouble.

You are aware of the attempt to view you, but not of the perpetrator or the perpetrator's location.

REMOTE VIEWING

Clairsentience (Wis)

Level: Psion 3

Display: Au, Vi (see text)

Manifestation Time: 1 hour

Range: See text

Effect: Psionic sensor

Duration: 1 minute/level

Saving Throw: None

Power Resistance: No

Power Points: 5

You can see and hear some creature, who may be at any distance.

You must succeed at a Remote View check to do so.

The difficulty of the task depends on how well you know the subject and what sort of physical connection (if any) you have to that creature.

Furthermore, if the subject is on another plane, you get a -5 penalty on the Remote View check.

Knowledge	Remote View Check DC
None*	20
Secondhand (You have heard of the subject)	15
Firsthand (You have met the subject)	10
Familiar (You know the subject well)	5

*You must have some sort of connection to a creature whom you have no knowledge of.

Connection	Remote View Check Bonus
Likeness or picture	+5
Possession or garment	+8
Body part, lock of hair, nail clippings, and so on	+10

This power creates a barely detectable translucent image (roughly similar to your own, but not enough to allow recognition) located near the subject.

Any creature with an intelligence score of 12 or higher can notice the image with a successful Remote View check (or Intelligence check against DC 20).

Missive and *darkvision* can be manifested through *remote viewing*.

Aura sight can be manifested through *remote viewing* but with only a 5% chance per manifester level of operating correctly.

SEE INVISIBILITY

Clairsentience (Wis)

Level: Psion 2

Display: Vi

Manifestation Time: 1 action

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

Area: Cone

Duration: 10 minutes/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 3

You see any objects or beings that are invisible, as well as any that are astral or ethereal, as if they were normally visible.

The power does not reveal the method used to obtain invisibility, although an astral traveler is easy to identify if he has a silver cord.

It does not reveal illusions or enable you to see through opaque objects.

It does not reveal creatures that are simply hiding, concealed, or otherwise hard to see.

SENSITIVITY TO PSYCHIC IMPRESSIONS

Clairsentience (Wis)

Level: Psion 2

Display: Au, Ma

Manifestation Time: 1 action

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

Target: Area within a 25-ft. + 5 ft./2 levels-radius spread, centered on you

Duration: Concentration, up to 10 minutes/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 2

You gain historical vision in a given location.

Rooms, streets, tunnels, and other discrete locations accumulate psychic impressions left by powerful emotions experienced in a given area.

These impressions offer you a picture of the location's past.

The types of events most likely to leave psychic impressions are those that elicited strong emotions: battles and betrayals, marriages and murders, births and great pain, or any other event where one emotion dominates.

Everyday occurrences leave no residue for the manifestor to detect.

The vision of the event is dreamlike and shadowy.

You do not gain special knowledge of those involved in the vision, though you might be able to read large banners or other writing if they are in your language.

For example, you manifest *sensitivity to psychic impressions* in the nave of a shattered chapel.

The vision you gain is: A mob of terrified parishioners flees the chapel through front and side doors, and even through windows.

Meanwhile, a demonic presence bursts through floor of the nave and systematically begins to desecrate the former holy site.

The primary emotion noted by you is terror.

You can sense one distinct event per round of concentration, if any exist at all.

Your sensitivity extends into the past a number of years equal to 100 × your level.

SEQUESTER

Clairsentience (Wis)

Level: Psion 7

Display: None

Manifestation Time: 1 action

Range: Touch

Target: One creature or one object (up to a 2-ft. cube/level) Touched

Duration: 1 day/level (D)

Saving Throw: Will negates (object)

Power Resistance: Yes (object)

Power Points: 13

This power not only prevents Clairsentience powers from working to detect or locate the creature or object affected by *sequester*, it also renders the affected creature or object invisible to any form of sight or seeing.

(It also shields against divination magic, unless the Psionics Are Different option is in use).

Thus, *sequester* can mask a secret door, a treasure vault, and so on.

The power does not prevent the subject from being discovered through tactile means or through the use of devices (such as a *robe of eyes* or a *third eye view*).

Living creatures (and even undead creatures) affected by *sequester* become comatose and are effectively in a state of suspended animation until the power wears off or is negated.

Note: The Will save prevents a character from being sequestered.

There is no saving throw to see the sequestered creature or object or to detect it with a Clairsentience power.

SHIELD OF PRUDENCE

Clairsentience (Wis)

Level: Psion 6/Psychic Warrior 6

Display: Vi, Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 11

Your awareness extends a few fractions of a second into the future, allowing you to better evade an opponent's blows.

You gain a +6 insight bonus to AC.

If you are caught flat-footed, *shield of prudence* still grants a +4 insight bonus to AC.

STEADFAST GAZE

Clairsentience (Wis)

Level: Psion 1

Display: Vi

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

Power Points: 1

Your gaze suffers no distractions, granting you immunity to all gaze attacks while the duration lasts.

STEADFAST PERCEPTION

Clairsentience (Wis)

Level: Psychic Warrior 4

Display: Vi

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 7

Your gaze suffers no distractions, granting you a +4 enhancement bonus on your saving throw to resist all figments, glamers, and other illusory effects. Moreover, your Spot and Search skills receive a +2 enhancement bonus while this power remains in effect.

TRUE SEEING

Clairsentience (Wis)

Level: Psion 5

Display: Vi

Manifestation Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 9

You confer on the subject the ability to see all things as they actually are.

The subject sees through normal and magical or psionic darkness, notices secret doors hidden by magic or psionics, sees the exact locations of creatures or objects under *blur* or *displacement* effects, sees invisible creatures or objects normally, sees through illusions, sees through *falsified sensory input*, and sees the true form of polymorphed, changed, or transmuted things.

Further, the subject can focus her vision to see into the Ethereal Plane.

The range of *true seeing* conferred is 120 feet.

True seeing, however, does not penetrate solid objects.

It in no way confers X-ray vision or its equivalent.

It does not cancel concealment, including that caused by fog and the like.

True seeing does not help the viewer see through mundane disguises, spot creatures that are simply hiding, or notice secret doors hidden by mundane means.

In addition, the power effects cannot be further enhanced with known psionics or magic, so one cannot use *true seeing* through a *third eye open* or in conjunction with *clairaudience/clairvoyance*.

UBIQUITOUS VISION

Clairsentience (Wis)

Level: Psion 3/Psychic Warrior 3

Display: Vi

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 2 rounds/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 5

You have “eyes in the back of your head”, and in the sides and top as well (though only in effect, not literally) granting you reduced penalties and bonuses in specific situations.

In effect, you have a 360-degree sphere of sight, allowing you perfect view of creatures that might otherwise flank you.

Thus, flanking opponents gain no bonus on their attack rolls instead of +2, and rogues are denied their sneak attack because you do not lose your bonus to Dexterity (but they may still sneak attack you if you are caught flat-footed).

Your Spot checks gain a +3 enhancement bonus, and your Search checks gain a +1 enhancement bonus.

Concurrently, you suffer a -4 enhancement penalty on saves against all gaze attacks during the power's duration.

UNDEAD SENSE

Clairsentience (Wis)

Level: Psion 3

Display: Vi

Manifestation Time: 1 action

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

Effect: Spread of 25-ft.-radius + 5 ft./2 levels, centered on you

Duration: 10 minutes/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 5

You sense the presence of undead.

While the duration lasts, you become aware of the presence of undead within the affected space and their general location.

For instance, if you walk along a corridor where incorporeal wraiths are waiting within the wall to spring a trap, you sense that undead are either in or behind the wall.

The type of undead is not revealed, but numbers are.

VIGILANCE

Clairsentience (Wis)

Level: Psychic Warrior 2

Display: Me

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level

Saving Throw: None

Power Resistance: No

Power Points: 3

You gain the ability to see 30 feet in total darkness, fog, silty water, dust-laden air, and similar vision-impairing media. Vision is black and white only but otherwise like normal sight.

In magically obscured regions, such as magical *darkness* or *fog*, *vigilance* allows you to see only 10 feet.

The power does not grant you the ability to see through solid objects.

METACREATIVITY

ASTRAL CONSTRUCT I

Metacreativity (Int)

Level: Psion 1

Display: Vi, Ma

Manifestation Time: 1 full round

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

Effect: One created astral construct

Duration: 1 round/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 1

This power creates one 1st-level astral construct (see Chapter 8: Monsters) of solidified ectoplasm that attacks your enemies.

It appears where you designate and acts immediately, on your turn.

It attacks your opponents to the best of its ability.

You can mentally direct it not to attack, to attack particular enemies, or to perform other actions.

The astral construct acts normally on the last round of the power and dissipates at the end of its turn.

It is not necessary to learn a lower-level *astral construct* power before learning a higher-level version.

ASTRAL CONSTRUCT II

Metacreativity (Int)

Level: Psion 2

Effect: One or more astral constructs, no two of which can be more than 30 ft. apart

Power Points: 3

As *astral construct I*, except you can create one 2nd-level astral construct or 1d3 1st-level astral constructs.

ASTRAL CONSTRUCT III

Metacreativity (Int)

Level: Psion 3

Effect: One or more astral constructs, no two of which can be more than 30 ft. apart

Power Points: 5

As *astral construct I*, except you can create one 3rd-level astral construct, 1d3 2nd-level astral constructs, or 1d4+1 1st-level astral constructs.

ASTRAL CONSTRUCT IV

Metacreativity (Int)

Level: Psion 4

Effect: One or more astral constructs, no two of which can be more than 30 ft. apart

Power Points: 7

As *astral construct I*, except you can create one 4th-level astral construct, 1d3 3rd-level astral constructs, or 1d4+1 astral constructs of lower level.

ASTRAL CONSTRUCT V

Metacreativity (Int)

Level: Psion 5

Effect: One or more astral constructs, no two of which can be more than 30 ft. apart

Power Points: 9

As *astral construct I*, except you can create one 5th-level astral construct, 1d3 4th-level astral constructs, or 1d4+1 astral constructs of lower level.

ASTRAL CONSTRUCT VI

Metacreativity (Int)

Level: Psion 6

Effect: One or more astral constructs, no two of which can be more than 30 ft. apart

Power Points: 11

As *astral construct I*, except you can create one 6th-level astral construct, 1d3 5th-level astral constructs, or 1d4+1 astral constructs of lower level.

ASTRAL CONSTRUCT VII

Metacreativity (Int)

Level: Psion 7

Effect: One or more astral constructs, no two of which can be more than 30 ft. apart

Power Points: 13

As *astral construct I*, except you can create one 7th-level astral construct, 1d3 6th-level astral constructs, or 1d4+1 astral constructs of lower level.

ASTRAL CONSTRUCT VIII

Metacreativity (Int)

Level: Psion 8

Effect: One or more astral constructs, no two of which can be more than 30 ft. apart

Power Points: 15

As *astral construct I*, except you can create one 8th-level astral construct, 1d3 7th-level astral constructs, or 1d4+1 astral constructs of lower level.

ASTRAL CONSTRUCT IX

Metacreativity (Int)

Level: Psion 9

Effect: One or more astral constructs, no two of which can be more than 30 ft. apart

Power Points: 17

As *astral construct I*, except you can create one 9th-level astral construct, 1d3 8th-level astral constructs, or 1d4+1 astral constructs of lower level.

BOLT

Metacreativity (Int)

Level: Psion 0/Psychic Warrior 0

Display: Ma

Manifestation Time: 1 action

Range: 0 ft.

Effect: A nonmagical bolt, arrow, or sling bullet

Duration: 2 rounds

Saving Throw: None

Power Resistance: No

Power Points: 1

You create a single, nonmagical, standard-size crossbow bolt, arrow, or sling bullet, which dissipates into its constituent ectoplasmic particles when the duration lapses.

BURNING RAY

Metacreativity (Int) [Fire]

Level: Psion 2

Display: Vi (see text)

Manifestation Time: 1 action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Power Resistance: Yes

Power Points: 3

A ray of hellish, ectoplasm projects from your brow (your “third eye”).

You must succeed at a ranged touch attack to strike a target with the ray, which deals 3d6 points of fire damage.

CONTINGENCY

Metacreativity (Int)

Level: Psion 7

Display: Ol

Manifestation Time: At least 10 minutes (see text)

Range: Personal

Target: You

Duration: 1 day/level or until discharged

Power Points: 13

You can place another power upon your person so that the latter power comes into effect under some condition you dictate when manifesting *contingency*.

The *contingency* power and the power it is to bring into effect are manifested at the same time.

The 10-minute manifestation time is the minimum total for both manifestations; if the companion power has a manifestation time longer than 10 minutes, use that manifestation time instead.

The power to be brought into effect by the *contingency* must be one that affects your person and be of a power level no higher than one-third your manifester level (rounded down, maximum 6th level).

The conditions needed to bring the power into effect must be clear, although they can be general. For example, a *contingency* manifested with *combat prescience* might prescribe that any time you enter combat, the combat prescience power instantly comes into effect.

The *contingency* immediately brings into effect the second power, the latter being “manifested” instantaneously when the prescribed circumstances occur.

Note that if complicated or convoluted conditions are prescribed, the whole power complex (*contingency* and the companion power) may fail when called on.

The companion power occurs based solely on the stated conditions, regardless of whether you want it to.

You can use only one *contingency* power at a time; if a second is manifested, the first one (if still active) is negated.

CREATE FOOD AND WATER

Metacreativity (Int)

Level: Psion 3

Display: Au, Ma

Manifestation Time: 10 minutes

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

Effect: Food and water to sustain three humans or one horse/level for 1 day

Duration: 1 day (see text)

Saving Throw: None

Power Resistance: No

The food that this power fashions is simple fare of your choice—highly nourishing, if rather bland.

The food decays and becomes inedible within 24 hours.

The water created by this power is just like clean rain water. The water doesn't go bad as the food does.

DISMISS ECTOPLASM

Metacreativity (Int)

Level: Psion 4

Display: Vi, Au

Manifestation Time: 1 action

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

Area: 30-ft.-radius burst

Duration: Instantaneous

Saving Throw: Fortitude negates

Power Resistance: No

Power Points: 7

You dismiss creatures or objects composed of ectoplasm (such as astral constructs), or that were formerly composed of ectoplasm (such as items created using any of the *creation* powers).

The power affects everything in a 30-foot radius.

Creatures that fail their saving throw dissipate into so much constituent ectoplasm, which evaporates in the course of 1 round.

Unattended objects automatically fail their saving throws unless they are psionically enhanced in some fashion, in which case they save as psionic items (see Chapter 8: Psionic Items).

Characters in *ectoplasmic form* who fail their saving throws may be displaced.

Roll d%: On a 01–50 result they are physically shifted to a random location in the Astral Plane, and on 51–00 they are destroyed outright.

To observers, it looks lethal either way.

ECTO PUPPET

Metacreativity (Int)

Level: Psion 2

Display: Au, Vi (see text)

Manifestation Time: 1 action

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

Effect: A “tethered” astral construct of the highest level you can manifest

Duration: Concentration, up to 1 round/level

Saving Throw: None

Power Resistance: No

Power Points: 3

As *astral construct* 1, except the astral construct is visibly tethered to you, and you directly control its actions.

It appears within 5 feet of you and can move up to the noted range.

The “tether” consists of filamentous light connecting your hands with its forelimbs (when you raise your right hand, the construct raises the corresponding appendage). Except for being visibly tethered, the astral construct is as described in Chapter 8: Monsters.

The power creates an astral construct of the highest level possible, corresponding to the highest-level *astral construct* power you know.

As a consequence of your direct control, the construct gains a +2 enhancement bonus to Strength and Dexterity, and a +2 enhancement bonus on Will saves.

In practice, the cost to manifest *ecto puppet* is variable, and is equal to the cost of the *astral construct* power you emulate + 2.

ECTOPLASMIC ARMOR

Metacreativity (Int)

Level: Psion 5/Psychic Warrior 5

Display: Vi (see text)

Manifestation Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 9

The subject is dressed in a suit of shimmering ectoplasmic armor that provides a +10 armor bonus to AC.

Other armor cannot be worn at the same time as ectoplasmic armor.

If subject takes off the ectoplasmic armor, it immediately dissipates.

Treat ectoplasmic armor as leather armor for purposes of armor check penalty or speed reduction.

Because the armor is composed of astral ectoplasm (emulating force for the purposes of this power), incorporeal creatures can't bypass it the way they do normal armor.

ECTOPLASMIC COCOON

Metacreativity (Int)

Level: Psion 2

Display: Ma, Au

Manifestation Time: 1 action

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

Target: One creature of Medium-size or smaller

Duration: 1 round/level (D)

Saving Throw: Reflex negates

Power Resistance: Yes

Power Points: 3

You draw writhing strands of ectoplasm from the Astral Plane that wrap up the subject like a mummy.

The subject can still breathe but is otherwise helpless, being unable to see or take any physical actions.

The subject cannot speak because the ectoplasmic strands muffle sounds, but the subject's nostrils are clear.

The subject can execute purely mental actions (such as manifesting powers).

The writhing, regenerating nature of the cocoon prevents its occupant from making a physical bid for escape.

However, cutting or damaging a large enough strand can free the cocooned victim.

The strands have hardness 17 and 30 hit points.

Creatures that are cocooned high in the air fall, and cocooned swimmers may drown.

ECTOPLASMIC SHAMBLER

Metacreativity (Int)

Level: Psion 5

Display: Ma, Au, Ol (see text)

Manifestation Time: 1 full round

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

Effect: One ectoplasmic construct, 60 ft. wide and up to 30 ft. high

Duration: 1 minute/level

Saving Throw: See text

Power Resistance: No

Power Points: 9

You fashion an ephemeral, many-legged mass of pseudo-living ectoplasm called an ectoplasmic shambler.

The shambler moves as you direct it at a speed of 10 feet. It can completely surround objects (and opponents) over which it is manifested or onto which it moves, because it has the consistency of thick mist.

The vision of those within the shambler is limited to 10 feet, and manifesting powers (or casting spells) within the shambler's “belly” is impossible.

Creatures enveloped by the shambler, regardless of Armor Class, sustain 1 point of damage at the end of each round they remain within the roiling turbulence of the shambler's medium.

A strong wind that blows against the shambler reduces its speed to 0 during the first round, and in subsequent rounds moves it in the direction of the wind at a speed of 5 feet.

FABRICATE

Metacreativity (Int)

Level: Psion 4

Display: Ma

Manifestation Time: See text

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

Target: Up to 1 cubic yard/level (see text)

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 7

You convert material of one sort into a product that is of the same material.

Thus, you can fabricate a wooden bridge from a clump of trees, a rope from a patch of hemp, clothes from flax or wool, and so forth.

Creatures and psionic or magic items cannot be created or altered by *fabricate*.

The quality of items made by this power is commensurate with the quality of material used as the basis for the new fabrication.

If you work with a mineral, the target is reduced to 1 cubic foot per manifester level instead of 1 cubic yard.

You must make an appropriate Craft check to fabricate articles requiring a high degree of craftsmanship (jewelry, swords, glass, crystal, and so on).

Manifesting requires 1 full round per cubic yard (or cubic foot) of material to be affected by the power.

FINGER OF FIRE

Metacreativity (Int) [Fire]

Level: Psion 0

Display: Vi (see text)

Manifestation Time: 1 action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Power Resistance: Yes

Power Points: 1

A ray of unstable, burning ectoplasm projects from your pointing finger.

You must succeed at a ranged touch attack with the ray to deal damage to a target.

The ray deals 1d3 points of fire damage.

FIREFALL

Metacreativity (Int) [Fire]

Level: Psion 1

Display: Vi (see text)

Manifestation Time: 1 action

Range: 20 ft.

Area: 10-ft. radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Power Resistance: Yes

Power Points: 1

Motes of unstable ectoplasm flare and dissipate explosively within the area you designate.

Any creature in the area takes 1d4 points of fire damage.

Flammable materials such as cloth, paper, parchment, thin wood, and so on, burn if the flames touch them.

A character can extinguish burning items as a full-round action.

FLAMING SHROUD

Metacreativity (Int)

Level: Psion 6

Display: Ma (see text)

Manifestation Time: 1 action

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

Target: One creature of Large size or smaller

Duration: Instantaneous

Saving Throw: Reflex negates

Power Resistance: Yes

Power Points: 11

You draw writhing strands of unstable ectoplasm from the Astral Plane and wrap the subject in a shroud of hellish fire. If the target fails its Reflex save, it suffers 11d6 points of fire damage.

GENESIS

Metacreativity (Int)

Level: Psion 9

Display: Ma

Manifestation Time: 1 week (8 hours/day)

Range: 0 ft.

Effect: See text

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 17

You create a finite plane with limited access: a demiplane. Demiplanes created by this power are very small, very minor planes.

This power should be manifested only while you are on the Ethereal or Astral Plane.

Manifestation of the power creates a local density fluctuation that precipitates the creation of a demiplane.

At first, the fledgling plane grows at a rate of 1 foot in radius per day to an initial maximum radius of 10 feet per manifester level as it rapidly draws substance from surrounding ethereal vapors and protomatter or astral ectoplasm.

Once the new demiplane reaches its maximum size, it doesn't really stop growing, but its growth rate decreases dramatically to only 1/2 inch in radius per week (just over 2 feet per year).

The environment within the demiplane is determined by the manifester when *genesis* is first manifested, reflecting most any desire the psion can visualize, as long as the DM approves (although no environmental effect within the plane can duplicate effects greater than those of 3rd-level powers).

Factors such as solid ground, air, water, and temperature must be determined by the manifester.

This power cannot create life, nor can it create construction such as buildings, roads, wells, dungeons, and so forth; such particulars must be introduced to the demiplane in some other fashion.

All demiplanes created with *genesis* are in contact with the Astral and Ethereal Planes.

Antigenesis: It is possible to manifest *genesis* on normal planes and demiplanes, but only the most perverse or evil shaper would consider doing so.

If *genesis* is manifested within a normal plane or demiplane, the power takes effect according to the speed noted above; however, the energies of the new plane are exactly canceled by the energies of the original plane, creating a growing dead spot like a cancer on the original plane.

The expanding boundary of the dead spot utterly wipes away all construction, crumbles natural land forms, and evaporates water, leaving behind a uniformly level plain of inert dust.

Living things that pass the boundary of the growing dead spot are not directly harmed.

But plants can find no sustenance in the dust of the dead spot, marine creatures die even more quickly when water turns to dust, and mobile animals know enough to leave the area alone.

An *antigenesis* wave dies out after 100d10 years, or can be canceled by yet another manifestation of *genesis*.

GREASE

Metacreativity (Int)

Level: Psion 1

Display: Ol

Manifestation Time: 1 action

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

Target or Area: One object or a 10-ft. × 10-ft. square

Duration: 1 round/level (D)

Saving Throw: See text

Power Resistance: No

Power Points: 1

A *grease* power covers a solid surface with a layer of slippery grease.

Any creature entering the area or caught in it when the power is manifested must make a successful Reflex save or slip, skid, and fall.

Those who successfully save can move at half speed across the surface.

However, those who remain in the area must each make a new saving throw each round to avoid falling and to be able to move.

The DM should adjust saving throws by circumstance.

The power can also be used to create a greasy coating on an item—a rope, ladder rungs, weapon handle, and so on.

Material objects not in use are always affected by this power, while objects wielded or employed by creatures receive a Reflex save to avoid the effect.

If the initial saving throw fails, the creature immediately drops the item.

A saving throw must be made each round the creature attempts to pick up or use the greased item.

IMPROVED FABRICATE

Metacreativity (Int)

Level: Psion 6

Target: Up to 10 cubic yd./level

Power Points: 11

As *fabricate*, except ten times as much material is affected by the power.

INCARNATE

Metacreativity (Int)

Level: Psion 5

Display: Ma

Manifestation Time: 2 rounds

Range: See text

Target, Effect, or Area: See text

Duration: Permanent (see text)

Saving Throw: None

Power Resistance: No

Power Points: 9, XP cost

You invest other powers with self-sustaining energy so that they become permanent.

You must be at least the minimum level required to manifest the power.

This power has no effect on powers that already create a permanent effect.

You can't incarnate a power with no duration or a duration of instantaneous.

You can't incarnate a power that has an XP cost of its own, nor can you incarnate a power of level 6 or higher.

You must expend XP when manifesting this power.

You can never expend so much XP that doing so would drop you one or more levels (though you could forgo gaining a level in order to incarnate a particularly costly power).

The XP costs vary depending on the target.

Incarnate can be negated by a higher-level psion who also manifests *incarnate* or by use of *psychic surgery*.

The DM may not allow some powers to become permanent through *incarnate*.

(Use the *permanency* spell description for a guide to what can and cannot be made permanent).

You know before you attempt to *incarnate* a power if you can or cannot make it permanent.

XP Cost: To make a power permanent in regard to yourself, you must expend a number of XP equal to the power's level × 300.

To make a power permanent in regard to another creature, you must expend a number of XP equal to the power's level × 600.

To make a power permanent on an object or location, you must expend a number of XP equal to the power's level × 900.

LESSER METAPHYSICAL WEAPON

Metacreativity (Int)

Level: Psion 1/Psychic Warrior 1

Power Points: 1

As *metaphysical weapon*, except the weapon gains a +1 enhancement bonus on attack and damage rolls.

MAJOR CREATION

Metacreativity (Int)

Level: Psion 5

Manifestation Time: 10 minutes

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

Duration: See text

Power Points: 9

As *minor creation*, except you can also create an object of mineral nature: stone, crystal, metal, and so on.

The duration of the created item varies with its relative hardness and rarity:

Hardness and Rarity Examples	Duration
Vegetable matter	2 hours/level
Stone, crystal; base metals	1 hour/level
Precious metals	20 minutes/level
Gems	10 minutes/level
Mithral*	2 rounds/level
Adamantine**	1 round/level

*Includes similar rare metals. Items made of mithral are 50% lighter than similar items made of steel.

**Items made of adamantite weigh 75% as much as similar items made of steel. They are also harder and better capable of retaining an edge, so armor and shields provide higher AC and weapons allow a bonus on attack and damage rolls (although the

Items are not psionic or magical).

See the DUNGEON MASTER's *Guide* for details.

MASS COCOON

Metacreativity (Int)

Level: Psion 7

Display: Ma

Manifestation Time: 1 action

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

Area: A 10-ft. cube-sized cocoon

Duration: 2 hours/level

Saving Throw: None

Power Resistance: No

Power Points: 13

As *ectoplasmic cocoon*, except you can cocoon several creatures (or a single large creature that fits in a 10-foot cube) in a mass of writhing, tightening ectoplasm. Also, no saving throw is granted; targets within the area are caught and cocooned unless they are too big to fit inside. Teleport and other forms of travel provide a means of escape, but the cocoon extends into the Ethereal Plane, blocking ethereal travel. The *mass cocoon* resists *negate psionics*, but it can be *disintegrated* or destroyed through brute force (it has hardness 25 and too hit points).

METAPHYSICAL WEAPON

Metacreativity (Int)

Level: Psion 3/Psychic Warrior 3

Display: Vi (see text)

Manifestation Time: 1 action

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

Target: One weapon or fifty projectiles (all of which must be in contact with each other at the time of manifestation)

Duration: 1 hour/level

Saving Throw: Will negates (harmless, object)

Power Resistance: Yes (harmless, object)

Power Points: 5

A weapon gains a +3 enhancement bonus on attack and damage rolls.

The enhanced weapon glows with pale silver radiance (not sufficient to provide illumination).

An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attacks.

Alternatively, you can affect up to fifty arrows, bolts, or bullets.

The projectiles must all be of the same type, and they have to be together in one group (such as in the same quiver).

Projectiles (but not thrown weapons) lose their enhancement when used.

MIND STORE

Metacreativity (Int)

Level: Psion 8

Display: Ma (see text)

Manifestation Time: 10 minutes

Range: Touch

Effect: One storage crystal

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 15

This power makes a storage crystal containing the essence of your living mind (this power can't be used on a dead subject).

Until such time as you perish, the storage crystal is utterly inert.

If you are slain at some later date, your soul transfers into the storage crystal, which begins to dimly glow.

Upon transference, your physical remains (should they still exist) become inert matter and cannot thereafter be restored to life.

The transfer from the slain body to the storage crystal works over any distance, physical or extradimensional, unless some sort of special planar geometry supersedes the transfer.

Once the storage crystal is activated by your physical body's demise, you have the abilities of a psicrystal of the appropriate level, plus all the powers you knew and the power points you possessed when *mind store* was manifested but at one level lower.

You have thirty days to grow an organic body, after which time your sentience fades and your soul passes on if it hasn't entered a new body.

To grow a body, you (in the storage crystal) must spend ten days in uninterrupted solitude.

The body's constituent parts are pulled as ectoplasm from the Astral Plane, and slowly molded and transformed into a living, breathing body that is an exact duplicate of your body at the time you manifested *mind store* (the crystal itself slowly breaks down and becomes a part of the new organic body).

When the ten days are completed, you completely and totally inhabit the new body.

You possess all the abilities you possessed when *mind store* was manifested, at one level lower, but you have none of your equipment.

If the growing body is struck for any amount of damage, it is destroyed and your soul passes on.

Conceivably, you could manifest *mind switch* to utilize a temporary body, but only an evil psion would smash the storage crystal with an imbedded mind in order to permanently usurp the subject's organic body (unless the subject is, itself, irredeemably evil).

MINOR CREATION

Metacreativity (Int)

Level: Psion 1/Psychic Warrior 1

Display: Ma

Manifestation Time: 1 action

Range: 0 ft.

Effect: An unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level

Duration: 1 hour/level

Saving Throw: None

Power Resistance: No

Power Points: 1

You create a nonmagical, nonpsionic, unattended object of nonliving, vegetable matter: linen clothes, a hemp rope, a wooden ladder, and so on.

The volume of the item created cannot exceed 1 cubic foot per manifester level.

You must succeed at an appropriate skill check to make a complex item, such as a Craft (bowmaking) check to make straight arrow shafts.

Attempting to use any created object as a material component in a spell causes the spell to fail.

PSYCHOLUMINESCENCE

Metacreativity (Int)

Level: Psion 1

Display: Vi (see text), Au

Manifestation Time: 1 action

Range: Touch

Target: Object touched

Duration: 10 minutes/level

Saving Throw: None

Power Resistance: No

Power Points: 1

The object touched begins to glow with a silvery light, shedding in a 20-foot radius.

Creatures who suffer penalties in bright light suffer them while exposed to this *psycholuminescence*.

The power cannot be manifested on a creature.

If the power is manifested on a small object that is then inside or under a lightproof covering, the power's effects are blocked until the covering is removed.

Psycholuminescence brought into an area of *magical darkness* (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas (unless the Psionics Are Different option is in force).

QUINTESSENCE

Metacreativity (Int)

Level: Psion 4

Display: Ma (see text)

Manifestation Time: 1 round

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

Effect: 1 ounce dollop of quintessence (see text)

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 7

You can collapse a bit of time from the continuum, forming a 1-inch-diameter dollop of thick, gooey material called quintessence.

Quintessence shimmers like a silver mirror from some angles but is transparent from others.

It brings a cool shock that slowly fades to complete numbness after contact with the skin.

You can smooth a dollop of quintessence around any small object, such as a key, a ring, a seal, or an insignia.

Objects sealed within quintessence are protected from the effects of time; in practical terms, they enter a state of stasis.

Living flesh with only partial contact with quintessence is also partially pulled out of the timestream.

This disruption deals 1 point of damage per round beginning 10 rounds after partial contact begins.

Quintessence can be manually scraped away from a protected object, freeing it to rejoin the time stream.

Removing the protective film is 75% likely to force the quintessence to evaporate back into the continuum.

Otherwise, it coalesces again into a 1-inch-diameter bead, available for later usage.

Large quantities of quintessence could theoretically be gathered to preserve large items or structures (or even a complete living creature, which would prevent the damage taken from partial contact).

However, psionic characters and creatures are generally loath to do so because accumulations of quintessence weighing 1 pound or more generate a half-strength *catapsi* effect (DC 16, radius 5 feet, all are affected, including caster).

SUDDEN MINOR CREATION

Metacreativity (Int)

Level: Psion 2/Psychic Warrior 2

Manifestation Time: 1 action

Power Points: 3

As *minor creation*, except manifestation time is 1 action instead of 1 minute.

TRINKET

Metacreativity (Int)

Level: Psion 0

Display: Ma

Manifestation Time: 1 round

Range: 0

Effect: One unattended, nonmagical object of nonliving plant matter, up to 1 cu. in.

Duration: 1 minute

Saving Throw: None

Power Resistance: No

Power Points: 1

As *minor creation*, except the object you create is smaller, and you create it quicker.

For instance, you could create a wooden ring, a piece of paper, a handkerchief, a thin glove, or other item.

You cannot create a dried herb.

poison, or other distillate of dead plant matter that has a special secondary effect.

TRUE CREATION

Metacreativity (Int)

Level: Psion 8

Duration: Instantaneous

Power Points: 15, XP cost

As *major creation*, except items created are permanent and cannot be negated by dispelling magic or negating powers. For all intents and purposes, these items are completely real.

XP Cost: The XP cost equals 10 times the cost of the item in gold pieces (see the *Player's Handbook* for item costs), or a minimum of 1 XP.

WALL OF ECTOPLASM

Metacreativity (Int)

Level: Psion 4

Display: Vi (see text)

Manifestation Time: 1 action

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

Effect: Wall whose area is up to one 10-ft. square/level or a sphere or hemisphere with a radius of up to 1 ft./level

Duration: 1 minute/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 7

You fashion a roiling wall of ectoplasm, imbuing it with solidity.

The wall cannot move and is immune to damage of all kinds.

Wall of ectoplasm is susceptible to powers that negate psionics, but it gains a +4 bonus on any check to determine if the wall is negated.

Spells, powers, and breath weapons cannot pass through the wall in either direction, although psychoportive travel can bypass the barrier.

It blocks ethereal creatures as well as material creatures (though ethereal creatures can usually get around the wall

by floating under or over it through material floors and ceilings).

The wall is opaque, so neither vision nor gaze attacks operate through it.

You can form the wall into a flat, vertical plane whose area is up to one 10-foot square per level or into a sphere or hemisphere with a radius of up to 1 foot per level.

The *wall of ectoplasm* must be continuous and unbroken when formed.

If its surface is broken by any object or creature, the power fails.

WHITEFIRE

Metacreativity (Int) [Fire]

Level: Psion 3

Display: Vi (see text)

Manifestation Time: 1 action

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

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Power Resistance: Yes

Power Points: 5

You draw unstable ectoplasm from the Astral plane that ignites with hellish, white-hot fury.

Whitefire deals 5d4 points of fire damage to all creatures within the area you designate (you must be able to see the target area or a portion of it).

Unattended objects also take damage.

Whitefire sets fire to combustibles and damages objects in the area.

It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze.

PSYCHOKINESIS

ABLATING

Psychokinesis (Con)

Level: Psion 6/Psychic Warrior 6

Display: Ma, Ol

Manifestation Time: 1 action

Range: Personal or close (25 ft. + 5 ft./2 levels)

Target: You or one willing creature or one object (total weight up to 100 lb./level)

Duration: 1 hour/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 11

You create a psychokinetic shield around the subject that bolsters its powers' chance to survive a *negate psionics* power (or *dispel magic* spell).

When *ablating* is manifested on a creature or object, add +6 to the DC of the negation check or *dispel* check for each ongoing power subject to *negate psionics*.

Thus, the DC for each power check is equal to 11 + the power-to-be-negated's manifester level +6.

Ablating ends when its duration expires or after a *negate psionics* is manifested on its subject.

Negate psionics can *negate ablating*, but against a targeted negation, *ablating* is always checked last.

Against an area negation, *ablating* is checked according to its level (but because of its relatively high level, it could well be negated before weaker powers).

AMPLIFIED INVISIBILITY

Psychokinesis (Con)

Level: Psion 4

Display: Ma

Target: You or creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Power Points: 7

As *invisibility*, except the power persists through one attack made by you.

It ends normally after a second attack.

BIOCURRENT

Psychokinesis (Con)

Level: Psion 1

Display: Vi (see text)

Manifestation Time: 1 action

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

Target: Any two living creatures who are no more than 15 ft. apart

Duration: Concentration, up to 1 minute/level (see text)

Saving Throw: Fortitude half

Power Resistance: Yes

Power Points: 1

Your body's psionically fueled bioelectric currents produce an arc of blue-white electricity that targets a primary foe for 1d4 points of electricity damage per round that you meet the requirements (see below).

Electricity also arcs off the primary foe to strike one additional foe initially within 15 feet of the primary foe, or who subsequently moves within 15 feet of the primary foe while the duration lasts.

Secondary foes also take 1d4 points of damage per round the duration lasts.

Should either the primary or secondary foe fall to below 0 hit points, *biocurrent's* electrical arc randomly retargets another primary and secondary foe while the duration continues.

Targeted foes may move or make a saving throw each round for half damage (on that round only), but as long as they remain in range, they continue to be affected.

Maintaining *biocurrent* is a full-round action (you are limited to only 5-foot steps and no other actions).

If you take damage while maintaining *biocurrent*, you must make a successful Concentration check.

If any of these requirements are not met, the electrical arc winks out.

BRILLIANT BLAST

Psychokinesis (Con)

Level: Psion 5

Display: Vi (see text) **Manifestation Time:** 1 action

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

Area: A 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half **Power Resistance:** Yes

Power Points: 9

You psychokinetically focus even the tiniest ambient light into a shriveling blast of brilliance, dealing 9d4 points of heat damage to all creatures within the area. Unattended objects also take damage.

CLAIRTANGENCY

Psychokinesis (Can)

Level: Psion 5

Display: Vi, Au, Me

Manifestation Time: 1 action

Range: See text

Area: See text

Duration: Up to 1 minute/level (see text) (D)

Saving Throw: None

Power Resistance: No

Power Points: 9

You can emulate a *far hand* or *far punch* effect at any distance, simultaneously emulating *clairaudience*/*clairvoyance*.

You can concentrate upon some locale and see almost as if you were there.

Distance is not a factor, but the locale must be known—a place familiar to you or an obvious one (such as behind a door, around a corner, in a copse of trees, and so on).

Once you are gazing upon a particular location, you may use an effect similar to either *far hand* or *far punch* (you don't need to manifest either power).

Clairtangency's duration is up to 1 minute/level when used with a *far hand* effect, but it expires as soon as a *far punch* effect is used.

CONCUSSION

Psychokinesis (Con)

Level: Psion 2

Display: Au

Manifestation Time: 1 action

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

Target: One individual

Duration: Instantaneous

Saving Throw: Fortitude half

Power Resistance: Yes

Power Points: 3

A target you select is pummelled with telekinetic force for 3d6 points of damage.

You may choose to have the power deal an equal amount of subdual damage instead.

Concussion always affects a subject within range that you can see, even if the subject is in melee or has partial cover or concealment.

Inanimate objects (doors, walls, locks, and so on) cannot be damaged by the power.

CONE OF SOUND

Psychokinesis (Con) [Sonic]

Level: Psion 3

Display: VI, Au (see text)

Manifestation Time: 1 action

Range: 60 ft.

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex half

Power Resistance: Yes

Power Points: 5

You release a focused scream of sonic energy that deals 5d4 points of damage to each creature within its area.

The cone begins at your mouth, instigated by the barest whisper.

(*Cone of sound* doesn't work in an area of magical *silence*).

Unattended objects also take damage, and the sonic energy can break fragile items.

If the damage caused to an interposing barrier shatters or breaks through it, the sound may continue beyond the barrier if the power's range permits; otherwise, it stops there just as any other power effect does.

CONTROL AIR

Psychokinesis (Con)

Level: Psion 2

Display: Me

Manifestation Time: 1 action

Range: 1,000 feet + 500 ft./level

Area: 1,000-ft.-radius spread + 500 ft./level

Duration: Concentration, up to 1 minute/level

Saving Throw: See text

Power Resistance: No

Power Points: 3

You have some control over wind speed and direction.

The speed of air within the area can be increased or decreased by up to 10 + 5/level miles per hour.

You can alter the direction of any wind that moves at this speed or less by up to 90 degrees from its original direction. High winds can create a stinging spray of sand or dust, fan a large fire, heel over a small boat, and blow gases or vapors away.

If powerful enough, they can even knock characters down (see Table 3–17 in Chapter 3 of the *DUNGEON MASTER's Guide* for specific effects of various wind speeds).

CONTROL BODY

Psychokinesis (Con)

Level: Psion 2

Display: Ma

Manifestation Time: 1 action

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

Target: One humanoid of Medium-size or smaller

Duration: Concentration, up to 1 minute/level

Saving Throw: Fortitude negates

Power Resistance: Yes

Power Points: 3

You psychokinetically control the actions of any humanoid that is Medium-size or smaller.

Control body doesn't require mental contact with the subject.

You can force the subject to perform, although you have only rudimentary control over his limbs.

You can make the subject stand up, sit down, walk, turn around, and so on, but operating the vocal cords is too difficult, and power manifestation is not possible.

You can force the subject to engage in combat, but its attack roll and AC are not its own.

The controlled subject's attack bonus is equal to your base attack bonus + the subject's Strength modifier (or Dexterity

modifier if a ranged attack) with a -4 circumstance penalty applied.

The controlled subject cannot make attacks of opportunity against creatures the subject threatens.

The controlled subject's AC gains no benefit from his Dexterity score, but he does gain a positive benefit, if any, equal to half your own Dexterity modifier.

of course, you could also hold the subject immobile, rendering it helpless.

Subjects resist this control, and those forced to take actions against their natures receive one new saving throw with a morale bonus of +2.

You need to see the subject to control it.

While the subject's body is under control, the subject's mind is not.

Creatures that can trigger abilities by an act of will alone can continue to do so.

Thus, a psion in the grip of a *control body* power could attempt to manifest powers.

Attempting to manifest powers in this fashion requires a Concentration check for each power manifested against a DC of 10 + the level of the power the subject attempts to manifest.

CONTROL FLAMES

Psychokinesis (Con)

Level: Psion 2

Display: Au

Manifestation Time: 1 action

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

Area: One nonmagical fire source up to 1 sq. ft./level (see text)

Duration: Concentration, up to 1 minute/level

Saving Throw: See text

Power Resistance: No

Power Points: 3

You pyrokinetically control the intensity or movements of one fire source.

A nonmagical fire source can be controlled if its bed or base is equal to or less than 1 square foot/level; larger fires cannot be controlled.

You can freely switch control between fire sources, or change the character of control while you maintain concentration, but only one specified change can be made to one fire source in a round.

When control over a fire source lapses, that fire immediately returns to its original state (or goes out if it has no fuel or has been moved beyond its original bed).

Increase/Decrease Flame: You can increase a fire's size by up to 1 square foot/level.

Each 1-square-foot expansion increases the potential damage the flames can deal by +1.

You can increase a fire's size beyond the original area, as long as it was equal to or smaller than the allowed size to begin with.

You can artificially keep a fire burning that would normally expire for lack of fuel, but dousing a controlled fire in sufficient water still puts it out.

For instance, an opponent targeted by burning oil or otherwise at risk of catching fire must succeed at a Reflex save (DC 15) to avoid this fate.

On a failed saving throw, the victim takes 1d6 points of damage.

Normally the victim is allowed a Reflex save each round to put out the flames, but a 4th-level psion using *control flames* can artificially keep the flames alive, and moreover, mentally fan them so that the victim takes 1d6+4 points of damage each round.

You can decrease the intensity of a flame by 1 square foot/level.

Each such decrease in flame intensity causes a -1 reduction to its damage potential (to a minimum of 1 point).

Reducing a fire's size to zero extinguishes it permanently.

Animate Fire: You can make a fire move as if a living creature.

An animated fire moves with a speed of 30 feet.

It can have a crude humanoid or crude shape (or something more artistic, with an appropriate Craft [sculpting] check against a DC set by the DM), as long as the fire's overall volume does not exceed its original volume.

A fire that moves away from its fuel or its original bed dies as soon as control over it lapses.

The animated fire can attack a target using the controller's base attack bonus to deliver touch attacks.

A successful attack has a chance to set the foe on fire (the foe must roll a Reflex save [DC 15] to avoid this).

Normally the victim is allowed a Reflex save each round to put out the flames; otherwise the fire burns for another 1d6 points of damage.

Additional hits by the animated fire mean additional chances of ignition.

The damage from multiple normal fires stacks, but the victim gets a saving throw each round to negate each fire.

It is possible to switch control from the animated fire to intensify flames that are already burning (thus denying the foe Reflex saves after the first).

CONTROL LIGHT

Psychokinesis (Con)

Level: Psion 1

Display: Au

Manifestation Time: 1 action

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

Area: 9 10-ft. cubes + 3 1 0-ft. cubes/level

Duration: Concentration, up to 1 minute/level

Saving Throw: See text

Power Resistance: No

Power Points: 1

You manipulate ambient light levels within the area.

You can increase or decrease total illumination in an area by up to 20% per manifester level. This increases or decreases overall effective range of vision for characters and creatures dependent on light by the same percentage. For instance, a human can see 30 feet with the light of a torch.

If *control light* is used to increase illumination by 20%, humans can see 36 feet and elves (with low-light vision) can see 72 feet within the power's area.

If you decrease the ambient light in an area by 100% (at 5th level or higher), even those with low-light vision are blinded within the affected area.

The change in intensity can be gradual or sudden.

Decreasing ambient light grants circumstance bonuses to Hide checks in the area by +1 for each 40% graduation.

You can increase the ambient light in the area to "blinding intensity", blinding all normally sighted creatures in the area who fail Fortitude save for 1 round.

CONTROL OBJECT

Psychokinesis (Con)

Level: Psion 1

Display: Ma

Manifestation Time: 1 action

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

Target: One nonmagical, unattended object weighing up to 100 pounds

Duration: Concentration, up to 1 round/level

Saving Throw: None

Power Resistance: No

Power Points: 1

You telekinetically "bring to life" inanimate objects. Though not actually alive, objects move under your control. For instance, a chair may walk, a dead tree shuffle, a stone waddle.

Live vegetation may not be controlled in this fashion, nor may already animate objects or undead.

The controlled object moves like a puppet, with jerky and clumsy movements.

If rigid, it makes creaking, groaning, or grating sounds as you control it.

The object can move with a speed of 10 feet.

A controlled object that attacks an opponent has one slam attack with an attack bonus of +0, dealing 1d4 points of bludgeoning damage.

Note: You may attempt to "control" a normal lock, making it move in such a way as to attempt to unlock itself.

Using this power in this fashion grants a +4 competence bonus on Open Lock checks involving that particular lock.

CONTROL SHADOW

Psychokinesis (Con)

Level: Psion 4/Psychic Warrior 0

Display: 01

Manifestation Time: 1 action

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

Target: Shadow cast by any object or creature with a total area of up to 100 sq. ft.

Duration: Concentration, up to 1 minute/level

Saving Throw: None

Power Resistance: No

Power Points: 1

You control the shadow cast by anyone or anything. The controlled shadow is like a puppet that parodies imagined actions of the object or creature casting the shadow, even if the subject stands still.

You can even make the shadow move away from its source, so long as it is cast along a wall or flat surface and remains within range.

CONTROL SOUND

Psychokinesis (Con)

Level: Psion 3

Display: Vi

Manifestation Time: 1 action

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

Target: One sound or mixture of related sounds

Duration: Concentration, up to 1 minute/level

Saving Throw: See text

Power Resistance: No

Power Points: 5

You shape and alter existing sounds.

You can target one sound, such as a person speaking or singing, or a group of related sounds, such as the patter of many raindrops or the tramp of soldiers passing by. A sound as quiet as a snapping finger can be controlled, but no quieter.

You can substitute any nonmagical sound you've heard for the target sound.

For instance, you could replace the sound of a dragon's snores with the sound of a trickling waterfall.

You can change the words of a speaker into inarticulate babble or into other words entirely (though a speaker generally winds to a halt when every word comes out as something unintended).

If you attempt to exactly duplicate the voice of a specific individual, or an inherently terrifying sound (such as a dragon's roar), you must succeed at a Bluff check with a +5 circumstance bonus opposed by the defender's Sense Motive check to avoid arousing suspicion.

You can muffle a sound all the way to nothing, or magnify a sound of such loudness that it can shatter nonmagical objects of crystal, glass, ceramics, or porcelain (vials, bottles, flasks, jugs, mirrors, and so forth).

When a sound is destructively magnified in this manner, all applicable objects within a 3-foot radius of the originating sound are smashed into dozens of pieces.

Objects weighing more than 1 pound per manifester level are not affected.

Alternatively, you can modulate a sound so that it affects only a single item of the appropriate material weighing up to 10 pounds per manifester level, if within 5 feet of the originating sound.

Crystalline creatures of any weight take 1d6 points of damage per manifester level (maximum 10d6) if within 5 feet of the originating sound.

CREATE SOUND

Psychokinesis (Con)

Level: Psion 1

Display: Vi

Manifestation Time: 1 action

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

Effect: Sounds (see text)

Duration: 1 round/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 1

You create a volume of sound that arises, recedes, approaches, or remains at a fixed place.

You choose what type of sound the power creates when first manifesting it and cannot thereafter change its basic character.

The volume of sound created, however, depends on your level.

You can produce as much noise as four normal humans per manifester level (maximum twenty humans).

Thus, talking, singing, shouting, walking, marching, or running sounds can be created.

The noise produced can be virtually any type of sound within the volume limit.

A horde of rats running and squeaking is about the same volume as eight humans running and shouting.

A roaring lion is equal to the noise from sixteen humans, while a roaring dire cat is equal to the noise from twenty humans.

If you wish to create a specific message, only a few words can be created, and they repeat over and over until the duration expires or is dismissed.

If you attempt to exactly duplicate the voice of a specific individual or an inherently terrifying sound (such as a dragon's roar), you must succeed at a Bluff check with a +2 circumstance bonus opposed by the defender's Sense Motive check to avoid arousing suspicion.

Create sound can be used as a basis for control sound effects.

DETONATION

Psychokinesis (Con)

Level: Psion 9

Power Resistance: Yes (object)

Power Points: 17

As *concussion*, except *detonation* deals 17d6 points of damage. You may choose to have the power deal an equal amount of subdual damage instead.

DISINTEGRATE

Psychokinesis (Con)

Level: Psion 6

Display: Vi, Au, Ma

Manifestation Time: 1 action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude partial

Power Resistance: Yes

Power Points: 11

A slick, translucent ray springs from your pointing finger, causing the creature or object it strikes to glow and vanish, leaving behind only a trace of fine dust.

You must make a successful ranged touch attack to hit.

Up to a 10-foot cube of nonliving matter is affected, so the power disintegrates only part of any very large object or structure targeted.

The ray affects even magical and psionic matter or energy of a magical or psionic nature, such as a *wall of force* or a *wall of ectoplasm*, but not a *null psionics field* or similar areas that negate psionics or magic.

A creature or object that makes a successful Fortitude save is only partially affected.

It suffers 5d6 points of damage instead of disintegrating. Only the first creature or object struck can be affected (that is, the ray only affects one target per manifestation).

DISSOLUTION

Psychokinesis (Con)

Level: Psion 9

Display: Vi

Manifestation Time: 1 action

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

Target: One creature or object

Duration: Instantaneous

Saving Throw: None (see text)

Power Resistance: Yes

Power Points: 17

A creature or object you select is disintegrated, leaving behind only a trace of fine dust.

Dissolution is like *disintegrate* except that it affects up to a 50-foot cube of nonliving, nonmagical matter whose hardness is less than 15.

A creature or object that makes a successful Fortitude save is only partially affected, taking 10d6 points of damage instead of disintegrating.

Only the first creature or object targeted can be affected (that is, the power affects only one target per manifestation).

FAR HAND

Psychokinesis (Con)

Level: Psion 0

Display: Vi

Manifestation Time: 1 action

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

Target: A nonmagical, unattended object weighing up to 5 pounds

Duration: Concentration

Saving Throw: None

Power Resistance: No

Power Points: 1

You can lift and move an object at will from a distance.

As a move-equivalent action, you can move the object up to 15 feet in any direction, though the power ends if the distance between you and the object ever exceeds the power's range.

FAR PUNCH

Psychokinesis (Con)

Level: Psion 0/Psychic Warrior 0

Display: Vi, Me

Manifestation Time: 1 action

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

Target: One individual

Duration: Instantaneous

Saving Throw: None

Power Resistance: Yes

Power Points: 1

A target you select is buffeted with telekinetic force for 1 point of damage.

Far punch always affects a target within range that you can see, even if the target is in melee or has partial cover or concealment.

However, a *shield* spell protects the target.

Inanimate objects (doors, walls, locks, and so on) cannot be damaged by the power.

GREATER BIOCURRENT

Psychokinesis (Con)

Level: Psion 6

Target: Any four living creatures that are no more than 15 ft. apart

Power Points: 11

As *bicurrent* except you deal 6d6 points of electricity damage per round you meet the requirements.

Electricity also arcs off the primary target to strike three additional foes initially within 15 feet of the primary foe, or who subsequently move within 15 feet of the primary foe while the duration lasts.

Secondary foes also take 6d6 points of damage per round the duration lasts.

Should any of the primary or secondary foes fall to below 0 hit points, *greater biocurrent's* electrical arc randomly retargets another primary and other secondary foes while the duration continues.

Targeted foes may move or make a saving throw each round for half damage (on that round only), but as long as they remain in range, they continue to be affected.

GREATER CONCUSSION

Psychokinesis (Con)

Level: Psion 3

Power Points: 5

As *concussion*, except *greater concussion* deals 5d6 points of damage.

You may choose to have the power deal an equal amount of subdual damage instead.

IMPROVED CLAIRTANGENCY

Psychokinesis (Con)

Level: Psion 8

Power Points: 15

As *clairtangency*, except you can emulate *telekinesis* in conjunction with a *clairaudience/clairvoyance* effect (you don't need to manifest *telekinesis* to use this power).

Improved clairtangency's duration is up to 1 minute/level when the *telekinesis* effect is used as a sustained force, but it expires immediately after a violent thrust.

IMPROVED TELEKINESIS

Psychokinesis (Con)

Level: Psion 7

Duration: Concentration, up to 10 minutes/level, or instantaneous (see text)

Power Points: 13

As *telekinesis*, except stronger and longer lasting (if a sustained force).

When generating a sustained force, you move a creature or object weighing up to 100 pounds per manifester level up to 50 feet per round.

When generating a violent thrust, objects cause damage as noted in *telekinesis*, and creatures within the weight range take 6d6 points of damage (as if they had fallen from 60 feet).

INERTIAL BARRIER

Psychokinesis (Con)

Level: Psion 4/Psychic Warrior 4

Display: Au, Me

Manifestation Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level or until discharged

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 7

You create a psychokinetic barrier around the subject that resists blows, cuts, stabs, and slashes, as well as providing some protection against falling.

The subject gains damage reduction 10/+5.

Once the power has prevented a total of 10 points of damage per manifester level (maximum 150 points), it is discharged.

Inertial barrier also absorbs up to half the damage from a fall. Damage absorbed from a fall counts toward discharging the effect.

The psychokinetic barrier delays the effects of gases in the atmosphere for 2d4 rounds.

INVISIBILITY

Psychokinesis (Con)

Level: Psion 2

Display: None

Manifestation Time: 1 action

Range: Personal or touch

Target: You or a creature or object weighing no more than 100 lb./level

Duration: 10 minutes/level (D)

Saving Throw: Will negates (harmless, object)

Power Resistance: Yes (harmless, object)

Power Points: 3

The creature or object touched vanishes from sight, even from darkvision.

If the recipient is a creature carrying gear, the gear vanishes, too.

If you manifest the power on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or employ psionics to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature.

Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source).

Any part of an item that the subject carries but that extends more than 10 feet from her becomes visible, such as a trailing rope.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as stepping in a puddle).

The power ends if the subject attacks any creature.

For purposes of this power, an "attack" includes any power targeting a foe or whose area or effect includes a foe. (Exactly who is a foe depends on the invisible character's perceptions).

Actions directed at unattended objects do not negate the power.

Causing harm indirectly is not an attack.

Thus, an invisible being can open doors, talk, eat, climb stairs, fashion an astral construct and have it attack for her, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so on.

If she attacks directly, however, she immediately becomes visible along with all her gear.

Note that powers that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

An invisible attacker gains a +2 bonus on his attack roll (for the single attack, either melee or ranged, that he is allowed before becoming visible), and the defender against such an attack loses any Dexterity bonus to Armor Class.

LESSER CONCUSSION

Psychokinesis (Con)

Level: Psion 1

Power Points: 1

As *concussion*, except *lesser concussion* deals 1d6 points of damage.

MASS CONCUSSION

Psychokinesis (Con)

Level: Psion 4

Display: Ma

Manifestation Time: 1 action

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

Area: 20-ft. radius sphere

Duration: Instantaneous

Saving Throw: None

Power Resistance: Yes

Power Points: 7

As *concussion*, except telekinetic pressure causes all creatures and objects within the area to explosively rupture, dealing 7d4 points of damage to creatures and unattended objects.

MATTER AGITATION

Psychokinesis (Con)

Level: Psion 1

Display: Au, Ma

Manifestation Time: 1 action

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

Area: 2 sq. ft. of surface area of an object or creature

Duration: Concentration, up to 2 rounds/level

Saving Throw: None

Power Resistance: Yes

Power Points: 1

You can excite the structure of a nonmagical object, heating it to the point of combustion over time.

If you shift your focus to another object, the first object cools and the second object begins to heat up.

1st Round: Readily flammable materials (paper, dry grass, tinder, torches) ignite.

Skin reddens (1 point of damage).

2nd Round: Wood smolders and smokes, metal becomes hot to the touch, skin blisters (1d4 points of damage), hair smolders, paint shrivels, water boils.

3rd Round: Wood ignites, metal scorches (1d4 points of damage for those holding metallic objects).

Skin burns and hair ignites (1d6 points of damage), lead melts.

You can continue to agitate a chosen surface area up to the duration of the power if concentration holds, but you can only deal a maximum of 1d6 points of damage against a living or undead subject.

MATTER MANIPULATION

Psychokinesis (Con)

Level: Psion 8

Display: Au, Me

Manifestation Time: 1 action

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

Area: 1 cu. ft./level of inanimate material

Duration: Instantaneous

Saving Throw: None

Power Resistance: Yes

Power Points: 15, XP cost

You can weaken or strengthen the substance of an object or structure.

You can affect both mundane and magical inanimate material.

Weakening an object's substance decreases its hardness and hit points, and strengthening it increases its hardness and hit points.

You can increase or decrease an object's hardness by up to 5 from its base hardness (see Table 8–12, Table 8–13, and Table 8–15 in Chapter 8 of the *Player's Handbook*).

When hardness increases, the object (or portion of an object) gains 3 hit points per inch of thickness per increased hardness.

When hardness decreases, the object (or portion of an object) loses 2 hit points per inch of thickness per decreased hardness (to a minimum of 1 hit point/inch of thickness).

You can't decrease the hardness (or the hit points) of an object that already has a hardness of 0.

For instance, you can increase the hardness of a 1-inch-thick rope from 0 to 5, at the same time giving it a total of 17 hit points.

You could also reduce the hardness of a stone wall to 3 and its hit points/inch of thickness to 5, making the affected area much more easily breached.

Working Manipulated Metals: An object or portion thereof whose hardness is decreased or increased is permanently changed.

If several ingots of iron were increased to hardness 15, they would possess the strength qualities of mithral (although having more hit points).

If mithral were manipulated to hardness 20, it would share the special characteristics of a weapon or armor forged of adamantine (though it would look like mithral).

Hardening adamantine to 25 is possible, but this confers no benefits other than a higher hardness and more hit points/inch of thickness.

You can also harden or weaken a preforged weapon, armor, or other finished item.

XP Cost: The item's final hardness × 100 XP.

MATTER REARRANGEMENT

Psychokinesis (Con)

Level: Psion 5

Display: Ma

Manifestation Time: 1 action

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

Target: Nonmagical metal objects weighting up to a total of 1/10 pound, each no more than 1 inch from another

Duration: instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 9, XP cost

You can transmute one metal into another.

Each time you manifest the power, you affect a metal object up to 1/10 pound, or several metal objects whose total weight does not exceed 1/10 pound.

In practical terms, 1/10 pound equals five standard coins (5 cp, 5 sp, 5 gp, and so on).

XP Cost: The XP cost equals the gp value of the newly transmuted metal, or a minimum of 1 XP.

For instance, if you transmute 5 copper coins into 5 gold coins, the cost is 5 XP.

If you transmute 5 copper coins to 5 platinum coins, the cost is 50 XP.

MY LIGHT

Psychokinesis (Con) [Light]

Level: Psion 0

Display: Au, Vi

Manifestation Time: 1 action

Range: Personal and 20 ft.

Target: You and 20-ft. cone

Duration: 10 minutes/level (D)

Power Points: 1 Your eyes beam forth a 20-foot-long cone of light.

You and other creatures can see normally in the light.

If you walk into an area filled with psionic or magical darkness, *my light* goes dark while you stay within it.

NEGATE PSIONICS

Psychokinesis (Con)

Level: Psion 3

Display: Vi

Manifestation Time: 1 action

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

Target or Area: One psionic character or creature, or one object; or 30-ft.-radius burst

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 5

You can use *negate psionics* to end ongoing powers that are manifested on a creature or object, to temporarily suppress the psionic abilities of a psionic item, or to end ongoing power (or at least their effects) within an area.

A negated power ends as if its duration had expired.

Negate psionics can negate (but not counter) the ongoing effects of supernatural abilities as well as psionic powers.

Negate psionics affects spell-like abilities just as it affects powers (and spells).

You can't use *negate psionics* to undo the effects of any power with instantaneous duration.

You choose to use *negate psionics* in one of two ways: a targeted negation or an area negation: Targeted Negation: One object, creature, or power is the target of the power. You make a negation check against the power or against each ongoing power currently in effect on the object or creature.

A negation check is 1d20 + 1 per manifester level (maximum +10) against a DC of 11 + the power-to-be-negated's manifester level.

If the object that you target is a psionic item, you make a negation check against the item's manifester level.

If you succeed, all the item's psionic properties are suppressed for 1d4 rounds, after which the item recovers on its own.

A suppressed item becomes nonpsionic for the duration of the effect.

You automatically succeed in your negation check against any power that you manifest yourself.

Area Negation: The power affects everything within a 30-foot radius.

For each creature that is the target of one or more powers, you make a negation check against the power with the highest manifester level. If that fails, you make negation checks against progressively weaker powers until you negate one power (which discharges the *negate psionics* so far as that target is concerned) or fail all your checks. The creature's psionic items are not affected.

For each object that is the target of one or more powers, you make negation checks as with creatures. Psionic items are not affected by area negations.

For each ongoing power with an area centered within the *negate psionics* target area, you make a negation check to negate the power.

For each ongoing power whose area overlaps with that of the negation, you make a negation check to end the effect but only within the area of the *negate psionics*.

NULL PSIONICS FIELD

Psychokinesis (Con)

Level: Psion 6

Display: Vi, Au

Manifestation Time: 1 action

Range: 10 ft.

Area: A 10-ft.-radius emanation, centered on you

Duration: 10 minutes/level (D)

Saving Throw: None

Power Resistance: See text

Power Points: 11

An invisible barrier surrounds you and moves with you.

The space within this barrier is totally impervious to most psionic effects.

Likewise, it prevents the functioning of any psionic items or psionic powers within its confines.

The field suppresses any powers or psionic effects used within, brought into, or manifested into the area, but does not negate them.

A *dominated* creature, for example, is not *dominated* while inside the field, but the power resumes functioning when it leaves the field.

Time spent within a *null psionics field* counts against the suppressed power's duration.

Astral constructs wink out if they enter the field (or are inside one when it is created).

The construct reappears in the same spot once the *null psionics field* no longer covers the spot where the construct was.

Time spent winked out counts normally against the duration of the power that's maintaining the creature.

If the construct has power resistance, when you manifest the *null psionics field* you must make a manifester level check (1d20 + manifester level) against the construct's PR to make it wink out.

A psionic sword does not function psionically within the area, but it is still a sword (and a masterwork sword at that). The power has no effect on constructs that are imbued with psionics during their creation process and are thereafter self-supporting (unlike astral constructs that persist only so long as a power's duration).

Undead and outsiders are likewise unaffected (unless summoned).

These creatures' psionic powers, spell-like abilities, or supernatural abilities, however, may be temporarily nullified by the field.

A *negate psionics* power does not remove the field.

Two or more *null psionics fields* have no appreciable effect on each other.

Artifacts, relics, and creatures of demigod or higher status are unaffected by mortal psionics such as this.

Note: Should you be larger than the area enclosed by the field, any part of your person that lies outside the field is unaffected by the field.

POWER TURNING

Psychokinesis (Con)

Level: Psion 7

Display: Vi, Me

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: Until completely expended or 10 minutes/level

Power Points: 13

Powers (and spell-like effects) targeted against you rebound on the original manifester.

This power only turns psionic powers that have you as a target.

Effect and area powers are not affected.

Power turning also fails to affect touch range powers.

Thus, a *charm person* power manifested at you could be turned back upon and possibly charm the manifester, but *whitefire* could not be turned back, and neither could *destiny dissonance*.

From 7 to 10 (1d4+6) power levels are affected by the turning.

The DM secretly rolls the exact number.

Each power turned subtracts its level from the amount of power turning left.

A power might be only partially turned.

Subtract these from the power level of the incoming psionic power.

Divide the number of the remaining levels of the incoming power by the power level of the incoming power to see what fraction of the effect gets through.

For damaging power, you and the original manifester each suffer a fraction of the damage.

For nondamaging powers, each of you has a proportional chance to be affected.

If you and an attacker are both warding by power turning effects in operation, a resonating field is created.

Roll randomly to determine the result:

d%	Effect
01-70	Power drains away without effect.
71-80	Power affects both of you equally at full effect.
81-97	Both turning effects are rendered non-functional for 1d4 minutes.
98-100	Both of you go through a rift into another plane.

PSYCHIC VAMPIRE

Psychokinesis (Con)

Level: Psion 5/Psychic Warrior 5

Display: Vi (see text), Me

Manifestation Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Fortitude negates

Power Resistance: Yes

Power Points: 9

This power shrouds your hand with darkness that you can use to drain an opponent's power.

Your successful melee touch attack drains 2 power points/level from your foe and transfers them immediately to you.

You can't gain more power points than you normally have available in a day.

The stolen power points remain in your reserve until used normally.

Your touch attack, charged with a psionic power, is armed as an armed attack.

Against psionic beings who have no power points (such as a psionic character with an empty power point reserve, or a psionic monster that freely manifests its powers), your touch instead deals 1 point of temporary Intelligence, Wisdom, or Charisma damage (your choice).

You gain 1 power point from this drain.

You have the same effect on nonpsionic opponents.

REDDOPSI

Psychokinesis (Con)

Level: Psion 7

Display: Au, Ol, Me

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: Until expended or 10 minutes/level

Power Points: 13

When you manifest *reddopsi* [red-ob-sigh], psionic powers (excluding attack modes) targeted against you rebound on the original manifester.

This reverses only powers that have you as a target.

Area powers and those that target effects are not affected.

Reddopsi also fails to reflect touch range powers.

Reddopsi can reverse any power, but ends as soon as it has done so, no matter how minor the power.

Should you reverse a power back on a manifester who also is affected by *reddopsi*, the power rebounds once more upon you.

SEVER THE TIE

Psychokinesis (Con)

Level: Psion 2

Display: Au, Ma

Manifestation Time: 1 action

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

Area: Several undead creatures within a 10-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will half

Power Resistance: Yes

Power Points: 3

You disrupt an undead creature's tie to the Negative Energy Plane, damaging or destroying the creature.

Your psychokinetic "scythe" deals 3d8 points of damage to all undead within the area.

Undead that are brought to 0 hit points or below by use of the power fall limply and molder into dust (if corporeal), or slowly disperse (if incorporeal).

STOMP

Psychokinesis (Con)

Level: Psion 1

Display: Au, Vi

Manifestation Time: 1 action

Range: 20 ft.

Area: Two-dimensional "cone" (see text)

Duration: Instantaneous

Saving Throw: Reflex negates

Power Resistance: No

Power Points: 1

Your foot stomp precipitates a psychokinetic shock wave that travels along the ground, toppling creatures and loose objects.

The area is conelike but extends in only two dimensions, flat along the ground (creatures in the air above the shock wave are not affected).

All creatures standing in the area who fail their Reflex saves are thrown to the ground and take 1d4 subdual damage in the process.

Rising from a prone position is a move-equivalent action.

TELEKINESIS

Psychokinesis (Con)

Level: Psion 4/Psychic Warrior 4

Display: Vi

Manifestation Time: 1 action

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

Target or Targets: See text

Duration: Concentration, up to 1 round/level, or instantaneous (see text)

Saving Throw: Will negates (object) (see text)

Power Resistance: Yes (object) (see text)

Power Points: 7

You move objects or creatures by concentrating on them.

The power can provide either a gentle, sustained force or a single short, violent thrust (manifesters' choice).

Sustained Force: A sustained force moves a creature or object weighing up to 25 pounds per manifester level up to 20 feet per round.

A creature can negate the effect against itself or against an object it possesses with a successful Will save or with power resistance.

This version of the power lasts up to 1 round per manifester level, but it ends if you cease concentration.

The weight can be moved vertically, horizontally, or both.

An object cannot be moved beyond your range.

The power ends if the object is forced beyond the range.

If you cease concentration for any reason, the object falls or stops.

An 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.

You might even be able to untie simple knots, though fine actions such as these require Intelligence checks against a DC set by the DM.

Violent Thrust: Alternatively, the telekinetic power can be expended in a single round.

You can hurl one or more objects or creatures that are within range and all within 10 feet of each other toward any target within 10 feet/level of all the objects.

You can hurl up to a total weight of 25 pounds per manifester level.

You must succeed at attack rolls (one per creature or object thrown) to hit the target with the items, using your base attack plus your Intelligence modifier.

Weapons cause standard damage (with no Strength bonus).

Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects such as a barrel) to 1d6 points of damage per 25 pounds for hard, dense objects (such as a boulder).

Creatures who fall within the weight capacity of the power can be hurled, but they are allowed Will saves to negate the effect, as are those whose held possessions are targeted by the power.

If creatures are telekinetically hurled against solid surfaces, they take damage as if they had fallen 10 feet (1d6 points).

TELEKINETIC SPHERE

Psychokinesis (Con) [Force]

Level: Psion 8

Display: Ma

Manifestation Time: 1 action

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

Effect: 1-ft.-diameter/level sphere, centered on creatures or objects

Duration: 1 minute/level (D)

Saving Throw: Reflex negates (object)

Power Resistance: Yes (object)

Power Points: 15

A globe of shimmering force encloses a creature or object, provided it is small enough to fit within the diameter of the sphere.

The sphere contains its subject for the power's duration.

The sphere is not subject to damage of any sort except from a *third eye negate* (or similar magical items), *disintegrate*, or a targeted *negate psionics* power.

These destroy the sphere without harm to the subject.

Nothing can pass through the sphere, inside or out, though the subjects can breathe normally.

Creatures or objects inside the globe are nearly weightless. Anything contained within a *telekinetic sphere* weighs only one-sixteenth of its normal weight.

You can telekinetically lift anything in the sphere that normally weighs up to 5,000 pounds. Telekinetic control extends to a maximum distance of medium range from you (100 feet + 10 feet per manifester level) after the sphere has actually encapsulated its contents.

You move objects or creatures in the sphere by concentrating on them.

The sphere begins moving the round after manifesting the power.

A round's concentration (a standard action) moves the sphere up to 30 feet.

If you cease concentrating, the sphere does not move that round (if on a level surface) or descends at its falling rate (if aloft) until it reaches a level surface, the power's duration ends, or you begin concentrating again.

Because of the reduced weight, the sphere falls at a rate of only 60 feet per round, which is not fast enough to cause damage to its contents.

If you cease concentrating (voluntarily or due to failing a Concentration check), you can resume concentrating on your next turn or any later turn during the power's duration.

You can move the sphere telekinetically even if you are in it.

Note that even if more than 5,000 pounds of weight is englobed, the perceived weight is only one-sixteenth of the actual weight, so the sphere can be rolled without exceptional effort.

TRUE CONCUSSION

Psychokinesis (Con)

Level: Psion 7

Power Points: 13

As *concussion*, except *true concussion* deals 13d6 points of damage.

You may choose to have the power deal an equal amount of subdual damage instead.

TRUE TELEKINESIS

Psychokinesis (Con)

Level: Psion 9

Duration: Concentration, up to 10 minutes/level, or instantaneous (see text)

Power Points: 17

As *telekinesis* and *improved telekinesis*, except stronger and longer lasting (if a sustained force).

When generating a sustained force, you move a creature or object weighing up to 500 pounds per manifester level up to 100 feet per round.

When generating a violent thrust, objects cause damage as noted in *telekinesis*, and creatures within the weight range take 16d6 points of damage (as if they had fallen from 160 feet).

PSYCHOMETABOLISM

ADAMANT GRASP

Psychometabolism(Str)

Level: Psychic Warrior 5

Display: Vi

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

Power Points: 9

All your grapple checks receive a +10 competence bonus while the duration lasts.

ADAPT BODY

Psychometabolism (Str)

Level: Psion 5/psychic Warrior 5

Display: Vi

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 9

You can adapt your body to hostile environments.

You choose the environment at the time you manifest the power.

You can adapt to underwater, extremely hot, extremely cold, and even airless environments, allowing you to survive like a creature native to that environment, if any. You can breathe and move, and you take no damage simply from being in that environment.

You can somewhat adapt to extreme environments such as acid, lava, fire, electricity, and other volatile areas.

Any environment that normally directly deals 1 or more dice of damage per round (such as lava, which deals 20d6 points of damage per round of immersion) is too extreme for this power (although it subtracts the first die of damage from the total dealt per round).

An attack form does not constitute an environment.

For example, even if you're adapted to arctic conditions, you are still vulnerable to psionic or magical attacks that deal cold damage.

AFFINITY FIELD

Psychometabolism (Str)

Level: Psion 9

Display: Vi, Ma

Manifestation Time: 1 action

Range: 20 ft.

Area: 20-ft.-radius emanation, centered on you

Duration: 10 minutes (D)

Saving Throw: None

Power Resistance: Yes

Power Points: 17

You create an affinity feedback loop with all creatures within the area.

While the duration lasts, affected creatures feel all physical forces that you feel.

Hit point gain or loss persists after this power ends.

For instance, if you take 10 points of damage from a sword wound, all creatures within the area also take 10 points of damage.

On the other hand, if you are subject to healing psionics or magic, all creatures in the *affinity field* are also healed.

Creatures in range are also subject to magical and psionic effects of 3rd level or less, but all magic and psionic effects transferred to others fade at the end of this power's

duration, although instantaneous effects remain, such as the effects of curing power.

For instance, if you manifest *animal affinity* to gain the average Strength score of a black bear, so too do all creatures in range.

However, even though *animal affinity* lasts much longer, when *affinity field* ends, all affected creatures lose the benefit of whatever power or powers still remain in affect on you.

ANIMAL AFFINITY

Psychometabolism (Str)

Level: Psion 2/Psychic Warrior 2

Display: Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 3

You forge a psychometabolic affinity with a chosen kind of animal ("animal" is a creature type defined in the *Monster Manual*), from which you emulate one ability score.

You can emulate only one ability score per manifestation of *animal affinity*, although multiple manifestations can affect you, as long as each emulates different ability score.

Any of the six ability scores can be enhanced in this fashion.

You can increase your own ability score by a maximum of 1d4+1 points.

Thus, if you have a Dexterity of 10, you could raise it to a maximum of 15 (on a good roll).

The new ability score takes the place of your own for the duration of the power.

You cannot emulate gross physical qualities such as wings, claws, fangs, and related anatomies, but you do take on some subtle characteristics of the chosen animal, at the DM's discretion.

BIOFEEDBACK

Psychometabolism (Str)

Level: Psion 1/Psychic Warrior 1

Display: Vi, Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 1

You can constrict bleeding around wounds, lessening their impact.

You take a portion of any attack that deals damage as points of subdual damage equal to your Strength modifier.

Thus, a character with a Strength score of 15 who is dealt 10 points of damage by a power or weapon actually takes 8 points of normal damage and 2 points of subdual damage. This power is not retroactive to wounds received prior to manifesting *biofeedback*.

BITE OF THE TIGER

Psychometabolism (Str)

Level: Psion 3/Psychic Warrior 3

Display: Vi, Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level

Saving Throw: None

Power Resistance: No

Power Points: 5

Your posture becomes stooped forward, and you grow a tigerlike muzzle complete with rending fangs.

The power grants you a bite attack (which does not draw an attack of opportunity) with a base damage of 2d8 points.

You can use this power in conjunction with feats, powers, or spells allowing additional attacks in one round, and it can be used with: multiple attacks gained through level advancement.

See Psychometabolism Powers in Chapter 4: Psionics for how to handle multiple attacks.

BITE OF THE WOLF

Psychometabolism (Str)

Level: Psion 1/Psychic Warrior 1

Display: Vi, Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level

Power Points: 1

Your posture becomes stooped forward, and you grow a wolflike muzzle complete with fangs.

The power grants you a bite attack (which does not draw an attack of opportunity) with a base damage of 1d8 points.

You can use this power in conjunction with feats, powers, or spells allowing additional attacks in one round, and it can be used with multiple attacks gained through level advancement.

See Psychometabolism Powers in Chapter 4: Psionics for how to handle multiple attacks.

BODY ADJUSTMENT

Psychometabolism (Str)

Level: Psion 2

Display: Au, Ma

Manifestation Time: 1 full round

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 3

You take control of your own living body, allowing you to heal injury.

You cure yourself of 3d6 points of damage.

Alternatively, you can focus on a disease or poison.

You must manifest *body adjustment* separately for each different condition.

If used against a disease, your next daily Fortitude save to attempt to throw off the infection gains a bonus equal to 4 + your manifester level.

If used against a poison, your secondary Fortitude save (usually made 1 minute after the first exposure to poison) gains a bonus equal to 4 + your manifester level. Multiple uses of *body adjustment* for use against poison or disease do not stack.

Finally, you can use *body adjustment* to heal 2 points of temporary ability damage.
You don't gain all three benefits from a single manifestation of this power.

BODY EQUILIBRIUM

Psychometabolism (Str)

Level: Psion 2/Psychic Warrior 2

Display: Vi, Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 3

You can adjust your body equilibrium to correspond with any solid or liquid that you stand on.

Thus, you can walk on water, quicksand, or even a spider's web without sinking breaking through (this does not confer any resistance to particularly sticky webs).

You can move at your normal speed, but you cannot run ($\times 4$ speed) on an unfirm surface without sinking or breaking. If you fall while using this power, damage from the impact is halved.

BREATH OF THE DRAGON

Psychometabolism (Str) [Fire]

Level: Psion 6/Psychic Warrior 6

Display: Vi (see text), Ma

Manifestation Time: 1 action

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

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex half

Power Resistance: Yes

Power Points: 11

You breathe forth raging fire, originating from your mouth and extending outward in a cone.

This attack deals 11d4 points of fire damage.

CHAMELEON

Psychometabolism (Str)

Level: Psion 2

Display: Ol

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

Power Points: 3

Your skin and equipment take on the color and texture of nearby objects, including floors and walls.

You receive a +10 enhancement bonus on Hide checks.

CLAWS OF THE BEAR

Psychometabolism (Str)

Level: Psion 2/Psychic Warrior 2

Display: Vi, Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level

Power Points: 3

Your forearms lengthen, your hands broaden into wide paws, and you grow sicklelike bear claws on both hands. The power grants you a claw attack (which does not draw an attack of opportunity) with a base damage of 1d12.

You can use this power in conjunction with feats, powers, or spells allowing additional attacks in 1 round, and it can be used with multiple attacks gained through level advancement.

See Psychometabolism Powers in Chapter 4: Psionics for how to handle multiple attacks.

CLAWS OF THE VAMPIRE

Psychometabolism (Str)

Level: Psion 3/Psychic Warrior 3

Display: Vi, Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level

Power Points: 5

The fingernails on both your hands grow to wicked, 2-inch-long points.

The power grants you a claw attack (which does not draw an attack of opportunity) with a base damage of 1d8.

Simultaneously, you heal as many points of damage as you deal with *claws of the vampire*.

You can use this power in conjunction with feats, powers, or spells allowing additional attacks in one round, and it can be used with multiple attacks gained through level advancement.

See Psychometabolism Powers in Chapter 4: Psionics for how to handle multiple attacks.

COMPRESSION

Psychometabolism (Str)

Level: Psion 1/Psychic Warrior 1

Display: Ol

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 1

You can decrease your size.

You shrink up to 10% per your manifester level, decreasing by this amount in height, width and depth (to a maximum reduction of 50%).

Weight decreases by approximately the cube of the size decrease as follows:

Height Decrease	Weight Decrease
-10% (x0.9)	-30% (x0.7)
-20% (x0.8)	-50% (x0.5)
-30% (x0.7)	-60% (x0.4)
-40% (x0.6)	-80% (x0.2)
-50% (x0.5)	-90% (x0.1)

Your equipment also shrinks.

Your hit points, Armor Class and attack rolls do not change, but Strength decreases along with size.

For every 10% of reduction, your Strength score suffers an enlargement penalty of -1, to a minimum score of 1.

Multiple psionic or magical effects that decrease size do not stack.

DISPLACEMENT

Psychometabolism (Str)

Level: Psion 3/Psychic Warrior 3

Display: Au

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: 5

Emulating the displacement ability of the displacer beast, you appear to be about 2 feet away from your true location. You benefit from a 50% miss chance as if you had total concealment.

However, unlike actual total concealment, *displacement* does not prevent enemies from targeting you normally. *True seeing* reveals your true location.

DISSOLVING TOUCH

Psychometabolism (Str) [Acid]

Level: Psion 4/Psychic Warrior 4

Display: Vi

Manifestation Time: 1 action

Range: Touch

Target: Creature or object touched

Duration: Until discharged

Saving Throw: None

Power Resistance: Yes (object)

Power Points: 7

Your touch (or bite) is corrosive.

You deal 7d6 points of acid damage to any creature or object you touch.

If making an unarmed attack, or using any of the bite or claw powers, this damage is in addition to any other damage you deal.

If you successfully grapple or pin a foe, your grasp deals 10d6 points of acid damage.

If you can entirely enclose an object (or a very small creature) in the grip of both of your hands, you deal 12d6 points of damage.

Acid you secrete denatures 1 round after use, losing all efficacy and ability to deal damage.

You are immune to the acid you secrete.

DUODIMENSIONAL HAND

Psychometabolism (Str)

Level: Psion 3

Display: Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level

Power Points: 5

Your hand becomes two-dimensional, making it razor-sharp.

Instead of bludgeoning damage, your unarmed attacks do slashing or piercing damage (your choice), but your damage potential does not increase.

Additionally, your hand is now psionically keen, increasing its critical threat range to 17–20.

If a combination of powers would allow you to manifest *duodimensional hand* on a weapon (such as the *graft weapon* power), the threat range can be increased to no more than 17–20, but the damage multiplier is that of the weapon.

Note: The third spatial component of your hand still exists but is temporarily shunted into the Ethereal Plane, so against ethereal or incorporeal targets this power is ineffective.

ECTOPLASMIC FORM

Psychometabolism (Str)

Level: Psion 3

Display: Ol

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 2 minutes/level (D)

Power Points: 5

You and all your gear become a partially translucent mass of rippling ectoplasm that generally conforms to your normal shape.

You gain damage reduction 20/+1.

Your material armor (including natural armor) becomes worthless, although your size, Dexterity, deflection bonuses, and armor bonuses from force effects (such as those gained by the feat *Inertial Armor*) still apply.

You become immune to poison and critical hits.

You cannot attack or manifest powers while in ectoplasmic form.

As with *polymorph self*, you lose supernatural abilities, if any, while in ectoplasmic form.

You cannot run, but you can swim with a +15 circumstance bonus on your Swim skill.

You can pass through small holes or narrow openings, even mere cracks, along with all you are wearing or holding in your hands while the duration persists.

ELFSIGHT

Psychometabolism (Str)

Level: Psion 0/Psychic Warrior 0

Display: Vi

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute

Power Points: 1

You gain low-light vision (as an elf) for the duration of the power.

If *elfsight* is used in conjunction with *my light*, you can see twice as far as indicated in the latter power's description.

EMPATHIC TRANSFER

Psychometabolism (Str)

Level: Psion 1

Display: Ma, Au

Manifestation Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: None

Power Resistance: Yes (harmless)

Power Points: 1

You transfer the hurts of others to yourself. when you manifest this power, you can transfer up to 8 points of damage per manifester level from the subject creature to yourself.

Alternatively, you can absorb one poison or one disease afflicting the subject creature into yourself.

When you absorb a poison or disease, you do not absorb the damage done previously dealt by the affliction, but you do take up the burden of making the secondary and/or continuing Fortitude saves against the affliction.

Finally, you can choose to transfer up to 1 point of temporary ability damage per manifester level from the subject to yourself.

In most cases, you would only use *empathic transfer* with the intent to heal yourself using another Psychometabolism power, but self-healing is not mandatory.

ENERGY BARRIER

Psychometabolism (Str)

Level: Psion 5/Psychic Warrior 5

Display: Vi (see text)

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level or until discharged

Power Points: 9

Your body assimilates and converts energy attacks to harmless light.

You gain resistance 10 to a specific energy attack (you ignore the first 10 points of damage dealt by a specified energy source).

Once the power has prevented a total of 10 points of damage per manifester level (maximum 150 points) from specified energy attacks, it is discharged.

Specified energy attacks include powers and spells that deal acid, cold, electricity, fire, and sonic damage.

When you absorb damage, you radiate visible light for a number of rounds equal to the points of damage you successfully ignore.

The light is strong enough to illuminate a 60-foot-radius area.

ENERGY CONVERSION

Psychometabolism (Str)

Level: Psion 7

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

Target: You and one object or creature

Power Points: 13

As *energy barrier*, except you can discharge stored energy in a ray as a single ranged touch attack.

This is a standard action.

The ray is composed of the energy type you absorbed.

You can choose to fire the ray prior to complete saturation of your energy barrier, though this ends the power.

If the ray successfully strikes the target, the target takes a of number hit points equal to the total number of hit points successfully ignored by the energy barrier.

EXPANSION

Psychometabolism (Str)

Level: Psion 2/Psychic Warrior 2

Display: Ol

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 3

You can increase your size.

You grow up to 10% per your manifester level, increasing by this amount in height, width, and depth (to a maximum growth of 100%).

Weight increases by approximately the cube of the size increase as follows:

Height Increase	Weight Increase
+10% (x1.1)	+30% (x1.3)
+20% (x1.2)	+70% (x1.7)
+30% (x1.3)	+120% (x2.2)
+40% (x1.4)	+170% (x2.7)
+50% (x1.5)	+240% (x3.4)
+60% (x1.6)	+310% (x4.1)
+70% (x1.7)	+390% (x4.9)
+80% (x1.8)	+480% (x5.8)
+90% (x1.9)	+590% (x6.9)
+100% (x2.0)	+700% (x8.0)

Equipment worn or carried is also enlarged.

If insufficient room is available for the desired growth, you burst weak enclosures.

However, your larger size is constrained without harm by stronger materials.

You cannot crush yourself.

Your hit points, Armor Class, and base attack bonus do not change, but Strength increases along with size.

For every 20% of enlargement, you gain a +1 enlargement bonus to Strength.

Multiple psionic or magical effects that increase size do not stack.

Psionic and magical properties are not enhanced with this power.

FEEL LIGHT

Psychometabolism (Str)

Level: Psion 1/Psychic Warrior 1

Display: Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

Power Points: 1

You experience light translated through tactile sensation (by touch).

Your entire body becomes a receiver for light.

In effect, your body replaces your eyes.

You can "see" what your eyes would normally reveal.

Your field of vision does not change, but if you have darkvision, sight is not translated to touch via *feel light*.

If your eyes are working normally, the expanded view gives you a +1 enhancement bonus on all Spot and Search checks.

If this power is used in conjunction with *hear light*, the bonus is +2.

FEEL SOUND

Psychometabolism (Str)

Level: Psion 1/Psychic Warrior 1

Display: Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

Power Points: 1

As *feel light*, except you experience sound translated through tactile sensation (by touch).

Your entire body becomes a receiver for sound.

In effect, your body replaces your ears.

You can “hear” what your ears would normally reveal.

Your range of hearing does not change.

If your ears are working normally, the expanded reception gives you a +1 enhancement bonus on all Listen checks.

If this power is used in conjunction with *see sound*, the bonus is +2.

FISSION

Psychometabolism (Str)

Level: Psion 7

Display: Ol

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: 13

You can divide yourself, creating a duplicate up to 5 feet away.

Your duplicate thinks and acts exactly as you do and follows your orders, although it will not do anything you wouldn’t do yourself.

Your duplicate has all your abilities but none of your equipment.

Your duplicate has all your hit points, half your power points (figured after you deduct the cost of this power), and other physical traits you had at the time you manifested the power.

Powers, spells, or other effects affecting you do not affect your duplicate.

When the duration expires or when you dismiss the power, you and your duplicate rejoin, no matter how far from each other you are.

You take half of the damage your duplicate has suffered at the time of rejoining.

This could potentially put you at 0 hit points or lower, but it can’t bring you to –10 hit points or less.

Also, you lose half of the power points your duplicate used up.

If one of you dies before the duration expires, there is no rejoining; however, you (either in your original flesh or that of your duplicate) gain one negative level.

GRAFT WEAPON

Psychometabolism (Str)

Level: Psion 5/Psychic Warrior 5

Display: Ol

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 9

You permanently attach any weapon—mundane, psionic, or magical—onto the end of one of your arms.

The weapon becomes a natural extension of your arm, and that hand is nowhere to be seen.

If you are proficient with the weapon, you add +1 to all attack and damage rolls while using the weapon (this stacks with all other bonuses, including those granted by Weapon Focus and Weapon Specialization).

The grafted weapon becomes subject to powers that normally do not effect equipment, such as *expansion*.

More importantly, since the weapon is a natural part of your body, powers that normally only enhance unarmed attacks and touch attacks now apply to your grafted weapon (such as *hammer*, *duodimensional hand*, or even *dissolving touch*).

However, you lose the use of one hand and receive a –2 competence penalty on all skill checks requiring the use of hands.

Powers that temporarily polymorph or metamorphose you (or just your hands) can ignore the grafted weapon or alter it normally, at your discretion.

If the weapon takes damage, you take the damage as well.

If you are healed, so is your grafted weapon.

If your weapon is destroyed, you lose 2 points of Constitution; the ability damage persists until you can graft another weapon or restore your natural anatomy (see below).

You can change out weapons by using this power again.

If you manifest this power without any weapon, your natural anatomy returns (but you can’t use this power to recover a limb lost through some other mishap).

HAMMER

Psychometabolism (Str)

Level: Psion 1

Display: Au, Ma

Manifestation Time: 1 action

Range: Touch

Target: Creature or object touched

Duration: Until discharged

Saving Throw: None

Power Resistance: Yes (object)

Power Points: 1

This power charges your mere touch with the force of a sledgehammer.

A successful melee touch attack deals 1d8 points of bludgeoning damage.

Your touch attack, charged with a psionic power, is treated as an armed attack.

HEAR LIGHT

Psychometabolism (Str)

Level: Psion 1/Psychic Warrior 1

Display: Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

Power Points: 1

As *feel light*, except you experience light translated through auditory sensation (by hearing).

You can “see” with your ears because any light waves that reach you are converted to sound, and you “hear” the image. You can see what your eyes would normally reveal, but if you have darkvision, sight is not translated to sound via *hear light*.

If your eyes are working normally, the expanded view gives you a +1 enhancement bonus on all Spot and Search checks.

If this power is used in conjunction with *feel light*, the bonus is +2.

HUSTLE

Psychometabolism (Str)

Level: Psychic Warrior 1

Display: Au

Manifestation Time: 1 action

Range: Personal

Target: You

Effect: 1 extra partial action

Power Points: 1

You can take an extra partial action, but you must wait until your next round's worth of actions to do so.

In effect, you give up a standard action on the round you manifest this power, but gain an extra partial action on the following round.

This benefit counts as an enhancement bonus.

IMMOVABILITY

Psychometabolism (Str)

Level: Psion 4/Psychic Warrior 4

Display: Vi

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 7

You are almost impossible to move.

Your weight does not vary; instead, you mentally attach yourself to the underlying fabric of the plane.

Thus, you could conceivably anchor yourself in midair.

You oppose any attempt to move you by a Strength check modified by a bonus equal to three times your manifester level. Thus, at 8th level, your bonus to resist being moved is +24.

Once immovable, you can't move to a new location unless you first dismiss the power or its duration expires.

While you are immovable, you lose all Dexterity bonuses to AC.

Neither can you attack or make any other movement.

However, your anchored body gains damage reduction 20/+3.

IMPROVED BIOFEEDBACK

Psychometabolism (Str)

Level: Psion 3/Psychic Warrior 3

Duration: 1 hour/level (D)

Power Points: 5

As *biofeedback*, except you take a portion of each damaging attack as subdual damage equal to twice your Strength modifier, and the duration is extended.

IMPROVED VIGOR

Psychometabolism (Str)

Level: Psion 6

Power Points: 11

As *vigor*, except you gain 13 temporary hit points.

IRON BODY

Psychometabolism (Str)

Level: Psion 8

Display: Au

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 15

This power transforms your body into living iron, which grants you several powerful resistances and abilities.

You gain damage reduction 50/+3.

You are immune to blindness, critical hits, damage to ability scores (except if that damage comes as a result of psionic combat), deafness, disease, drowning, poison, stunning, and all powers, spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this power is in effect.

You only suffer half damage from acid and fire of all kinds. However, you also become vulnerable to all special attacks that affect iron golems.

You gain a +6 enhancement bonus to your Strength score but you suffer a -6 enhancement penalty to Dexterity as well (to a minimum Dexterity score of 1), and your speed is reduced to half normal.

You cannot drink (and thus can't use potions), nor play wind instruments.

Your unarmed attacks deal 1d6 points of normal damage, and you are considered “armed” when making unarmed attacks (a small manifester instead deals 1d4 points of damage).

Your weight increases by a factor of 10, causing you to sink like a stone in water.

However, you could survive the crushing pressure and lack of air at the bottom of the ocean—at least until the power expires.

LESSER BODY ADJUSTMENT

Psychometabolism (Str)

Level: Psion 1

Power Points: 1

As *body adjustment*, except you cure yourself of 1d8 hit points, or gain just a +1 bonus on your next Fortitude save against poison or disease, or heal 1 point of temporary ability damage.

You don't gain all three benefits simultaneously for a single manifestation.

LESSER NATURAL ARMOR

Psychometabolism (Str)

Level: Psion 0
Display: Ol, Ma
Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute

Power Points: 1

Your skin grows thick ridges, providing a +1 natural armor bonus to your AC.

Unlike mundane armor, natural armor entails no armor check penalty or speed reduction.

METAMORPHOSIS

Psychometabolism (Str)

Level: Psion 5

Display: Ma, Ol

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 9

As *polymorph self*, except you can also assume the form of inanimate objects as well as creatures.

Thus, you could change yourself into a rock (if no smaller than Diminutive size), or a boulder (if no more than one size larger than your normal size).

As with *polymorph self*, you can switch forms each round. You can take the shape of most any object you can think of, such as a chair, a sword, or a rug, but if you attempt to take the form of a complex object, you must make an appropriate skill check.

For instance, if you take the form of a beautiful painting, you must make a Craft (painting) check against a DC set by your DM to determine the quality of the painting.

Likewise, you cannot take the form of a complex clockwork or mechanical mechanism unless you have some sort of skill associated with the object.

You cannot metamorphose into inherently psionic or magical materials or objects, or any object with a hardness of 15 or greater.

You also cannot take the form of a psionically animated mechanism or any sort of object formed of ectoplasm.

As an inanimate object, you lose all mobility; however, you retain your ability to manifest powers normally.

If you take damage as an object, you also take damage (but the object's natural hardness, if any, protects you).

NATURAL ARMOR

Psychometabolism (Str)

Level: Psion 4

Duration: 1 hour/level (D)

Power Points: 7

As *lesser natural armor*, but you gain a +4 natural armor bonus to AC.

Also, the duration is considerably longer.

OAK BODY

Psychometabolism (Str)

Level: Psion 7

Display: Au

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 13

As *iron body*, but this power transforms your body into living oak.

You gain damage reduction 20/+1.

You are immune to blindness, damage to ability scores, deafness, disease, drowning, poison, stunning, and all powers, spells, or attacks that affect your physiology or respiration, because you have no physiology or respiration while this power is in effect.

You only suffer three-quarters damage from acid and cold of all kinds.

However, you also become vulnerable to all special attacks that affect wood.

You gain a +3 enhancement bonus to Strength, but you suffer a -3 enhancement penalty to Dexterity as well (to a minimum score of 1), and your speed is reduced to half normal.

You cannot drink (and thus can't use potions), nor play wind instruments.

Your unarmed attacks deal 1d6 points of normal damage, and you are considered "armed" when making unarmed attacks (a Small manifester instead deals 1d4 points of damage).

Your weight increases by a factor of five, but you float in water.

PAINFUL TOUCH

Psychometabolism (Str)

Level: Psion 2/Psychic Warrior 2

Display: Vi, Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: 3

Your unarmed attacks cause additional pain.

When you make a successful unarmed attack that deals damage (or in conjunction with any bite or claw powers), you deal an additional 1d6 points of subdual damage to the target.

POLYMORPH SELF

Psychometabolism (Str)

Level: Psion 4/Psychic Warrior 4

Display: Ma, Ol

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 7

You change your form to that of another creature.

The new form can range in size from Diminutive to one size larger than your normal form, and can have no more hit dice than you have, and in any case the assumed form cannot have more than 15 hit dice.

You cannot change into constructs, elementals, outsiders, or undead unless you are already are one of these types.

Upon changing, you regain lost hit points as if having rested for a day (though this healing does not restore

temporary ability damage and provide other benefits of resting for a day; and changing back does not heal you further).

If slain, you revert to your original form, though you remain dead.

You acquire the physical and natural abilities of the creature you have polymorphed into while retaining your own mind.

Physical abilities include natural size and Strength, Dexterity, and Constitution scores.

Natural abilities include armor, natural weapons (such as claws, bite, swoop and rake, and constriction; but not petrification, breath weapons, energy drain, energy effect, etc.), and similar gross physical qualities (presence or absence of wings, number of extremities, etc.).

A body with extra limbs does not allow a character to make more attacks (or more advantageous two-weapon attacks) than normal.

Natural abilities also include mundane movement capabilities, such as walking, swimming, and flight with wings, but not psionic or magical flight and other psionic or magical forms of travel, such as *blink*, *dimension door*, *phase door*, *plane shift*, *teleport*, and *teleport without error*. Extremely high speeds for certain creatures are the result of extraordinary magical, or psionic ability, so they are not granted by this power.

(In general, non-flying speeds greater than 60 and flying speeds greater than 120).

Other mundane abilities (such as an owl's low-light vision) are considered natural abilities and are retained.

Any part of the body or piece of equipment that is separated from the whole reverts to its original form.

Your new scores and faculties are average ones for the race or species into which you have been transformed.

You cannot, for example, turn into a mighty weight lifter to give yourself great Strength.

Likewise, you cannot change into a bigger or powerful version of a creature (or a smaller weaker version).

Nor can you turn into a variant form of a creature.

For example you can turn the subject into an ogre, but not a half-dragon ogre.

You retain your Intelligence, Wisdom, and Charisma scores, level and class, hit points (despite any change to your Constitution score), alignment, base attack bonus, and base saves.

(New Strength, Dexterity, and Constitution scores may affect final attack and save bonuses, as well as the DCs for affected powers).

You retain your own type (for example, "humanoid"), extraordinary abilities, psionics, spells, and spell-like abilities, but not your supernatural abilities.

You do not gain the supernatural abilities (such as breath weapons and gaze attacks) or the extraordinary abilities of the new creature.

When the polymorph occurs, your equipment, if any, transforms to match the new form.

If the new form is a creature who does not use equipment (aberration, animal, beast, magical beast, construct, dragon, elemental, ooze, some outsiders, plant, some undead creatures, some shapechangers, or vermin), the equipment melds into the new form and becomes nonfunctional.

If the new form uses equipment (fey, giant, humanoid, some outsiders, many shapechangers, many undead

creatures), your equipment changes to match the new form and retains its properties.

You can freely designate the new form's minor physical qualities (such as hair color, hair texture, and skin color) within the normal ranges for a creature of that type.

The new form's significant physical qualities (such as height, weight, and gender) are also under your control, but must fall within the norms for the new form's species.

You can be changed into a member of your species or even into yourself.

You are effectively disguised as an average member of the new form's race.

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

Incorporeal or gaseous forms cannot be assumed, and incorporeal or gaseous creatures are immune to being polymorphed.

A natural shapeshifter (a lycanthrope, doppelganger, experienced druid, etc.)

can take its natural form as a standard action.

PSYCHOFEEDBACK

Psychometabolism (Str)

Level: Psion 4/Psychic Warrior 4

Display: Vi

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute (D)

Power Points: 7

You can use power points to boost your Strength, Dexterity, and Constitution modifiers as a free action.

While the duration lasts, you can use power points on a round-by-round basis to boost any or all of your ability score modifiers (not the actual ability score) by a number equal to half the power points you expend for that round as a free action.

For example, you can boost your Strength modifier by as much as 8 points (if you spend 16 power points).

Unless you again spend 16 power points the following round, though, your Strength modifier returns to its former lower level.

You could simultaneously boost two scores, or all three, as long as you pay the total power point cost.

You don't have to boost an ability modifier every round to keep the power in effect—as long as the duration lasts, you have the potential to boost your ability modifiers on any round you choose.

REJUVENATION

Psychometabolism (Str)

Level: Psion 3

Display: Au

Manifestation Time: 1 minute

Range: Personal

Target: You

Duration: 10 hours

Power Points: 5

Rejuvenation cures 1 point of temporary ability damage per hour, up to a maximum of 10 points.

It does not restore permanent ability drain (such as from a wraith's touch).

SEE SOUND

Psychometabolism (Str)

Level: Psion 1/Psychic Warrior 1

Display: Vi

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

Power Points: 1

As *feel sound*, except you experience sound translated through visual sensation (by sight).

You must be able to see normally or also have *feel light* active.

Your eyes convert sound to light: You can see sound even in darkness, as long as some noise is present to give objects shape.

You are “blinded” in complete silence.

Your range of sight does not change.

If your ears are working normally, the expanded reception gives you a +1 enhancement bonus on all Listen checks.

If used in conjunction with *feel light*, the bonus is +2.

SHADOW BODY

Psychometabolism (Str)

Level: Psion S

Display: Au

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 15

Your body and all your equipment are subsumed by your shadow, which grants you several powerful resistances and abilities.

As a living shadow, you blend perfectly into any other shadow and vanish in darkness.

You appear as an unattached shadow in areas of full light.

You can move at your normal speed, but you can move on any surface, including walls and ceilings, as well as across the surfaces of liquids—even up the face of a waterfall.

While in shadow form, you can be detected by powers that detect thoughts, life, or presences (including *true seeing*), or by suspicious movements in lighted areas.

You cannot harm anyone physically or manipulate any object, but you can use your psionic powers normally.

Using psionic powers may attract notice, but if you remain in a shadowed area, you add +15 to your Hide checks.

You are nearly undetectable in darkness (although certain power displays could briefly pinpoint your exact location).

You gain damage reduction 50/+5.

You are immune to all things noted in *iron body*, as well as to things that would harm an iron golem.

SHAPECHANGE

Psychometabolism (Str)

Level: Psion 9

Display: Vi, Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level

Power Points: 17

As *polymorph self*, except this power enables you to assume the form of any single creature of less than deity status (including unique dragon types, or the like) or any single object.

The assumed form can be no smaller than a flea and no larger than 200 feet in its largest dimension.

Unlike *polymorph self*, this power allows incorporeal forms to be assumed.

Your new form works like a *polymorph self* form.

You still do not gain the supernatural, magical, psionic, or spell-like abilities of your new form, though you do gain its extraordinary abilities while keeping your own.

You also gain the type of the new form (for example, “dragon” or “magical beast”) in place of your own.

Parts of your body or pieces of equipment that are separated from you do not revert to their original forms.

Thus, a new form’s poisonous bite is effective.

You can become just about anything you are familiar with.

You can change form once each round as a free action.

The change takes place either immediately before your regular action or immediately after it, but not during the action.

For example, you are in combat and assume the form of a will o’ wisp.

When this form is no longer useful, you change into a stone golem and walk away.

When pursued, you change into a flea, which hides on a horse until it can hop off.

From there, you can become a dragon, an ant, or just about anything you are familiar with.

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

SUSPEND LIFE

Psychometabolism (Str)

Level: Psion 6/Psychic Warrior 6

Display: Ol

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 11

You can place yourself into a trance so deep that all your life functions are essentially halted.

Even powers that detect life or thought are incapable of determining that you yet live.

While you are suspended, you feel the passage of one day for every year that actually passes.

Though on a slower schedule, you grow hungry after a “day” without food (though a year may pass in actuality) and begin to suffer the effects of thirst and starvation as appropriate.

You are also aware of your surroundings, though events that take less time than 10 minutes occur too quickly for you to note them.

If you take damage, you come out of your trance in 4 rounds.

If you choose to come out of the trance voluntarily, it takes 10 rounds.

Once you leave the trance, you must manifest this power once more to return to a state of suspension.

SUSTENANCE

Psychometabolism (Str)

Level: Psion 2

Display: Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 3

You can go without food and water for one day.

Each time you manifest this power, your body manufactures sufficient nutrition and liquids to fully satisfy your needs for that time.

TALONS

Psychometabolism (Str)

Level: Psion 0/Psychic Warrior 0

Display: Vi

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute

Power Points: 1

The fingernails on both your hands grow to wicked, 1-inch-long points.

Your unarmed attacks deal +1 damage (normal instead of subdual damage).

Equally important, you are considered armed and thus do not draw an attack of opportunity for an unarmed attack.

The +1 damage bonus stacks with the base damage granted by the various claw powers.

TRUE METABOLISM

Psychometabolism (Str)

Level: Psion 9

Display: Ma

Manifestation Time: 1 full round

Range: Personal

Target: You

Duration: 1 minute

Power Points: 17

You regenerate 10 hit points every round for 1 minute.

VALOR

Psychometabolism (Str)

Level: Psychic Warrior 0

Display: Au

Manifestation Time: See text

Range: Personal

Target: You

Power Points: 1

You can immediately apply a +1 morale bonus on a saving throw.

You can manifest this power instantly, quickly enough to gain the +1 morale bonus on a saving throw in the same round.

Manifesting the power is a free action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

VERVE

Psychometabolism (Str)

Level: Psion 0/Psychic Warrior 0

Display: Ma, Ol

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute (D)

Power Points: 1

You gain 1 temporary hit point.

See Chapter 8 of the *Player's Handbook* for more on temporary hit points.

VIGOR

Psychometabolism (Str)

Level: Psion 1/Psychic Warrior 1

Display: Ma, Ol

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 1

You suffuse yourself with power, gaining 3 temporary hit points per manifester level (maximum 18 hit points).

These hit points do not stack with temporary hit points from other sources or with additional uses of *vigor*.

See Chapter 8 of the *Player's Handbook* for more on temporary hit points.

PSYCHOPORTATION

ASTRAL PROJECTION

Psychoportation (Dex)

Level: Psion 9

Display: None

Manifestation Time: 30 minutes

Range: Touch

Targets: You plus one additional creature touched per two levels

Duration: See text

Saving Throw: None

Power Resistance: Yes

Power Points: 17

Freeing your spirit from your physical body, this power allows you to project an astral body into another plane altogether.

You can bring the astral forms of other creatures with you, provided the creatures are linked in a circle with you at the time of the manifestation.

These fellow travelers are dependent upon you and must accompany you at all times.

If something happens to you during the journey, the companions are stranded wherever you left them.

You project your astral self into the Astral Plane, leaving your physical body behind on the Material Plane in a State of suspended animation.

The power projects an astral copy of you and all you wear or carry onto the Astral Plane.

Since the Astral plane touches upon every other plane, you can travel astrally to other planes as you will.

You then leave the Astral Plane, forming a new physical body (and equipment) on the plane of existence you have chosen to enter.

On the Astral plane or any outer plane, the astral body is connected at all times to the material body by a silvery cord. If the cord is broken, the affected person is killed, astrally and materially.

Luckily, very few things can destroy a silver cord.

When a second body is formed on a different plane, the incorporeal silvery cord remains invisibly attached to the new body.

If the second body or astral form is slain, the cord simply returns to the person's body where it rests on the Material Plane, reviving it from its state of suspended animation.

Although astral projections are able to function on the Astral Plane, their actions affect only creatures existing on the Astral Plane; a physical body must be materialized on other planes.

You and your companions may travel through the Astral Plane indefinitely.

Your bodies simply wait behind in a state of suspended animation until you choose to return your spirits to their physical bodies.

The power lasts until you desire to end it, or until it is terminated by some outside means, such as *negate psionics* manifested upon either the physical body or the astral form, or the destruction of your body back on the Material Plane (which kills you).

ASTRAL STEED

Psychoportation (Dex)

Level: Psion 3

Display: Ma

Manifestation Time: 10 minutes

Range: 0 ft.

Effect: One quasi-real, horselike creature

Duration: 1 hour/level

Saving Throw: None

Power Resistance: No

Power Points: 5

You call a quasi-real, horselike creature from the Astral Plane.

The steed can be ridden only by you or by the one person for whom you specifically call the mount.

An astral steed looks partially amorphous, and its translucent body appears to constantly ripple.

Its body forms the rudiments of a saddle, bit, and bridle.

It does not fight, but all normal animals shun it and refuse to attack it.

(Dire animals and nonintelligent creatures, such as vermin, can attack it).

The mount is otherwise identical with a phantom steed as described in Chapter 11 of the Player's Handbook, including the improved abilities of a mount called at higher manifester levels.

BALEFUL TELEPORT

Psychoportation (Dex) [Teleportation]

Level: Psion 5

Display: Vi, Ma

Manifestation Time: 1 action

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

Target: Any object or creature whose weight does not total more than 300 lb./level

Saving Throw: Will half

Power Resistance: Yes

Power Points: 9

You psychoportively disperse minuscule portions of the subject, dealing 9d6 points of damage.

Targets are protected from the effects of a *baleful teleport* by *dimensional anchor*.

BANISHMENT

Psychoportation (Dex)

Level: Psion 6

Display: Au, Ma

Manifestation Time: 1 action

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

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

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 11

Banishment is a more powerful version of the *dismissal* power.

It enables you to force extraplanar creatures out of your home plane.

Up to 2 HD of creatures per manifester level can be banished.

To target a creature, you must present at least one object or substance that it hates, fears, or otherwise opposes.

For each such object or substance, you gain +1 on your manifester level check to overcome the target's PR (if any) and +2 on the saving throw DC.

For example, if this power were manifested on a demon that hated light and was vulnerable to holy water and iron weapons, you might present iron, holy water, and a torch while manifesting the power.

The three items would add +3 to your check to overcome the demon's spell resistance (or power resistance, if psionic) and add +6 to the power's DC.

At the DM's option, certain rare items might work twice as well (+2 to penetrate resistance and +4 to the power's DC).

BURST

Psychoportation (Dex)

Level: Psion 0/Psychic Warrior 0

Display: Au

Manifestation Time: See text

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

Target: One living creature

Duration: 1 round

Power Points: 1

The subject receives a burst of speed.

The subject has a speed equal to her original speed +10 on her next round of actions.

You can manifest this power instantly on yourself, quickly enough to gain the benefit of the speed increase in the same round.

Manifesting the power is a free action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

If manifested on another creature, the manifestation time is 1 action.

CALL COHORT

Psychoportation (Dex) [Teleportation]

Level: Psychic Warrior 6

Display: Ma, Vi

Manifestation Time: 1 action

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

Target: Your cohort, if any

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 11

Call cohort teleports your cohort to you from any distance within a plane (but not between planes).

A cohort is gained with the Leadership feat (described in Chapter 2 of the *DUNGEON MASTER's Guide*).

You determine the arrival point of your cohort at any point within close range.

If your cohort is not separated from you when you manifest this power, it instead allows you to teleport your cohort from one point to another within close range.

CALL WEAPONRY

Psychoportation (Dex) [Teleportation]

Level: Psion 1/Psychic Warrior 1

Display: Au, Ma

Manifestation Time: 1 action

Range: Touch

Effect: 1 unattended weapon (see text)

Duration: 1 hour/level (see text) (D)

Saving Throw: None

Power Resistance: No

Power Points: 1 (see text)

You call a weapon "from thin air" into your waiting hand (actually, it is a real weapon hailing from some other random location in the multiverse).

You don't have to see or know of a weapon to call it—in fact, you can't ever call a specific weapon.

You just specify the type.

If the specified weapon type is one you can call at your level, it appears.

If you call a projectile weapon, it comes complete with 3d6 bolts, arrows, or sling bullets, as appropriate (the ammunition does not have an enhancement bonus, even at 10th level and above).

If you relinquish your grip on the weapon you called for 2 or more rounds, it automatically returns to wherever it originally came from.

As your level increases, you can summon better and better weapons, although the power point cost is also greater.

Level	Weapons	Example	Power Points
1-3	Simple	Club, crossbow	1
4-6	Martial	Longsword, longbow	3
7-9	Exotic	Bastard sword	7
10-12	+1 enhancement	+1 shortbow	11
13-15	+2 enhancement	+2 shortspear	13
16-17	+3 enhancement	+3 scimitar	15
18-20	+4 enhancement	+4 warhammer	17

Weapons with enhancement bonuses are assumed to be psionic, unless you specify otherwise.

Weapons gained by *call weaponry* are distinctive due to the low hum they emit.

CATFALL

Psychoportation (Dex)

Level: Psion 0/Psychic Warrior 0

Display: Au

Manifestation Time: See text

Range: Personal

Target: You

Duration: 1 round/level

Power Points: 1

You recover instantly from a fall and can absorb some damage from falling.

You land on your feet no matter how far you fall, and the first 3 points of falling damage are treated as subdual damage.

You can manifest this power instantly, quickly enough to save yourself if you unexpectedly fall.

Manifesting the power is a free action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

DIMENSION DOOR

Psychoportation (Dex) [Teleportation]

Level: psion 4/Psychic Warrior 4

Display: Vi

Manifestation Time: 1 action

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

Target: You and touched objects or other touched willing creatures (see text)

Duration: Instantaneous

Power Points: 7

You instantly transfer yourself from your current location to any other spot within range.

You always arrive at exactly the spot desired—whether by simply visualizing the area or by staring direction, such as "900 feet straight downward", or "upward to the northwest, 45-degree angle, 1,200 feet".

You can bring along up to 500 pounds of nonliving matter or 250 pounds of living matter.

After using this power, you can't take any other actions until your next turn.

If you arrive in a place that is already occupied by a solid body, you become trapped in the Astral Plane.

Each round that you are trapped in the Astral Plane in this way, you may make a Will save (DC 25) to return to the Material plane at a random open space on a suitable surface within 100 feet of the intended location.

If there is no free space within 100 feet, make a Will save each minute to appear in a free space within 1,000 feet.

If there is no free space within 1,000 feet, you are stuck on the Astral Plane until rescued.

DIMENSION SLIDE

Psychoportation (Dex)

Level: Psion 3

Display: Vi **Manifestation Time:** 1 action

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

Target: You (see text)

Duration: Instantaneous

Power Points: 5

You instantly transfer yourself from your current location to any other spot within range that you can see directly.

You arrive at exactly the spot desired, if you can see it.

You cannot *dimension slide* through solid objects; even a curtain blocks you.

You cannot bring along more than your medium load carrying capacity, nor can you bring along any living matter that weighs more than 20 pounds.

After using this power, you can't take any other actions until your next turn.

If you somehow attempt to transfer yourself to a location occupied by a solid body (perhaps your perceptions are being controlled by a telepath), the power simply fails to function.

DIMENSIONAL ANCHOR

Psychoportation (Dex)

Level: Psion 4

Display: Au

Manifestation Time: 1 action

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

Effect: Ray

Duration: 1 minute/level

Saving Throw: None

Power Resistance: Yes

Power Points: 7

A slick, translucent ray springs from your outstretched hand.

You must make a ranged touch attack to hit the target. Any creature or object struck is covered with a shimmering ectoplasmic film that completely blocks bodily extradimensional travel.

Forms of movement barred by the *dimensional anchor* include those granted by spells such as *astral projection*, *blink*, *dimension door*, *dimension slide*, *ethereal jaunt*, *etherealness*, *gate*, *maze*, *phase door*, *plane shift*, *shadow walk*, *dream walk*, *teleport*, and similar spell-like, magical, or psionic abilities.

The *dimensional anchor* does not interfere with the movement of creatures already in ethereal or astral form when the power is manifested, nor does it block extradimensional perception or attack forms such as a basilisk's gaze.

Dimensional anchor does not prevent astral constructs from disappearing at the end of an astral construct power.

Dimensional anchor protects a subject from the effects of *baleful teleport*.

DISMISSAL

Psychoportation (Dex)

Level: Psion 4

Display: Au

Manifestation Time: 1 action

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

Target: One extraplanar creature

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 7

This power forces an extraplanar creature back to its proper plane.

Add the creature's HD to its saving throw and subtract your level as well.

If the power succeeds, the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own.

DISSIPATING TOUCH

Psychoportation (Dex) [Teleportation]

Level: Psion 1

Display: Au, Vi (see text)

Manifestation Time: 1 action

Range: Touch

Target: Creature or object touched

Duration: Until discharged

Saving Throw: None

Power Resistance: Yes (object)

Power Points: 1

Your mere touch can disperse the surface material of a foe or object, sending a tiny portion of it far away.

This is disruptive; thus, your successful melee touch attack deals 1d8 points of damage.

Your touch attack, charged with a psionic power, is treated as an armed attack.

DIVERT TELEPORT

Psychoportation (Dex) [Teleportation]; and Psychokinesis (Con) [Teleportation]

Level: Psion 7

Display: Vi

Manifestation Time: 1 action

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

Area: A circle, centered on you, with a radius of 100 ft. + 10 ft./level

Effect: Diverts the teleportation of any object or creature whose weight does not total more than 300 lb./level

Duration: 10 minutes/level (D)

Saving Throw: Will negates (foils diversion)

Power Resistance: Yes (foils diversion)

Power Points: 13

As *sense psychoportation*, except you can divert the final destination of any teleportation made by others within the area.

This is a free action, like manifesting a quickened power, and counts toward the limit of one quickened power per round.

You can divert the destination of both incoming and outgoing teleportations, both psionic and magical.

You must overcome the power resistance of creatures that possess it for a successful diversion, and the teleporting creature can make a Will save to foil the diversion as well.

For purposes of this power, "divert" means you choose the actual destination of any teleportation you can affect.

The destination you choose must be a location to which you yourself have previously teleported.

DREAM TRAVEL

Psychoportation (Dex)

Level: Psion 8

Display: Vi

Manifestation Time: 1 action

Range: Touch

Targets: Up to one touched creature/level

Duration: 1 hour/level (D)

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 15

You and any creature you touch are drawn along a crystal arc of reverie to the edge of conscious thought, and into the region of dreams.

You can take more than one creature along with you (subject to your level limit), but all must be touching each other.

You physically enter the land of dreams, leaving nothing behind.

In the region of dreams, you move through a menagerie of thoughts, desires, and phantoms created by the minds of dreamers everywhere.

For every minute you move through dream, you can "wake" to find yourself five miles displaced in the waking world. Thus, a character can use this power to travel rapidly by physically entering where only dreams normally prowl, moving the desired distance, and then stepping back into the waking world.

You know where you will come out in the waking world. *Dream travel* can also be used to travel to other planes that contain creatures who dream, but this requires crossing into the dreams of outsiders, where you are subject to the vagaries of many dream realities.

This is a potentially perilous proposition, at your DM's option.

Transferring to another plane of existence requires 1d4 hours on an uninterrupted journey.

Any creatures touched by you when *dream travel* is manifested also make the transition to the borders of unconscious thought.

They may opt to follow you, wander off into the dreams of others, or stumble back into the waking world (50% chance for either of the latter results if they are lost or abandoned by you).

Creatures unwilling to accompany you into the region of dreams receive a will save, negating the effect if successful.

ETHEREAL JAUNT

Psychoportation (Dex)

Level: Psion 6/Psychic Warrior 6

Display: Vi

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: 11

You become ethereal, along with your equipment.

You are in a place called the Ethereal plane that overlaps the normal physical, Material Plane.

When the power expires, you return to material existence.

Note: An ethereal creature is invisible, incorporeal, and capable of moving in any direction, even up or down (albeit at half normal speed).

As an incorporeal creature, you can move through solid objects, including living creatures.

An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial.

Sight and hearing onto the Material Plane are limited to 60 feet.

Force effects and magical abjurations affect you normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa.

An ethereal creature can't attack material creatures, and powers you manifest while ethereal affect only other ethereal things.

Certain material creatures or objects have attacks or effects that work on the Ethereal Plane (such as the basilisk and its gaze attack).

By contrast, treat other ethereal creatures and ethereal objects as if they had become material.

If you end the power and become material while inside a material object (such as a solid wall), you are shunted off to the nearest open space and suffer 1d6 points of damage per 5 feet that you so travel.

ETHEREALNESS

Psychoportation (Dex)

Level: Psion 7

Range: Touch (see text)

Targets: You and one other touched creature/3 levels

Duration: 1 minute/level (D)

Power Resistance: Yes

Power Points: 13

As *ethereal jaunt*, except you and other creatures joined by linked hands (along with their equipment) become ethereal.

Besides yourself, you can bring one creature per three manifester levels to the Ethereal Plane.

Once ethereal, the creatures need not stay together.

When the power expires, all affected creatures in the Ethereal Plane return to material existence.

FEATHER FALL

Psychoportation (Dex)

Level: Psion 1

Display: Au

Manifestation Time: See text

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

Targets: Any free-falling objects or creatures in a 10-ft. radius whose weight does not total more than 300 lb./level

Duration: Until landing or 1 round/level

Saving Throw: Will negates (object)

Power Resistance: Yes (object)

Power Points: 1

The creatures or objects affected fall slowly.

The rate of fall is instantly changed to a mere 60 feet per round (equivalent to the end of a fall from a few feet), with no damage incurred upon landing while the power is in effect.

However, when the duration expires, a normal rate of fall occurs.

You can manifest this power instantly, quickly enough to save yourself if you unexpectedly fall.

Manifesting the power is a free action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

This power has no special effect on ranged weapons unless they are falling quite a distance.

If manifested on a falling item, such as a boulder dropped from the top of a castle wall, the item does half normal damage based on weight (1d6 per 400 pounds) with no bonus for the height of the drop.
The power works only upon free-falling objects.
It does not affect a sword blow or a charging or flying creature.

FLOAT

Psychoportation (Dex)

Level: Psion 0/Psychic Warrior 0

Display: Au

Manifestation Time: 1 action

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

Targets: Any object or creature whose weight does not total more than 300 lb./level

Duration: Concentration

Saving Throw: None

Power Resistance: No

Power Points: 1

You can mentally support one creature or object in water or similar liquid at will from a distance.

You cannot move the floating object, but if the subject of the power is animate, it can move through the water without fear of submerging (or drowning, if an unskilled swimmer).

The power ends if the distance between you and the subject ever exceeds the power's range.

FLY

Psychoportation (Dex)

Level: Psion 3

Display: Vi

Manifestation Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: None

Power Resistance: Yes (harmless)

Power Points: 5

The power's subject can fly at a speed of 90 feet (60 feet if the creature wears medium or heavy armor).

The subject can fly up at half speed and descend at double speed.

The flying subject's maneuverability is good.

Using the fly power requires as much concentration as walking, so the subject can attack or manifest powers normally.

The subject of fly can charge but not run, and it cannot carry aloft more weight than its maximum load (see Chapter 9 of the *Player's Handbook*), plus any armor it wears. Should the duration expire while the subject is still aloft, the psionic effect fails slowly.

The subject drops 60 feet per round for 1d6 rounds.

If it reaches the ground in this time, it is safe.

If not, it falls the rest of the distance (falling damage is 1d6 per 10 feet of fall).

Since negating a power effectively ends it, the subject falls immediately if fly is negated.

FREEDOM OF MOVEMENT

Psychoportation (Dex)

Level: Psion 4

Display: Au

Manifestation Time: 1 action

Range: Personal or touch

Target: You or creature touched

Duration: 10 minutes/level

Saving Throw: None

Power Resistance: No or Yes (harmless)

Power Points: 7

This power enables you or the creature you touch to move and attack normally for the duration of the power, even under the influence of psionics that usually impedes movement, such as *ectoplasmic cocoon*.

The power also allows a character to move and attack normally while underwater, even with cutting weapons such as axes and swords and with smashing weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled.

The power does not, however, allow water breathing without further appropriate psionic adaptation.

GLIDE

Psychoportation (Dex)

Level: Psion 2

Display: Vi

Manifestation Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: None

Power Resistance: Yes (harmless)

Power Points: 3

The power's subject can glide through the air with a speed of 20 feet (10 feet if the creature wears medium or heavy armor).

The subject can only fly upward at a speed of 5 feet but may descend at a speed of 50 feet.

The gliding subject's maneuverability is poor.

Using the glide power requires as much concentration as running, so the subject cannot attack or manifest powers normally.

The subject of glide cannot carry aloft more weight than its medium load carrying capacity (see Chapter 9 of the *Player's Handbook*), plus any armor it wears.

Should the duration expire while the subject is still aloft, the psionic effect fails slowly.

The subject drops 50 feet per round for 1d6 rounds.

If it reaches the ground in that time, it is safe.

If not, it falls the rest of the distance (falling damage is 1d6 per 10 feet of fall).

Since negating a power effectively ends it, the subject falls immediately if glide is negated.

IMPROVED ETHEREALNESS

Psychoportation (Dex)

Level: Psion 8

Duration: 10 minutes/level (D)

Power Resistance: Yes

Power Points: 15

As *etherealness*, except the duration is an order of magnitude greater.

IMPROVED FLY

Psychoportation (Dex)

Level: Psion 6

Power Points: 11

As *fly*, except the subject can fly at a speed of 180 feet (150 feet if the creature wears medium or heavy armor).

KNOCK

Psychoportation (Dex)

Level: Psion 2

Display: Ma

Manifestation Time: 1 action

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

Target: One door, box, or chest with an area of up to 10 sq. ft./level

Duration: Instantaneous (see text)

Saving Throw: None

Power Resistance: No

Power Points: 3

The *knock* power opens stuck, barred, locked, or psionically locked doors (and magically *held* and *arcane locked* doors, unless the Psionics Are Different option is in use). It opens secret doors, as well as locked or trick-opening boxes or chests.

It also loosens welds, shackles, or chains (provided they serve to hold closures shut).

If used to open a *psionically locked* door, the power does not remove the *psionic lock* but simply suspends its functioning for 10 minutes.

In all other cases, the door does not relock itself or becomes stuck again on its own.

Knock does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like.

Note that the effect is limited by the area.

A 4th-level manifester can manifest *knock* on a door of 40 square feet or less.

Each power can undo up to two means of preventing egress through a portal.

Thus if a door is locked, barred, and *held*, or quadruple locked, opening it requires two *knock* powers.

LEVITATE

Psychoportation (Dex)

Level: Psion 2/Psychic Warrior 2

Display: Ol

Manifestation Time: 1 action

Range: Personal or close (25 ft. + 5 ft./2 levels)

Target: You or one willing creature or one object (total weight up to 100 lb./level)

Duration: 10 minutes/level (o)

Saving Throw: None

Power Resistance: No

Power Points: 3

Levitate allows you to move yourself, another creature, or an object up and down as you wish.

A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature.

You can mentally direct the recipient to move up or down up to 20 feet each round; doing so is a move-equivalent action.

You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base speed).

A levitating creature who attacks with a melee or ranged weapon finds himself increasingly unstable; the first attack has an attack roll penalty of -1, the second -2, and so on, up to a maximum penalty of -5.

A full round spent stabilizing allows the creature to begin again at -1.

PHASE DOOR

Psychoportation (Dex)

Level: Psion 7

Display: Vi

Manifestation Time: 1 action

Range: Touch

Effect: Ethereal 5-ft. × 8-ft. opening, 1 ft./level deep

Duration: One usage/2 levels

Saving Throw: None

Power Resistance: No

Power Points: 13

You create an ethereal passage through wooden, plaster, or stone walls, but not other materials.

The *phase door* is invisible and inaccessible to all creatures except you, and only you can use the passage.

You disappear when you enter the *phase door* and appear when you exit.

If you desire, you can take one other creature (Medium-size or smaller) through the door.

This counts as two uses of the door.

The door does not allow light, sound, psionic effects, or spell effects through it, nor can you see through it without using it.

Thus, the power can provide an escape route, though certain creatures, such as phase spiders, can follow with ease.

True seeing psionics or magical effects reveal a *phase door* but do not allow its use.

A *phase door* is subject to *negate psionics*.

If anyone is within the passage when it is negated, she is harmlessly ejected just as if she were inside a magical *passwall* effect.

A *phase door* can be made permanent with a *incarnate* power.

You can allow other creatures to use the *phase door* by setting some triggering condition for the door.

Such conditions can be as simple or elaborate as you desire.

They can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities.

Intangibles such as level, class, HD, and hit points don't qualify.

PLANE SHIFT

Psychoportation (Dex)

Level: Psion 7

Display: Au, Me

Manifestation Time: 1 action

Range: Touch

Target: Creature touched, or up to eight willing creatures joining hands

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 13

You move yourself or some other creature to another plane of existence or alternate dimension.

If several willing persons link hands in a circle, up to eight can be affected by the *plane shift* at the same time.

Pinpoint accuracy as to a particular arrival location on the intended plane is nigh impossible.

From the Material Plane, you can reach any other plane, though you appear 5 to 500 miles (5d%) from your intended destination.

Note: *Plane shift* transports the creatures instantaneously and then ends.

The creatures need to find other means if they are to travel back.

PROBABILITY TRAVEL

Psychoportation (Dex)

Level: Psion 9

Display: None

Manifestation Time: 1 minute

Range: Touch

Targets: You plus one additional creature touched per two levels

Duration: See text

Saving Throw: None

Power Resistance: Yes

Power Points: 17

As *astral projection*, except you and your companions, if any, traverse the Astral Plane as you will physically instead of with an astral surrogate.

With *probability travel*, you possess no silver cord and thus are not vulnerable to those who might sever it.

However, if you perish while out journeying amid the planes, you are just as dead as if you had perished in your home plane.

PSIONIC LOCK

Psychoportation (Dex)

Level: Psion 2

Display: Ma

Manifestation Time: 1 action

Range: Touch

Target: The door, chest, or portal touched, up to 30 square ft./level in size

Duration: Permanent

Saving Throw: None

Power Resistance: No

Power Points: 3

A *psionic lock* power manifested upon a door, chest, or portal psionically locks it.

You can freely pass your own lock without affecting it; otherwise, a door or object secured with *psionic lock* can be opened only by breaking in or by a successful *negate psionics* or *knock* power.

Add +10 to the normal DC to bash open a door or portal affected by this power.

Note that *knock* does not remove *psionic lock*; it only suppresses it for 10 minutes.

RETRIEVE

Psychoportation (Dex) [Teleportation]

Level: Psion 6

Display: Vi

Manifestation Time: 1 action

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

Target: One object you could hold in one hand, weighing up to 10 lb./level

Duration: Instantaneous

Saving Throw: None (see text)

Power Resistance: No

Power Points: 11

You can teleport an item you can see within range directly to your hand.

If the object is in the possession of or held by an opponent, you make a psionically ranged disarm attempt as if with a weapon of equal size to your opponent's, which does not draw an attack of opportunity (see *Disarm* in the *Player's Handbook*).

You gain a +12 competence bonus to your attempt.

If you win, you successfully retrieve the contended object.

SENDING

Psychoportation (Dex)

Level: Psion 5

Display: Me

Manifestation Time: 10 minutes

Range: See text

Target: One creature

Duration: 1 round (see text)

Saving Throw: None

Power Resistance: No

Power Points: 9

You contact a particular creature with whom you are familiar and send a short message of twenty-five words or less to the subject.

The subject recognizes you if it knows you.

It can answer in like manner immediately.

Creatures with Intelligence scores as low as 1 can understand the sending, though the subject's ability to react is limited normally by its Intelligence.

Even if the sending is received, the subject creature is not obligated to act upon it in any manner.

If the creature in question is not on the same plane of existence as you are, there is a 5% chance that the sending does not arrive.

(Local conditions on other planes may worsen this chance considerably, at the DM's option).

SENSE PSYCHOPORTATION

Psychoportation (Dex)

Level: Psion 2

Display: Vi

Manifestation Time: 1 action

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

Area: A circle, centered on you, with a radius of 100 ft. + 10 ft./level

Duration: 1 hour/level (D)

Saving Throw: No

Power Resistance: No

Power Points: 3

You sense the use of various Psychoportation powers and similar spells within the area.

You sense the use of these powers whether or not you can directly see them.

When you sense the use of a specified effect, you know exactly when the creature is using the power.

Specified powers include *dimension door*, *dimension slide*, *ethereal jaunt*, *ethereality*, *fly*, *spider climb*, *teleport*, and possibly others your DM determines.

SKATE

Psychoportation (Dex)

Level: Psion 1/Psychic Warrior 1

Display: Vi, Ma

Manifestation Time: 1 action

Range: Touch

Target: You or one willing creature or one object (total weight up to 100 lb./level)

Duration: 1 minute/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 1

You, another willing creature, or an unattended object can slide along solid ground as if on smooth ice.

If *skate* is manifested on yourself or another creature, the subject of the power retains equilibrium by mental desire alone, allowing her to gracefully skate along the ground, turn, or stop suddenly as desired.

The subject's base speed is equal to her normal speed + 15 while the duration lasts.

The subject can skate up or down any incline or decline she could normally walk upon without mishap, though skating up an incline reduces the subject's speed to the normal rate, while skating down a decline adds +30 to the skater's normal speed.

This benefit counts as an enhancement bonus.

If manifested on an object, treat the object as weighing only one-tenth of its normal weight for purposes of dragging it along the ground.

SPIDER CLIMB

Psychoportation (Dex)

Level: Psion 1

Display: Ma

Manifestation Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 1

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does.

The affected creature must have bare hands and feet to climb in this manner.

The subject climbs at half its speed.

A creature with a Strength score of at least 20 +1 per manifester level can pull the subject off a wall.

TELEPORT TRIGGER

Psychoportation (Dex) [Teleportation]

Level: Psion 5

Display: Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 9

You specify a situation whereby you automatically manifest a *teleport* power to a predetermined location (you must know the *teleport* power and have sufficient power points to pay its cost).

The *teleport* occurs on the initiative count immediately after the specified situation, even if you are flat-footed or if you have already taken a normal action.

Specified situations can be general ("if I'm attacked") or specific ("if my hit points reach 8 or less").

Otherwise, rules for teleportation work normally.

TELEPORT WITHOUT ERROR

Psychoportation (Dex) [Teleportation]

Level: Psion 7

Power Points: 13

As *teleport*, except with no chance that you arrive off target. You must have at least a reliable description of the place to which you are teleporting.

If you attempt to teleport with insufficient information (or with misleading information), you disappear and simply reappear in your original location.

TELEPORT

Psychoportation (Dex) [Teleportation]

Level: Psion 5

Display: Vi

Manifestation Time: 1 action

Range: Personal and touch

Target: You and touched objects or other touched willing creatures weighing up to 50 lb./level

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Power Resistance: No and Yes (object)

Power Points: 9

This power instantly transports you to a designated destination.

Distance is not a factor, but interplanar travel is not possible.

You can bring along objects and willing creatures totaling up to 50 pounds per manifester level.

As with all powers where the range is personal and the target is you, you need not make a saving throw, nor is power resistance applicable to you.

Only objects held or in use (attended) by another person receive saving throws and power resistance.

You must have some clear idea of the location and layout of the destination.

You can't simply teleport to the warlord's tent if you don't know where that tent is, what it looks like, or what's in it.

The clearer your mental image, the more likely the teleportation works.

Areas of strong physical, psionic, or magical energies may make teleportation more hazardous or even impossible. Note: Teleportation is instantaneous travel through the Astral Plane. Anything that blocks astral travel also blocks teleportation. To see how well the teleportation works, roll d% and consult the table below.

Familiarity	On Target	Off Target	Similar Area	Mishap
Very familiar	01-97	98-99	100	—
Studied carefully	01-94	95-97	98-99	100
Seen casually	01-88	89-94	95-98	99-100
Viewed once	01-76	77-88	89-96	97-100
Description	01-52	53-76	77-92	93-100
False destination (1d20+80)	—	—	81-92	93-100

Familiarity: "Very familiar" is a place where you have been very often and where you feel at home.
 "Studied carefully" is a place you know well, either because you've been there often or you have used other means (such as *remote viewing*) to study the place.
 "Seen casually" is a place that you have seen more than once but with which you are not very familiar.
 "Viewed once" is a place that you have seen once, possibly using psionics.
 "Description" is a place whose location and appearance you know through someone else's description, perhaps even from a precise map.
 "False destination" is a place that doesn't exist, such as if you have mistranslated an ancient tome and tried to teleport into a nonexistent treasure vault that you believe you read about, or if a traitorous guide has carefully described an enemy's sanctum to you when that sanctum is completely different from what the traitor described.
 When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to arrive at or even be off target from.
 On Target: You appear where you want to be.
 Off Target: You appear safely a random distance away from the destination in a random direction.
 Distance off target is 1d10×1d10% of the distance that was to be traveled.
 For example, if you tried to travel 120 miles, landed off target, and rolled 6 and 3 on the two d10s, then you would be 18% off target.
 That's 21 miles, in this case.
 The DM would determine the direction off target randomly, such as by rolling 1d8 and designating 1 as north, 2 as northeast, and so on.
 If you were teleporting to a coastal city and wound up 21 miles out at sea, you could be in trouble.
 Similar Area: You wind up in an area that's visually or thematically similar to the target area.
 A wizard heading for her home laboratory might wind up in another wizard's laboratory or in an alchemy supply shop that has many of the same tools and implements as in her laboratory.
 Generally, you appear in the closest similar place, but since the power has no range limit, you could conceivably wind up somewhere else across the globe.
 Mishap: You and anyone else teleporting with you have gotten "scrambled".

You each suffer 1d10 points of damage, and you reroll on the chart to see where you wind up.
 For these rerolls, roll 1d20+80.
 Each time "Mishap" comes up, the characters suffer more damage and must reroll.

TELEPORTATION CIRCLE

Psychoportation (Dex) [Teleportation]

Level: Psion 8

Display: Me

Manifestation Time: 10 minutes

Range: Touch

Effect: A circle up to 5 ft. in radius that teleports those who activate it

Duration: 10 minutes/level (D)

Saving Throw: None

Power Resistance: Yes

Power Points: 15

You create a circle on the floor or other horizontal surface that teleports, as *teleport without error*, any creature who stands on it to a designated spot.

Once you designate the destination for the circle, you can't change it.

The power fails if you attempt to set the circle to teleport creatures into a solid object, to a place with which you are not familiar and have no clear description, or to another plane.

The circle itself is subtle and nearly impossible to notice.

If you intend to keep creatures from activating it accidentally, you need to mark the circle in some way, such as ash, placing it on a raised platform.

The DC for a rogue (only) to use the Search skill to find the circle and thwart it with Disable Device is 34.

TEMPORAL ACCELERATION

Psychoportation (Dex)

Level: Psion 8

Duration: 2 rounds (apparent time)

Power Points: 15

As *temporal velocity*, except you are free to act for 2 rounds of apparent time and are disoriented for 1 round afterward.

TEMPORAL VELOCITY

Psychoportation (Dex)

Level: Psion 9

Display: None

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 3d4 rounds (apparent time)

Power Points: 17

You enter another time frame, speeding up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds.

You are free to act for 3d4 rounds of apparent time.

Normal and magical fire, cold, acid, and the like can still harm you.

While *temporal velocity* is in effect, other creatures are invulnerable to your attacks and power; however, you can manifest powers and leave their effects to appear when the *temporal velocity* power ends.

(The powers' durations do not begin until the *temporal velocity* duration is over).

You cannot move or harm items held, carried, or worn by a creature stuck in the standard time frame, but you can affect any item that is not in another creature's possession. You are undetectable while *temporal velocity* lasts.

You cannot enter an area protected by a *null psionics field* or by powers or spells that neutralize high-level powers or spells.

When *temporal velocity* lapses, you are disoriented on your return to the standard time frame.

You suffer a -2 penalty on all attack rolls, saving throws, and skill checks for half the number of rounds (round down) you were accelerated.

TIME HOP

Psychoportation (Dex)

Level: Psion 3

Display: Vi, Au (see text)

Manifestation Time: 1 action

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

Targets: Any object or creature whose weight is 600 lb. or less

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 5

The subject of the power hops forward in time 3d6 rounds (always into the future, never into the past).

In effect, the subject seems to disappear in a shimmer of silver electricity, then reappear after 3d6 rounds.

The subject reappears in exactly the same orientation and condition as before.

For the subject, no time has passed at all.

If the space from which the subject departed is occupied upon his return to the time stream, he appears in the closest unoccupied space, still in his original orientation. Determine the closest space randomly if necessary.

TIME REGRESSION

Psychoportation (Dex)

Level: Psion 9

Display: None

Manifestation Time: 1d4+1 rounds

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 17, XP cost

You can regress apparent time 1d4+1 rounds into the past.

In effect, you "replay" the previous few rounds of activity.

The power regresses time to the point along the timestream when you first began manifesting the power.

(You replay the same 1d4+1 rounds noted in the manifestation time).

Once you've regressed, only you retain knowledge of the next 1d4+1 rounds; however, you can communicate that knowledge verbally to your companions, if desired.

During the rounds that you live through a second time, you can act on knowledge you gained by living through the immediate future.

In all likelihood, you'll probably not choose to manifest time regression during your second pass through the time

stream, instead taking completely new actions, but you pay the XP cost all the same.

XP Cost: Each manifestation costs 500 XP.

TRACE TELEPORT

Psychoportation (Dex) [Teleportation]

Level: Psion 6

Display: Vi

Manifestation Time: 1 action

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

Area: Circle, centered on you, with a radius of 100 ft. + 10 ft./level

Effect: Traces the teleportation of any object or creature whose weight does not total more than 300 lb./level

Duration: 1 hour/level (D)

Saving Throw: Will negates (foils trace)

Power Resistance: Yes (foils trace)

Power Points: 11

As *sense psychoportation*, except you can trace the origination or destination of any teleportation made by others within the area.

You can trace both psionic and magical teleportations.

You must pierce the power resistance of creatures that possess it for a successful trace, but the creature conducting the teleportation can make a Will save to foil the trace.

For purposes of this power, "trace" means you could teleport to the location yourself if you so desired (and know the *teleport* power), as if you had "seen casually" the trace location.

This power does not grant you any information on the conditions at the other end of the trace beyond mental coordinates.

TELEPATHY

APOPSI

Telepathy (Cha)

Level: Psion 9

Display: Vi, Ma, Au

Manifestation Time: 1 round

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

Target: One living psionic creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Power Resistance: Yes

Power Points: 17

Using *apopsi* [ab-po-sigh], you delete 1d4 powers permanently from the subject's mind.

You specify the level of each power, and the DM randomly determines which of the subject's powers is actually deleted.

Psychic surgery may be used to restore the lost power, but it must be performed within 1 week of losing the power.

ATTRACTION

Telepathy (Cha) [Compulsion, Mind-Affecting]

Level: Psion 1

Display: Au

Manifestation Time: 1 action

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

Target: One living creature

Duration: 1 hour/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

You plant a compelling attraction in the mind of the subject.

The attraction can be toward a particular person, an object, an action, or an event.

The power's subject will take reasonable steps to meet, get close to, attend, find, or perform the, object of its implanted attraction.

For the purposes of this power, "reasonable" means that while fascinated, the subject doesn't suffer from blind obsession.

He won't leap into a fire or over a cliff, or climb into the arms of a dragon.

He can still recognize danger, but he will not flee unless the threat is immediate.

If you make the subject feel an attraction to yourself, you can't command him indiscriminately although he will be willing to listen to you (even if he disagrees).

This power grants you a +4 bonus to your Charisma modifier when dealing with the subject.

AURA ALTERATION

Telepathy (Cha) [Mind-Affecting]

Level: Psion 6

Display: Ma

Manifestation Time: 1 action

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

Target: One living creature

Duration: Instantaneous or 10 minutes/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 11

You can disguise the subject's aura (alignment), level, or remove compulsions such as *crisis of breath*, *fatal attraction*, curses, *geases*, and *quests*.

Aura alteration can also sever all charm and compulsion powers of 6th level or lower that might affect a target.

If disguising the subject's alignment or level, the power has a duration of 10 minutes/level.

You may change the subject's alignment by only one degree.

For instance, you could not make a chaotic evil creature appear lawful good, but you could make it appear chaotic neutral or neutral evil.

You may adjust the subject's apparent level by a number equal to half your own level (round down).

If attempting to cleanse the subject's aura, the duration is instantaneous.

When *aura alteration* is manifested, the subject gains another saving throw against the affliction at the original DC, but with a +2 bonus on her roll.

You can remove the afflictions noted above, and you may be able to remove others at the DM's discretion.

AVERSION

Telepathy (Cha) [Compulsion, Mind-Affecting]

Level: Psion 2

Display: Au, Ma

Manifestation Time: 1 action

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

Target: One living creature

Duration: 1 hour/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

You plant a powerful aversion in the mind of the subject.

The aversion can be toward a particular person, an object, an action, or an event.

The power's subject will take reasonable steps to avoid the object of its implanted aversion.

If a physical object, she will not approach within 30 feet of it.

If a word, she will not utter or think it, if an action she will not perform it, and if an event she will not attend it.

For example, you can't make the subject have an aversion to fighting (which is a combination of many actions), but you could give her an aversion to her sword, causing her to drop it and back away.

If not taking a taboo action directly threatens the subject, she may perform the action at a -2 morale penalty on any attack rolls, ability checks, or skill checks involved.

BRAIN LOCK

Telepathy (Cha) [Mind-Affecting]

Level: Psion 2

Display: Vi, Ma

Manifestation Time: 1 action

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

Target: One humanoid of Medium-size or smaller

Duration: 1 round/level (D)

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

The subject's higher mind is locked away.

He stands mentally paralyzed, unable to take any actions.

The *brain locked* subject is not stunned (so attackers get no special advantage).

He can defend himself against physical attacks (Dexterity bonus to AC still applies), but otherwise can't move, and can't use psionic powers.

A *brain locked* flyer cannot flap its wings and falls.

A swimmer can't swim and may drown.

CATAPSI

Telepathy (Cha) [Mind-Affecting]

Level: Psion 5/Psychic Warrior 5

Display: Vi, Me

Manifestation Time: 1 action

Range: Medium 100 feet

Area: 100-ft.-radius emanation centered on you

Duration: 1 minute/level

Saving Throw: Will negates (see text)

Power Resistance: Yes

Power Points: 9

With *catapsi* [kat-ah-sigh], you generate psychic static, making it more difficult for other psionic characters to manifest their powers (you are not affected by your own *catapsi* manifestation).

All psionic activity within the area requires twice as many power points to manifest, unless opponents make a successful Will save each time they manifest a power. Freely manifesting 0-level powers takes 1 full round, instead of 1 action, in a *catapsi* field. If two or more fields of *catapsi* overlap, one field cancels out the other (determine randomly).

CHARM MONSTER

Telepathy (Cha) [Compulsion, Mind-Affecting]

Level: Psion 3

Target: One living creature

Duration: 1 day/level

Power Points: 5

As *charm person*, except that the power is not restricted by creature type or size, and you need not speak the creature's language.

CHARM PERSON

Telepathy (Cha) [Compulsion, Mind-Affecting, Language-Dependent]

Level: Psion 1

Display: Me

Manifestation Time: 1 action

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

Target: One person

Duration: 1 hour/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

This power makes a humanoid of Medium-size or smaller regard you as his trusted friend and ally.

If the creature is currently being threatened or attacked by you or your allies, however, he receives a +5 bonus on his saving throw.

The power does not enable you to control the *charmed* person as if he were an automaton, but he perceives your words and actions in the most favorable way.

You can try to give the subject orders, but you must win an opposed charisma check to convince him to do anything he would not ordinarily do.

(Retries are not allowed).

A *charmed* person never obeys suicidal or obviously harmful orders, but he might believe you if you assured him that the only chance to save your life is for him to hold back an onrushing red dragon for "just a few seconds".

Any act by you or your apparent allies that threatens the *charmed* person breaks the power.

Note also that you must speak the person's language to communicate your commands, or else be good at pantomiming.

CONCEAL THOUGHTS

Telepathy (Cha)

Level: Psion 1

Display: Vi

Manifestation Time: 1 action

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

Target: One living creature

Duration: 1 hour/level

Saving Throw: Yes (harmless)

Power Resistance: Yes (harmless)

Power Points: 1

You protect your thoughts from analysis.

While the duration lasts, the feat *Psychic Inquisitor* fails to operate against you, and you gain a +20 circumstance bonus on Bluff checks against those attempting to discern your true intentions with Sense Motive.

You also gain a +4 bonus on your saving throw against any power used to read your mind (such as *detect thoughts* or *mind probe*).

CONFIDANTE

Telepathy (Cha)

Level: Psion 9

Duration: Instantaneous

Power Points: 17, XP cost

As lesser *mindlink*, except the telepathic bond is permanent between you and one other creature.

XP Cost: 2,000 XP.

CRISIS OF BREATH

Telepathy (Cha) [Compulsion, Mind-Affecting]

Level: Psion 3

Display: Au

Manifestation Time: 1 action

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

Target: One creature of Huge size or smaller

Duration: 2 rounds/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 5

You compel the subject to purge its entire store of air in one explosive exhalation, and thereby disrupt the subject's autonomic breathing cycle.

The subject's lungs do not automatically breathe in again while the power's duration lasts.

Those who choose to consciously control their breathing each round (in an attempt to regain some air) are limited only to partial actions during that round as they gasp for breath.

Affected creatures can choose to take action normally, but each round they do so they risk blacking out from lack of oxygen.

They must succeed at a Constitution check (DC 10) every round that passes without a breath to remain conscious.

Every round that goes by without a breath, the DC increases by 1, but the DC drops back to 10 if a normal breath is taken.

If a subject fails a Constitution check, it is staggered (0 hp). The following round it drops to -1 hit points and is dying, unless the duration lapses first.

Failing a lapse in the power's duration, the subject dies on the third round.

DAZE

Telepathy (Cha) [Compulsion, Mind-Affecting]

Level: Psion 0/psychic Warrior 0

Display: Me, Ma

Manifestation Time: 1 action

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

Target: One person

Duration: 1 round

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

This power clouds the mind of a humanoid of Medium-size or smaller so that he takes no actions.

Humanoids of 5 or more HD are not affected.

The dazed subject is not stunned (so attackers get no special advantage against him), but he can't move, use psionic powers, cast spells, and so on.

DEMORALIZE

Telepathy (Cha) [Mind-Affecting]

Level: Psion 1

Display: Ol, Me

Manifestation Time: 1 action

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

Area: Several living creatures, no two of which are more than 15 ft. apart

Duration: 1 minute/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

You fill your enemies with self-doubt, conferring on them a -1 morale penalty on all saving throws, attack rolls, and skill checks.

Allies are unaffected.

DETECT THOUGHTS

Telepathy (Cha) [Mind-Affecting]

Level: Psion 2

Display: Vi, Me

Manifestation Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from you to the extreme of the range

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

Saving Throw: Will negates (see text)

Power Resistance: No

Power Points: 3

You detect surface thoughts.

The amount of information revealed depends on how long you study a particular area or subject:

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

2nd Round: Number of thinking minds and the mental strength of each.

3rd Round: Surface thoughts of any mind in the area.

A target's Will save prevents you from reading its thoughts, and you must manifest *detect thoughts* again to have another chance.

Creatures of animal intelligence have simple, instinctual thoughts that you can pick up.

Intelligence

1-2

3-5

6-9

10-11

12-15

16-17

18-21

22-25

26+

Mental Strength

Animal

Very low

Low

Average

High

Very high

Genius

Supra-genius

Godlike

Note: Each round, you can turn to detect thoughts in a new area.

The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

DISABLE

Telepathy (Cha) [Compulsion, Mind-Affecting]

Level: Psion 1

Display: Vi

Manifestation Time: 1 action

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

Area: Several living creatures within a 15-ft.-radius burst

Duration: 1 minute/level (D)

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

You broadcast a mental compulsion that convinces one or more creatures that they are disabled (at 0 hit points).

Roll 2d4 to determine how many total HD of creatures can be affected.

Creatures with the fewest HD are affected first.

Among creatures with equal HD, those who are closest to the power's point of origin are affected first.

No creature with 5 or more HD is affected, and HD that are not sufficient to affect a creature are wasted.

Creatures affected by the power believe that they have somehow been reduced to 0 hit points, and must act accordingly.

While its possible that some may attempt one last "heroic" action (expecting to then lose consciousness from the exertion), most will cower or retreat.

Creatures do attempt to take actions immediately pierce the compulsion, and may act normally.

Creatures that attempt to heal themselves or who receive healing are likewise freed of the compulsion, and if they are not otherwise wounded, the healing is wasted.

Creatures who are attacked and take damage are also instantly freed of the compulsion.

When the duration ends, the creatures' hit points "return" to their previous level (as they perceive the true state of their health).

Note: Extra hit points are irrelevant for determining how many HD a creature has.

An ogre with 4d8+8 hit points still only has 4 HD and can be affected by the power.

DISTRACT

Telepathy (Cha) [Mind-Affecting]

Level: Psion 0/Psychic Warrior 0

Display: Au

Manifestation Time: 1 action

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

Target: One living creature

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

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

You cause your subject's mind to wander, distracting her.

Subjects of *distract* make all Listen, Spot,

Search, and Sense Motive checks at a -1 penalty.

DOMINATION

Telepathy (Cha) [Compulsion, Mind-Affecting]

Level: Psion 4

Display: Me

Manifestation Time: 1 action

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

Target: One humanoid of Medium-size or smaller

Duration: 1 day/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 7

You can control the actions of any humanoid of Medium-size or smaller.

You establish a telepathic link with the subject's mind.

If you and your subject share a common language, you can generally force the subject to perform as you desire, within the limits of his abilities. If no common language is shared, you can only communicate basic commands, such as "Come here", "Go there", "Fight", "Stand still", and so on.

You know what the subject is experiencing but do not receive direct sensory input from him.

Subjects resist this control, and those forced to take actions against their natures receive a new saving throw with a bonus of +1 to +4, depending on the type of action required. Obviously self-destructive orders are not carried out.

Once control is established, the range at which it can be exercised is unlimited, as long as you and subject are on the same plane.

You need not see the subject to control it.

Protection from evil or a similar spell or power can prevent you from exercising control or using the telepathic link while the subject is so warded, but it does not prevent the establishment of domination or negate it.

EMPATHY

Telepathy (Cha) [Mind-Affecting]

Level: Psion 1

Display: Me

Manifestation Time: 1 action

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

Target: One living creature

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

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

You detect the surface emotions of any creature you can see that is in range.

You can sense basic needs, drives, and emotions.

Thirst, hunger, fear, fatigue, pain, rage, hatred, uncertainty, curiosity, friendliness, and so on, can all be sensed.

FALSE SENSORY INPUT

Telepathy (Cha) [Mind-Affecting]

Level: Psion 3

Display: Me

Manifestation Time: 1 full round

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

Target: One living creature.

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

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 5

You have a limited ability to falsify one of the subject's senses.

The subject thinks she sees, hears, smells, tastes or feels something other than what her senses actually report.

You can't fabricate a sensation where none exists, nor make the subject completely oblivious to a sensation, but you can falsify the specifics of one sensation for different specifics. For instance, you could make a human look like a dwarf (or one human look like another specific human), a closed door look like it is open, a vat of acid smell like rose water, a parrot look like a bookend, stale rations taste like fresh fruit, a light pat feel like a dagger thrust, a scream sound like the howling wind, and so on.

You can switch between senses you falsify round by round.

You can't alter a sensation's "intensity" by more than 50%.

Thus, you couldn't make a castle look like a hovel, but you could make it look like a different castle, or a rough hillock of approximately the same size.

While you might be able to make acidic fumes smell nice, you can't get acid to taste like candy.

If this power is used to distract an enemy psion who is attempting to manifest a power, the enemy must make a Concentration check as if against a nondamaging power (the DC equals the distracting power's save DC + 3 in this case).

FATAL ATTRACTION

Telepathy (Cha) [Compulsion, Mind-Affecting]

Level: Psion 4

Display: Me (detectable only by victim)

Manifestation Time: 1 action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Power Resistance: Yes

Power Points: 7

You plant a hidden death-urge impulse in the subject's unconscious.

The impulse slowly takes root and reinforces itself in the dark cellars of the subject's mind over a period of 1d4 days. The subject's conscious mind remains completely unaware of the death urge secretly swelling within like an abscess. The subject's companions, if any, may each make, one Wisdom check on the final day of the time period to notice that he seems unaccountably dour and fatalistic.

When the urge has grown to an overpowering psychosis (after 1d4 days), the subject looks for the quickest, most likely method to end his life and attempts to do so.

For instance, if standing next to a cliff, he would step off.

If nothing better offered itself, the subject would attempt to perform a coup de grace on himself.
 If he had no weapon, he would attempt to batter himself to death on a wall or other surface.
 If the subject goes through with a method but fails to die, he can make another Fortitude save against the original DC to break the compulsion.
 Otherwise, the urge secretly grows again over 1d4 days, and the cycle repeats.

FATE LINK

Telepathy (Cha)

Level: Psion 3

Display: Ol

Manifestation Time: 1 action

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

Target: Any two living creatures that are initially no more than 30 ft. apart.

Duration: 1 hour/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 5

You temporarily link the fates of any two creatures, if both fail their saving throws.

If either linked creature experiences pain, both feel it. When one loses hit points, the other loses the same amount.

If either dies, the other must immediately succeed at a Fortitude save or gain a number of negative levels equal to the character level of the creature that died (minimum one).

All other effects are not transferred by the *fate link*.

You could attempt to create a chain of *fate linked* creatures, if desired.

FORCED MINDLINK

Telepathy (Cha)

Level: Psion 4

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 7

As *lesser mindlink*, except you can attempt to create a telepathic bond with a creature who is not willing.

Even if you create a bond with an unwilling creature, it can still decide not to "speak" with you through the telepathic bond.

GREATER DOMINATION

Telepathy (Cha) [Compulsion, Mind-Affecting]

Level: Psion 5

Power Points: 9

As *domination*, except you can control a subject with whom you do not share a common language.

INFLECT PAIN

Telepathy (Cha) [Mind-Affecting]

Level: Psion 2

Display: Au

Manifestation Time: 1 action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

You telepathically stab the mind of your foe, causing horrible agony.

The telepathic strike deals 3d6 points of damage.

INSANITY

Telepathy (Cha) [Compulsion, Mind-Affecting]

Level: Psion 7

Display: Me

Manifestation Time: 1 action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 13

Creatures affected by this power are permanently insane and constantly behave randomly, as indicated on the following table:

d10 roll	Action
1	Wander away for 1 minute (unless prevented)
2-6	Do nothing for 1 round
7-9	Attack nearest creature for 1 round
10	Act normally for 1 round

Except on a result of 1, roll again each round to see what the subject does that round.

Wandering creatures leave the scene as if uninterested. Attackers are not at any special advantage when attacking them.

Actions are checked at the beginning of each creature's turn.

Any insane creature that is attacked automatically attacks its attackers on its next turn.

Only *psychic surgery* and other extreme measures can restore the subject's sanity.

INTRUSIVE SENSE LINK

Telepathy (Cha) [Mind-Affecting]

Level: Psion 2

Power Points: 3

As *sense link*, except the subject creature senses what you sense (one sense only).

For example, if you link taste and then eat something particularly foul (DM's discretion), the subject creature must make another Will save against the original DC or be stunned for 1 round.

If you eat something that causes you damage, the subject creature takes no damage but must make a saving throw against the original DC or be stunned for 1d2 rounds. Likewise, if you link sight and are subject to a gaze attack, so is the subject.

LESSER DOMINATION

Telepathy (Cha) [Compulsion, Mind-Affecting, Language-Dependent]

Level: Psion 3

Power Points: 7

As *domination*, except that if no common language is shared between you and the subject, the power does not function at all.

LESSER MINDLINK

Telepathy (Cha)

Level: Psion 1

Display: Ma

Manifestation Time: 1 action

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

Targets: You and one other creature who is initially no more than 30 ft. away

Duration: 10 minutes/level

Saving Throw: None

Power Resistance: No

Power Points: 1

You forge a telepathic bond with another creature, which must have an Intelligence score of 6 or higher.

The bond can be established only with a willing subject, who therefore receives no saving throw and gains no benefit from power resistance.

You can communicate telepathically through the bond even if you do not share a common language.

No special power or influence is established as a result of the bond.

Once the bond is formed, it works over any distance (although not from one plane to another).

MASS DOMINATION

Telepathy (Cha) [Compulsion, Mind-Affecting]

Level: Psion 7

Targets: One creature/level, no two of which can be more than 30 ft. apart

Power Points: 13

As *domination*, except you can affect more creatures and can control a subject with whom you do not share a common language.

You can give different directions to different creatures.

MASS SUGGESTION

Telepathy (Cha) [Compulsion, Mind-Affecting, Language-Dependent]

Level: Psion 6

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

Targets: One creature/level, no two of which can be more than 30 ft. apart

Power Points: 11

As *suggestion*, except that it can affect more creatures.

The same suggestion applies to all these creatures.

METACONCERT

Telepathy (Cha) [Mind-Affecting]

Level: Psion 5

Display: Vi (see text)

Manifestation Time: 1 minute

Range: 10 feet

Target: You and up to fifteen other psions who also know *metaconcert*

Duration: 1 round/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 9

You link your psychic might with other psions, creating an entity more powerful than the sum of its parts.

All participants (up to sixteen total, including you) must be willing; thus, saving throws and power resistance do not apply.

Once linked, all your power points flow into a collective pool, the total of which is 20% more than the sum of the participants' pools.

Thus, if ten psions each contribute 10 power points, the initial total of the pooled power points is 120.

When the power is manifested, one individual is chosen as the lead mind by mutual consent of the other participants.

Until the power ends, this "conductor" directs the efforts of the group.

Visually, misty strands of glowing power link the brows of all the participants in a complex and shifting pattern.

All the powers of each participant are known to the mental entity constructed by *metaconcert*.

This entity can't take any more actions than a normal individual, but it manifests all its powers more effectively.

Each individual psion making up the entity provides a cumulative +1 bonus to DCs set when manifesting a power (including using a psionic attack mode) and a cumulative +1 bonus when making saving throws against powers (including will saves against psionic attack modes).

If the psionic entity takes temporary ability damage from a psionic attack, the total is divided up among all the members as they see fit (so if a ten-psion group took 3 points of ability damage, they could select three different participants to each take only 1 point).

Once linked, the participants must remain within a 20-foot-diameter area, and as a group may only move at a speed of 10 feet.

Participants can willingly drop out before the overall *metaconcert* ends, but they come away with 0 power points. Participants who accidentally move beyond the range of the power or who are forcibly removed also end up with 0 power points.

When *metaconcert* ends normally or is dismissed, remaining power points in the pool are evenly divided among all the participants (round down).

You do not leave a *metaconcert* with more power points than you joined with—extra power points are lost in bright arcs of light.

MICROCOSM

Telepathy (Cha) [Mind-Affecting]

Level: Psion 9

Display: Ma

Manifestation Time: 1 action

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

Target or Area: One living creature or one or more creatures within a 15-foot-radius sphere

Duration: Instantaneous

Saving Throw: None

Power Resistance: Yes

Power Points: 17

When *microcosm* is manifested, you can target either a single creature or a group.

Targeted: If *microcosm* targets a single creature, that creature's senses are pinched off from the real world if it has 100 or fewer hit points.

The subject's senses are all completely fabricated from within its own mind, though it may not realize this. In reality, the subject sprawls limply, drooling and mewling, and will eventually die of thirst and starvation without aid.

However, the subject lives within its own made-up world until the time of its actual death.

Area Effect: If *microcosm* is manifested as an area effect, it sends creatures in a 15-foot-radius sphere into their own (unlinked) catatonias.

It affects only creatures that have 30 or fewer hit points, and only up to a total of 300 hit points of such creatures. The power affects creatures with the lowest hit point totals first until the next creature would put the total over the 300 hit point limit.

(Creatures with negative hit points count as having 0 hit points).

Manifesting *microcosm* a second time on a subject can turn its sensory pathways outward once more.

Otherwise, only very powerful psionic powers or similar effects (such as *psychic surgery* or the spell *greater restoration*) can undo the mental crosswiring that creates a private world.

MIND BLANK

Telepathy (Cha)

Level: Psion 8

Display: Ol

Manifestation Time: 1 action

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

Target: One creature

Duration: 1 day

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 15

The subject is totally protected from all devices and power that detect, influence, or read emotions or thoughts.

This protects against all mind-affecting powers and effects, as well as information gathering by Clairsentience powers or effects (except *metafaculty*).

Mind blank even foils extraordinary powers and spells (such as *limited wish*, *miracle*, and *wish*) when they are used in such a way as to affect the subject's mind or to gain information about him.

In the case of remote viewing or scrying that scans an area that the creature is in, the power works but the creature simply isn't detected.

Remote viewing and scrying attempts that are targeted specifically at the subject do not work at all.

Mind blank is not effective against psionic attack modes.

MIND PROBE

Telepathy (Cha)

Level: Psion 5

Display: Vi, Ma, Au

Manifestation Time: 1 minute

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

Target: One living creature

Duration: 1 minute/level

Saving Throw: Fortitude negates

Power Resistance: Yes

Power Points: 9

All the subject's memories and knowledge are accessible to you, from memories deep below the surface to those still easily called to mind.

You can learn the answer to one question per round, to the best of the subject's knowledge.

You can also probe a sleeping subject, though the subject may make a Will save against the DC of the *mind probe* to wake after each question.

Subjects who do not wish to be probed can attempt to move beyond the power's range, unless somehow hindered.

You pose the questions telepathically, and the answers to those questions are imparted directly to your mind.

You and the subject do not need to speak the same language, though less intelligent creatures may yield up only appropriate visual images in answer to your questions. Creatures protected by *mind blank* are immune to *mind probe*.

MIND SEED

Telepathy (Cha) [Compulsion.

Mind-Affecting]

Level: Psion 8

Display: Ma

Manifestation Time: 3 rounds

Range: 5 feet

Target: One humanoid of Medium-size or smaller

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 15, XP cost

You impress the totality of your psyche into a subject's subconscious.

If successfully implanted, the seed of your mind "germinates" over a period of one week.

During this time, the subject begins to unconsciously take on your mannerisms.

For instance, if you habitually mutter, "Sure, sure, sure", this same litany will soon be heard from the subject's lips, though never consciously.

Any time before the seven-day deadline, the *mind seed* can be purged from the subject's mind with *psychic surgery* or the spell *greater restoration* (manifesting *mind seed* again also cleanses the mind).

When integration is complete (after seven days), the subject becomes you in mind as you were when you manifested the power but eight levels lower in experience. He does not possess any of your physical statistics or equipment, but does possess your ability scores in Intelligence, Wisdom, and Charisma as they were eight levels earlier.

The subject also knows the powers you knew at the appropriate level.

As soon as the subject becomes your mental duplicate, the two personalities begin to diverge.

Although the subject starts off with your experiences, he possesses his original "soul" and physical body and is free to develop his own personality based on its own experiences. Thus, the subject is not your slave or servant, but instead an NPC in his own right who shares your earlier memories.

Protection from evil or a similar spell or power can prevent you from implanting *mind seed*.
XP Cost: 3,000 XP.

MIND SWITCH

Telepathy (Cha)

Level: Psion 6

Display: Vi

Manifestation Time: 1 action

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

Target: You and one other living Medium-size or smaller creature

Duration: Until you return to your body

Saving Throw: Will negates (see text)

Power Resistance: Yes

Power Points: 11

You can attempt to take control of a nearby living creature, forcing its mind (and soul) into your body.

You may move your mind back into your own body whenever your desire (which returns the subject's mind to its own body).

The power ends when you send your mind back to your own body.

Attempting to switch minds is a full-round action.

It is blocked by *protection from evil* or a similar magical or psionic ward.

You possess the body and force the creature's mind into your body unless it succeeds at a Will save.

If successful, your life force occupies the host body, and the host's life force takes over yours.

You can call on rudimentary or instinctive knowledge of the subject creature, but not upon its real or acquired knowledge (as can it in your body).

For example, you do not automatically know the language or powers of the creature.

You each retain your own alignment, Intelligence, Wisdom, and Charisma scores, class, level, skills, base attack bonus, base saving throw bonuses, hit points (regardless of new Constitution score), power points (if any), and power resistance (if any).

You each gain the new body's Strength, Constitution, and Dexterity scores (including modifiers based on these abilities), as well as natural (but not magical) armor.

Neither of you gains the other's special abilities.

As a standard action, you can return to your own body, if within range (which ends the power).

If your new body is slain, you return to your own body, if within range, and the life force of the original body departs.

If your new body is slain beyond the range of the power, you die, but the switched creature lives on in your body permanently.

If your body is slain while inhabited by the power's subject, it dies, and you continue to inhabit the new body permanently.

Any life force with nowhere to go is treated as slain.

A successful targeted *negate psionics* manifested on either switched body causes both minds to return to their original bodies, if within range.

If they are out of range, *negate psionics* has no effect.

MINDLINK

Telepathy (Cha)

Level: Psion 3

Targets: One creature/level, no two of which are initially more than 30 ft. apart

Power Points: 5

As lesser *mindlink*, except you can link more than just yourself and one other creature.

MINDWIPE

Telepathy (Cha)

Level: Psion 4

Display: Vi, Ma, Au

Manifestation Time: 1 action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude Negates

Power Resistance: Yes

Power Points: 7

You partially wipe your victim's mind of past experiences, bestowing one negative level per two manifester levels (maximum five negative levels).

If the subject has at least as many negative levels as HD, he dies.

Each negative level gives a creature the following penalties:

–1 penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of power, spells, or special abilities).

The creature also loses 5 hit points.

Additionally, a psionic character or creature loses one power from her highest available level (a spellcaster loses one spell or spell slot from her highest available level).

Negative levels stack.

Assuming the subject survives, he regains lost levels after a number of hours equal to your manifester level.

Usually, negative levels have a chance of permanently draining the subject's levels, but the negative levels from *mindwipe* don't last long enough to do so.

MISSIVE

Telepathy (Cha)

Level: Psion 0

Display: Vi

Manifestation Time: 1 action

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

Target: One living creature

Effect: Mental message delivered to subject

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

You send a telepathic message of up to ten words to any living creature within range.

Missive is strictly a one-way exchange from you to the subject.

If you do not share a common language, the subject "hears" meaningless mental syllables.

MONSTER DOMINATION

Telepathy (Cha) [Compulsion, Mind-Affecting]

Level: Psion 9

Target: One living creature

Duration: 1 day/level

Power Points: 17

As *domination*, except any kind of creature can be dominated, regardless of size or type (though it must be alive).

PSYCHIC CHIRURGERY

Telepathy (Cha)

Level: Psion 9

Display: Vi, Au, Me

Manifestation Time: 10 minutes

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 17, XP cost (see text)

You can repair psychic damage.

You can also grant another creature knowledge of powers you know.

Repair Damage: You can remove any compulsions and charms (such as *crisis of breath* and *fatal attraction*), even those higher than 6th level (such as *true domination* and *thrall*).

In fact, you can remove any ongoing or permanent effect caused by a psychic power with *psychic chirurgery*, save for hit points.

You can also restore all drained levels (or disperse all negative levels) afflicting the subject, regardless of how he lost those levels, restoring him to the highest level he had previously achieved.

The drained levels are restored only if the time since the subject lost the level is no more than 1 hour per manifester level.

Unlike *aura alteration*, these effects end or are reversed as soon as the manifestation time is completed without need for another saving throw.

You can also remove all psionic effects penalizing the subject's abilities, heal all temporary damage to all ability scores and restore all points permanently drained from all ability scores.

Psychic chirurgery also removes all forms of insanity, confusion, and so on, but it does not restore levels or Constitution points lost due to death.

Transfer Knowledge: If desired, you can directly transfer knowledge of a power you know to another psionic character.

You can't give a character knowledge of a psionic power of a level higher than she could normally manifest, but you could give her knowledge of a power that is not normally on the character's power list.

Knowledge of powers granted through *psychic chirurgery* does not count toward the maximum number of powers a character can know per level.

XP Cost: Each time you use *psychic chirurgery* to implant knowledge of a power in another creature, you pay an XP cost equal to $3,000 \times$ the level of the power implanted.

SCHISM

Telepathy (Cha)

Level: Psion 3

Display: Vi, Au

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: 5

Your mind splits into two independent parts.

Each part functions in complete autonomy, like two characters in one body.

The newly partitioned mind does not control the body physically but is free to take one partial action each round that is completely mental (such as manifesting a power).

Both minds communicate with each other telepathically.

Both can use psionic powers, even at the same time, although both draw from the same power point pool.

All powers manifested by the newly partitioned personality cost a number of power points equal to their standard cost + 2.

This effect allows you to take an extra partial action each round, either before or after your regular action, as long as that action is the manifestation of a power or some other nonphysical activity.

Manifesting powers in threatened areas still provokes attacks of opportunity.

If you are subjected to a compulsion or charm effect while you are of two minds, make a second saving throw if you fail the first.

If you fail both, then *schism* ends and you are affected normally by the power.

If you fail one, the other part of your mind is still free to act normally.

Note: The spell *haste* does not function on a "split-minded" creature due to its fragmented consciousness.

Other spells and powers designated by the DM are likewise unlikely to function, or at the very best, to affect only one of the personalities.

SENSE LINK

Telepathy (Cha) [Mind-Affecting]

Level: Psion 1

Display: Vi

Manifestation Time: 1 action

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

Target: One living creature

Duration: 1 minute/level (D)

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

You sense what the subject creature senses.

Only one sense is linked, and you may not switch between senses with the same manifestation.

For example, you could see what the subject sees, or hear what it hears, or taste what it tastes, and so on.

Once *sense link* is manifested, the link persists even if the subject creature moves out of the original manifestation range (but the link does not work across planes).

You do not control the creature, nor can you communicate with it via this power.

You must concentrate to access the *sense link*.

If you do not concentrate, that sense returns to your own immediate surroundings.

The powers of the subject creature's senses could be enhanced by other powers or items, if desired, allowing you the same enhanced sense.

You are subject to any gaze attack met by the subject creature.

A successful *negate psionics* manifested on you or the linked creature ends the power.

With respect to your own blindness, deafness, and so on, the linked creature is an independent sensory organ. (For example, it is not made blind if you are blinded yourself, so you could still see via the *sense link* while its duration lasts).

When linked to a subject, you make your own perception checks, such as Spot and Listen, regardless of the subject's Spot and Listen results, if any.

SENSE PSIONICS

Telepathy (Cha)

Level: Psion 5

Display: Vi

Manifestation Time: 1 action

Range: 1 mile/level

Area: 1 mile/level radius emanation centered on you

Duration: 1 hour/level

Saving Throw: None

Power Resistance: Yes (see text)

Power Points: 9

You detect all psionic activity anywhere within range. You know direction and distance from you to within 60 feet and the discipline of the power being used, but no other information is revealed.

Sense psionics is crude but strong: All powers of 8th level or less are ineffectual in preventing *sense psionics* from detecting psionic activity.

SUGGESTION

Telepathy (Cha) [Compulsion, Mind-Affecting, Language-Dependent]

Level: Psion 2

Display: Au

Manifestation Time: 1 action

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

Target: One living creature

Duration: 1 hour/level or until completed

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

You influence the actions of the subject creature by suggesting a course of action (limited to a sentence or two). 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 power.

However, a suggestion that a pool of acid is actually pure water and that a quick dip would be refreshing is another matter.

Urging a red dragon to stop attacking your party so that the dragon and party could jointly loot a rich treasure elsewhere is likewise a reasonable use of the power.

The suggested course of action can continue for the entire duration, such as in the case of the red dragon mentioned above.

If the suggested action can be completed in a shorter time, the power ends when the subject finishes what he was asked to do.

You can instead specify conditions that will trigger a special action during the duration.

For example, you might suggest that a noble knight give her warhorse to the first beggar she meets.

If the condition is not met before the power expires, the action is not performed.

A very reasonable suggestion causes the saving throw to be made with a penalty (such as -1, -2, and so on) at the discretion of the DM.

TAILOR MEMORY

Telepathy (Cha) [Mind-Affecting]

Level: Psion 4

Display: Au

Manifestation Time: 1 action

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

Target: One humanoid of Medium-size or smaller

Duration: Instantaneous

Saving Throw: Will negates (see text)

Power Resistance: Yes

Power Points: 7

You insert a memory of your own choosing in your subject's mind.

You can insert a memory of up to 1 round duration per four manifester levels.

Thus, at 8th level you could insert a false memory up to 12 seconds in length.

You choose when the fake event occurred any time within the last week.

You can't read the subject's memory with this power, so unless you have specific knowledge of his activities in the last week, it is best to keep the inserted memory general. Tailoring a memory is tricky, because if it is not done right, the subject's mind recognizes the "memory" as false.

Dissonance occurs if you insert a memory that is out of context with the subject's past experience.

For instance, you create a memory of the subject seeing you emerge from a specific bar in a specific city three days ago, but in reality, the subject was not in that city at that time.

He gains a bonus of +1 to +4 to his saving throw, depending on the magnitude of dissonance you create by specifying an out-of-context memory, as determined by the DM.

In the above example, the subject would gain a +1 bonus on his Will save if he had been to the city sometime last week (just not three days ago) but would get a +4 bonus if he had never been to that city.

Likewise, inserting a memory of the subject taking an action against his nature grants a +1 to +4 bonus, depending on the type of memory inserted.

Inserting a memory that couldn't possibly be true causes the power to fail automatically.

For example, a subject's memory of committing suicide is obviously false.

TELEPATHIC PROJECTION

Telepathy (Cha) [Mind-Affecting]

Level: Psion 0

Display: Vi

Manifestation Time: 1 action

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

Area: One living creature

Duration: 1 minute/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

You can alter the subject's mood.

An affected creature feels the new emotion, but *telepathic projection* cannot radically change its emotional state.

Instead, you adjust its emotions by one step.

For instance, an unfriendly creature might be made indifferent, or a hostile creature simply unfriendly.

(See Chapter 5 of the *DUNGEON MASTER's Guide* for a summary of NPC attitudes).

You can grant up to a +1 bonus on your own (or others') attempts at Bluff, Diplomacy, Intimidate, and Perform actions with affected creatures, assuming you adjust the subject's emotions in the proper direction (you could also inflict a -1 penalty on similar interactions, if you so choose).

THRALL

Telepathy (Cha) [Compulsion, Mind-Affecting]

Level: Psion 9

Duration: Instantaneous

Power Points: 17, XP cost

As *true domination*, except the subject is permanently dominated if it fails the initial Will save.

A subject forced to take actions against its nature receives a saving throw with a penalty of -10 to resist taking that particular action, but even if it succeeds, it still remains your thrall despite its minor mutiny.

Once a subject of *thrall* makes a successful saving throw to resist a specific order, it makes all future saving throws to resist taking that specific action without a penalty.

The only way to dissolve thralldom is through the successful manifestation of another *thrall* power, manifested with the intention of freeing the thrall, or the successful use of the spell *Mordenkainen's disjunction*.

XP Cost: 5,000 XP.

TRUE DOMINATION

Telepathy (Cha) [Compulsion, Mind-Affecting]

Level: Psion 8

Power Points: 15

As *domination*, except a subject forced to take actions against its nature receives a new saving throw with a penalty of -10.

On a failed save, the subject must take the action, but on a success, the power is broken.

Obviously self-destructive orders may be carried out, unless the subject can succeed at the above-noted saving throw, thereby breaking the power.

ULTRABLAST

Telepathy (Cha) [Mind-Affecting]

Level: Psion 7

Display: Au (see text)

Manifestation Time: 1 round

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

Area: Several living creatures within a 15-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will half

Power Resistance: Yes

Power Points: 13

You "grumble" psychically for 1 round (which both psionic and nonpsionic creatures can detect), then release a horrid shriek from your subconscious that penetrates and disrupts the soft tissues of the subjects' brains.

This attack deals 13d4 points of damage.

RACES OF DESTINY (3.5)

CLAIRSENTIENCE

REALIZED POTENTIAL

Clairsentience

Level: Psion/wilder 3

Display: Visual

Manifesting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Power Points: 5

The target receives a vision of her own future, gaining deeper insight into her abilities, but only temporarily.

For the duration of this power, the character gains a +1 competence bonus on attack rolls and saving throws, and a +2 competence bonus on skill checks made using skills in which the character has purchased ranks.

SYNCHRONICITY

Clairsentience

Level: Psion/wilder 1

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round

Power Points: 1

You gain a brief glimpse into the future that allows you to arrange a coincidence of events.

When you manifest this power, you can ready a standard action (without spending an action to do so) and use it whenever you choose during the next round.

Unlike the normal use of readied actions, you need not specify the condition under which you will take your readied action.

If you do not perform your readied action before your next turn, you lose that action.

Augment: If you spend 2 additional power points, you do not need to specify the standard action you are readying. In effect, you can take your normal move action and then take any standard action at some later point in the round, depending on how events unfold.

PSYCHOMETABOLISM

URBAN STRIDER

Psychometabolism

Level: Psion/wilder 1, psychic warrior 1

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Power Points: 1

You enhance your ability to move rapidly through city streets and across rooftops.

You gain a +5 competence bonus on all Balance and Jump checks.

You automatically succeed on all Jump checks to clear a horizontal distance of 5 feet or less.

You do not need to make Balance checks for running or charging across a sloped surface.

You can move at your full normal speed through crowds.

Augment: If you spend 8 additional power points, you can walk normally on any city surface as if it were level ground.

This includes perfectly vertical walls, glass windows, and even clothes-drying lines.

Your speed remains unchanged, even when walking straight up a wall.

PSYCHOPORTATION

ANTICIPATORY STRIKE

Psychoportation

Level: Psion/wilder 2

Display: Auditory

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 3

You take your normal action for the round at the time that you manifest this power, rather than waiting for your turn to come up in the initiative sequence.

In subsequent rounds, your place in the initiative order does not change—you anticipate your action for this round only.

You can take a standard action and a move action, or a full-round action, just as you could if you were taking your action at your normal place in initiative order.

You can't activate this power if you're flat-footed, and you can't use the power a second time until after your next turn has passed.

For example, if you normally act on initiative count 15, you could use this power to take your turn again on initiative count 12, but this means that you wouldn't be able to act on the next round's initiative count 15 (since you've already used that turn's actions), and you wouldn't be able to use the power again until after your next turn (that is, after the next round's initiative count 15).

Augment: If you spend 2 additional power points, your place in the initiative order changes, much as if you had

delayed (but you may move earlier in the initiative order rather than later).

RACES OF STONE (3.5)

CLAIRSENTIENCE

PERFECT ARCHERY

Clairsentience

Level: Psychic warrior 3

Display: Visual

Manifesting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level

Power Points: 5

While this power is manifested, you do not provoke attacks of opportunity for firing ranged weapons.

Augment: For every additional power point you spend, this power's duration increases by 1 round.

PERFECT RIPOSTE

Clairsentience

Level: Psychic warrior 5

Display: Visual

Manifesting Time: 1 standard action

Range: Touch

Target: Melee weapon touched

Duration: 1 round/level

Saving Throw: None (object, harmless)

Power Resistance: No (object, harmless)

Power Points: 11

You form a perfect bond with your melee weapon.

Once per round, as long as you hold the weapon with which you are bonded, you can make an attack of opportunity against any creature that attacks you with a melee weapon or natural attack and misses, provided that the attacking creature is within your threatened area.

You must be holding a melee weapon in your hand when you manifest this power.

Augment: If you spend 6 additional power points, you can manifest this power as a swift action.

PSYCHOKINESIS

POWER CLAWS

Psychokinesis [Force]

Level: Psychic warrior 2

Display: Vi

Manifesting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level or until discharged

Saving Throw: None

Power Resistance: No

Power Points: 3

You encase one of your natural weapons in telekinetic force.

The next successful attack with that natural weapon deals force damage instead of normal damage. This change provides a number of benefits. The natural weapon does not have a miss chance against incorporeal creatures, and the damage from the natural weapon overcomes damage reduction as if it were a spell and not a weapon attack.

Only the base natural weapon damage, magical enhancement bonuses, bonus damage from Strength, and other bonuses on the natural weapon itself are changed to force damage.

Other additional damage-dealing effects from any other source, such as the sneak attack class feature or the flaming special ability of a weapon, remain normal damage instead of force damage.

Augment: For every 2 additional power points you spend, you can invest the weapon with an additional charge. Each additional charge allows the weapon to be used one more time before the *power claws* effect is discharged.

POWER WEAPON

Psychokinesis [Force]

Level: Psychic warrior 2

Range: Touch

Target: Melee or thrown weapon touched

Power Points: 3

This power functions like *power claws*, except where noted here.

PSYCHOMETABOLISM

BLACKSTONE HAMMER

Psychometabolism

Level: Psychic warrior 6

Display: Visual

Manifesting Time: 1 standard action

Range: Touch

Target: Melee weapon touched

Duration: 1 round/level or until discharged

Saving Throw: None (object, harmless) and Fortitude negates; see text

Power Resistance: No (object, harmless) and Yes; see text

Power Points: 11

You alter the nature of one weapon and create a psychic conduit between it and the power of the terrible blackstone giant.

Although the base damage of the weapon is unaltered, the weapon deals bludgeoning damage for the duration of the power.

In addition, the weapon now has the power to petrify those it strikes.

If a creature struck by a weapon affected by *blackstone hammer* fails its saving throw, it (along with all its carried gear) is turned into a mindless, inert statue.

Striking a creature with the weapon discharges the power. If a statue resulting from this power is broken or damaged, the subject (if ever returned to flesh) has similar damage or deformities.

The creature is not dead, but neither does it seem to be alive when viewed with spells such as *deathwatch*.

Only creatures made of flesh are affected by this power.

Augment: For every 2 additional power points you spend, you can invest the weapon with an additional charge. Each additional charge allows the weapon to be used one more time before the *blackstone hammer* effect is discharged.

EARTH WALK

Psychometabolism

Level: Psion/wilder 2, psychic warrior 2

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

Power Points: 3

You create a perfect mental bond with stone, allowing you to move over it with uncanny ease.

While this power is in effect, you can climb stone and earthen surfaces at your current land speed.

You can move across ceilings, overhangs, and other slanted or vertical surfaces without making Climb checks.

While climbing in this manner, you do not have to make a Climb check to avoid losing your grip when you take damage.

In addition, you can cling to a stone surface easily with just one limb, allowing you to attack without restriction, manifest powers normally, and retain your Dexterity bonus to Armor Class while climbing.

Augment: If you spend 6 additional power points, you can manifest this power as a swift action.

HEAVY EARTH

Psychometabolism

Level: Psion/wilder 3

Display: Visual

Manifesting Time: 1 standard action

Range: 20 ft.

Area: 20-ft.-radius burst, centered on you

Duration: Instantaneous

Saving Throw: Fortitude negates

Power Resistance: Yes

Power Points: 5

You create an area of strange, otherworldly gravity, causing the earth itself to seemingly pull creatures to it.

Creatures in the affected area that fail their saving throws fall prone.

In addition, these creatures are *slowed* (as the *slow* spell) as long as they remain prone, and for 1 round after they stand up.

Creatures that succeed on their saves are not knocked down, but they are still *slowed* for 1 round.

Creatures that are already prone and fail their saves are *slowed* for as long as they remain prone and for 1 round after they stand up.

Creatures with multiple legs or exceptional stability (such as a dwarf's stability racial trait) get bonuses to this save as if they were attempting a Strength check to resist a normal trip attempt.

STONE MIND

Psychometabolism

Level: Psion/wilder 1, psychic warrior 1
Display: Visual
Manifestation Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level
Power Points: 1

When you manifest this power, your mind becomes as the earth, and the earth becomes your mind. You gain a +4 bonus on Search checks while standing on a stone (including a worked stone floor) or an earthen surface.

In addition, you gain a further +2 bonus on Search checks to notice unusual stonework.

This bonus stacks with the regular +4 bonus on all Search checks that this power grants and with the +2 bonus to notice unusual stonework gained from the stonecunning racial ability.

Augment: If you spend 6 additional power points, you can manifest this power as a swift action.

RACES OF THE DRAGON (3.5)

METACREATIVITY

BREATH BARRIER

Metacreativity

Level: Psion/wilder 3, psychic warrior 3

Display: Visual

Manifesting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius emanation, centered on you

Duration: 1 minute/level (D)

Power Points: 5

A sparkling golden sphere forms around you, moving as you move.

You create a quasi-real barrier in the shape of a sphere that shimmers with golden sparkles and moves with you.

Creatures and objects can enter or leave the area unimpeded.

A *breath barrier* blocks fog, foglike effects, and gases created by spells such as *fog cloud* or *cloudkill* or by breath weapons that are poison gas.

When used as a barrier against breath weapons that deal hit point damage directly, the sphere absorbs up to 60 points of damage from one or more breath weapons before collapsing (at which time the power ends).

A *breath barrier* takes damage as though it were a creature that failed its saving throw against the breath weapon being used.

Augment: For every 2 additional power points you spend, the barrier can absorb an additional 12 points of breath weapon damage before collapsing.

PSYCHOMETABOLISM

DRAGON HEARTED

Psychometabolism

Level: Psion/wilder 4, psychic warrior 4

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 5

Your skin takes on a reddish hue, and you feel a chill sweep through your body.

You can choose to emulate the heart of a red dragon or a white dragon.

If you choose white, you gain immunity to cold and vulnerability to fire.

If you choose red, you gain immunity to fire and vulnerability to cold.

Augment: If you spend 4 additional power points, you can manifest this power as an immediate action.

EVASIVE BREATH

Psychometabolism

Level: Psion/wilder 4, psychic warrior 2

Display: Material

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: Psion/wilder 7, psychic warrior 3

A sheen of false flesh falls away from you—a false echo designed to protect you from dragon breath.

You throw off a faux ectoplasmic shell, allowing you to slide out of range of a breath weapon.

When you manifest this power in conjunction with making a successful Reflex save against a breath attack that normally deals half damage on a successful save (such as a red dragon's fiery breath), you instead take no damage.

Augment: If you spend 4 additional power points, you take only half damage on a failed Reflex save.

SENSE OF THE DRAGON, PSIONIC

Psychometabolism

Level: Psion/wilder 5, psychic warrior 5

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 9

Your iris color expands to fill your eyes, and your pupils lengthen into oblong, vertical slits.

As *sense of the dragon* (see page 117), except as noted here.

Augment: For every 2 additional power points you spend, the blindsense granted by this power increases in range by 5 feet.

RACES OF THE WILD (3.5)

METACREATIVITY

LIVING ARROW

Metacreativity

Level: Psychic warrior 5

Display: Auditory

Manifesting Time: 1 standard action

Range: Touch

Target: Projectile weapon touched

Duration: 1 round/level (D)

Saving Throw: Will negates (object)

Power Resistance: Yes (object)

Power Points: 9

When you manifest *living arrow*, you give a semblance of life to the projectiles you shoot at your foes (often arrows fired from a bow, but crossbow bolts, sling stones, and other projectile weapons are also subject to this power). The power affects the first projectile you fire each round, granting it semisentience and the ability to alter its course in mid-flight.

You can launch a *living arrow* at a target known to you and within the maximum range of the weapon.

The *living arrow* travels to the target, even around corners. Only an unavoidable obstacle or the limit of the arrow's range prevents the arrow from reaching its target.

A closed door thwarts a *living arrow*, as does an otherwise sealed chamber.

This effect negates cover and concealment modifiers, but the attack is otherwise rolled normally.

The arrow retains any magical properties it would otherwise have, such as an enhancement bonus from the bow or the arrow itself.

Augment: You can augment this power in one or both of the following ways.

1. For every additional 3 power points you spend, you can launch an additional *living arrow* each round (assuming you have multiple attacks per round with that ranged weapon).

2. If you spend 2 additional power points, you gain a brief vision of your target from the arrow's point of view (as if you had manifested the *clairvoyant sense* power; see page 83 of the *Expanded Psionics Handbook*).

You see the target for only a fraction of a second, and the vision ends when the arrow either strikes its target or fails to reach it.

PSYCHOKINESIS

TELEKINETIC BOOMERANG

Psychokinesis

Level: Kineticist 3, psychic warrior 3

Display: Visual

Manifesting Time: 1 swift action

Range: Touch

Target: One object

Duration: 1 round/level (D)

Saving Throw: Will negates (object)

Power Resistance: Yes (object)

Power Points: 5

You can imbue an object with an unusually fast-acting version of the returning weapon special ability, so that it returns to you an instant after its attack resolves.

Halfings with psionic powers often use *telekinetic boomerang* on daggers or throwing axes.

Unlike a weapon with the returning special ability (see page 225 of the *Dungeon Master's Guide*), an object imbued with *telekinetic boomerang* returns to the thrower's hand immediately after the attack is resolved, allowing the weapon to be used again on the same turn.

Augment: For every additional 2 power points you spend, you can imbue an additional object with the benefit of *telekinetic boomerang*.

TELEPATHY

CONTRARIAN URGE

Telepathy

Level: Psion/wilder 3

Display: Auditory and visual

Manifesting Time: 1 standard action

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

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 5

Contrarian urge forces its target to do the opposite of its general intent for a few seconds.

A brief but uncontrollable urge dominates the thoughts of the subject, who will act on that urge to the best of its ability during its next turn.

When manifested during combat, *contrarian urge* almost always convinces its subject to attack an ally rather than a foe.

In a social situation, it usually means the subject says something inappropriate or insulting (imposing a –10 penalty on any Diplomacy or Bluff check being made). The subject comes to its senses at the end of its turn and can act normally thereafter.

Augment: For every 3 additional power points you spend, this power's save DC increases by 1, and the power can affect an additional target.

Any additional target cannot be more than 15 feet from another target of the power.

SANDSTORM (3.5)

PSYCHOMETABOLISM

PSYCHIC SCIMITAR

Psychometabolism

Level: Psion/wilder 2

Display: Visual; see text

Manifesting Time: 1 standard action

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

Effect: One psychic blade

Duration: 1 min./level (D)

Saving Throw: None
Power Resistance: No

Power Points: 3

A wraithlike, glowing scimitar shaped from your psychic might materializes and moves as you desire, allowing you to attack enemies or deliver low-level touch powers at a distance.

Upon manifesting the power, you lose 2 Intelligence points that return when the power ends (even if it is negated), but not if the scimitar is destroyed.

In this latter case, treat the lost Intelligence points as ability damage.

You can use a *psychic scimitar* to attack enemies at a distance.

Attacks with a *psychic scimitar* are melee touch attacks that deal 1d6 points of damage.

Since the blade is immaterial, your Strength modifier does not apply to the damage even if you wield the blade in your hand.

If you wield the scimitar in your hand, you are treated as proficient even if you ordinarily lack proficiency with the scimitar.

Other creatures cannot wield a *psychic scimitar*.

The power gives you a +2 bonus on your melee touch attack roll, and attacking with a *psychic scimitar* counts normally as an attack.

A *psychic scimitar* always strikes from your direction.

The blade cannot flank targets as a creature can.

The blade is incorporeal and thus cannot be harmed by normal weapons.

It has improved evasion (half damage on a failed Reflex save and no damage on a successful save), your save bonuses, and a base AC of 22.

Your Intelligence modifier applies to the blade's AC as if it were the scimitar's Dexterity modifier.

A *psychic scimitar* has 4 hit points.

Alternatively, any power of 4th level or lower with a range of touch that you manifest can be delivered if you make a successful attack with a *psychic scimitar*.

After it delivers a power, or if the blade goes beyond the power range or goes out of your sight, the blade returns to you and hovers there until given further direction.

Augment: For every 2 additional power points you spend, your *psychic scimitar* deals an extra 1 point of damage.

PSYCHOPORTATION

INCONSTANT LOCATION

Psychoportation (Teleportation)

Level: Psion/wilder 6, psychic warrior 6,

Display: Visual; see text

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute

Power Points: 11

You transport yourself around the battlefield, making it hard for your enemies to pin you down.

At the beginning of your turn, as a swift action, you can teleport yourself to any other space to which you have line of sight, so long as that space is no farther than you could move in normal move action.

(A swift action is a type of free action that you can take only once per round, on your turn).

You can bring along objects as long as their weight doesn't exceed your maximum load.

This transport is instantaneous and does not provoke attacks of opportunity.

Once you teleport, you can take your actions for the round normally.

You do not have to adjust your location each round, but the duration counts down just the same.

Augment: For every additional power point you spend, the duration of this power is extended for 1 round.

STORMWRACK (3.5)

CLAIRSENTIENCE

HELMSMAN

Clairsentience

Level: Seer 2

Display: Auditory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 3

When you manifest this power, you become more in tune with the ship around you.

There is a sudden muting of all the normal shipboard noises in your vicinity when it is activated, as though the ship were suddenly holding its breath.

You are in communion with the ship, understanding the nuances of its condition.

Under your direction, the ship's speed increases by 10 feet/round.

In addition, you gain a bonus equal to one-half your manifester level (round down) when making Profession (sailor) checks while aboard the ship on which you manifested the power.

This can be used even if you do not actually have ranks in the skill.

Augment: You can augment this power in one of three ways:

1. For every 2 additional power points spent, you gain a bonus equal to one-half your manifester level for one other skill of your choice: Balance, Climb, Craft (woodworking), or Use Rope.

This bonus only applies while you are on the ship in which you manifested the power.

2. For every 4 additional power points spent, the ship speed increases by another 10 feet/round.

3. You can spend 4 additional power points to gain tremorsense while on board the ship, allowing you to detect the presence of all creatures within 30 feet of you that are in contact with the ship.

HELMSMAN, TRUE

Clairsentience

Level: Seer 6

Display: Auditory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 11

As *helmsman*, save that your understanding and communion with the ship has reached truly unearthly levels.

At this level of understanding, your mind merges with the nascent sentience of the ship's spirit, allowing you to form a powerful gestalt understanding with it.

At any point, you can redirect your senses to any part of the ship as though you were manifesting the *clairvoyant sense* power, though the point of viewing can move up to 30 feet per round and you gain the benefit of the specialized shipboard tremorsense (see *helmsman*) through that manifestation.

Moreover, you gain the ability to speak with the ship itself. The ship's personality contains elements of all the people who have captained it in its existence, so that a ship with an esteemed military past will seem to be very orderly and precise in its thoughts, while a ship that has seen generations of pirate captains is likely to be more rapacious and violence seeking.

The ship can relate its entire history, though its understanding of things outside of itself will tend to be somewhat incomplete—it can relate what the hazards of sailing into a given harbor were like, but it can't necessarily tell you what the shore-folk called that harbor.

Augment: As *helmsman*.

PSYCHOMETABOLISM

WATER-BORN

Psychometabolism

Level: Egoist 3, psychic warrior 3

Display: Visual, olfactory, auditory; see text

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 5

With the smell of the sea and the sound of rushing waves, your body adapts itself perfectly to the aquatic environment, becoming slightly clammy to the touch. You gain the aquatic subtype and a swim speed equal to your base land speed.

In this form you are perfectly amphibious, capable of breathing air or water equally.

Augment: By spending an additional 2 power points, you can adapt your body to survive even in the terrible lightless depths of the ocean trenches, becoming immune to the pressure damage.

This does not, however, grant you the ability to see in those depths.

TELEPATHY

BLACKWATER MIND

Telepathy [Mind-Affecting]

Level: Psion/wilder 4

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Power Points: 7

With *blackwater mind*, you surround your mind in mental patterns inspired by the blackwaters of the ocean depths, confusing and distressing those who try to telepathically contact your mind.

Anyone who attempts to manifest a telepathic power that targets you must make a Will save (DC equal to this power's DC).

Those who fail the Will save suddenly find themselves trapped in what seems to be a smothering, lightless place of unimaginable pressure and bitter cold.

Such targets are dazed, shaken, and blinded for 2d6 rounds.

This power does not actually protect from telepathic intrusion; rather, it is an attack triggered in response to a telepathic intrusion by another.

You might still be affected by the attacker's power, even if the attacker is in turn affected by yours.

The only clue that you have activated this power is the momentary darkening of your eyes, which turn a deep black hue, like the seas' abyssal depths.

Augment: For every 2 additional power points you spend, you gain a +1 bonus on saving throws to resist any powers that trigger the *blackwater mind*.

WEAPONS OF LEGACY (3.5)

PSYCHOPORTATION

REVITALIZE LEGACY, PSIONIC

Metacreativity

Level: Psion/wilder 3, psychic warrior 3

Display: Visual, material

Manifesting Time: 1 standard action

Range: Touch

Target: Your legacy item; see text

Duration: 1 hour/level or until expended

Saving Throw: None

Power Resistance: No

Power Points: 5

As the *least revitalize legacy* spell (see above), except as noted here.

To manifest this power, you must be holding, wearing, or wielding your legacy item.

Augment: You can augment this power in one of the following ways.

1. If you spend 4 additional power points (9 total), you regain one daily use of a chosen lesser ability.
2. If you spend 12 additional power points (17 total), you regain one daily use of a chosen greater ability.

TELEPATHY

SEVER LEGACY, PSIONIC

Telepathy

Level: Psion/wilder 8

Display: Mental

Manifesting Time: 1 round

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

Target: One creature

Duration: Permanent

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 15

As the *sever legacy* spell (see above), except as noted here.

Other than by again performing the legacy rituals to regain lost feats, this effect can be negated by *miracle*, *psychic chirurgery*, *reality revision*, or *wish*.

Augment: For every 2 additional power points you spend, this power's range increases by 5 feet and its save DC increases by 1.

SUPPRESS LEGACY, PSIONIC

Telepathy

Level: Psion/wilder 5

Display: Mental

Manifesting Time: 1 round

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

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 9

As the *suppress legacy* spell (see above), except as noted here.

Augment: For every 2 additional power points you spend, this power's range increases by 5 feet and its save DC increases by 1.

PSIONIC ATTACK AND DEFENCE MODES

PSIONICS HANDBOOK (3.0)

ATTACK MODES

EGO WHIP

Attack Mode (Dex)

Display: Me

Manifestation Time: 1 action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates (see text)

Power Resistance: No

Power Points: 3

Your rapid mental lash assaults the victim's ego. The defender makes a Will save (DC 1d20 + your Dexterity modifier + DC modifier).

Psionic creatures are allowed to raise a psionic defense mode, which modifies the defender's Will save DC. Those who fail their saving throw take 1d4 points of temporary Dexterity damage.

Nonpsionic creatures always enjoy a nonpsionic buffer against a psionic attack mode (see Table 4-1).

On a failed saving throw, nonpsionic creatures are stunned for 1d4 rounds.

ID INSINUATION

Attack Mode (Str)

Display: Me

Manifestation Time: 1 action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates (see text)

Power Resistance: No

Power Points: 3

Tendrils of thought disrupt the victim's subconscious mind, slicing through the toughest mental defenses. The defender makes a will save (DC 1d20 + your Strength modifier + DC modifier).

Psionic creatures are allowed to raise a psionic defense mode, which modifies the defender's will save DC.

Those who fail their saving throw take 1d2 points of temporary Strength damage, regardless of mental hardness.

Nonpsionic creatures always enjoy a nonpsionic buffer against a psionic attack mode (see Table 4-1). On a failed saving throw, nonpsionic creatures are stunned for 1d2 rounds.

MIND BLAST

Attack Mode (Cha)

Display: Vi (see text)

Manifestation Time: 1 action

Range: 60 ft.

Area: Cone

Duration: Instantaneous

Saving Throw: Will negates (see text)

Power Resistance: No

Power Points: 9

The air ripples with the force of your mental attack, which within the area make a will save (DC 1d20 + your Charisma modifier + DC modifier).

Psionic creatures are allowed to raise a psionic defense mode, which modifies the defender's Will save DC. Those who fail their saving throw take 1d4 points of temporary Charisma damage.

A nonpsionic creature's buffer is less helpful against mind blast than other psionic attack modes.

The will save DC increases by +4, and on a failed saving throw, a nonpsionic creature is stunned for 3d4 rounds (rather than 1d4).

MIND THRUST

Attack Mode (Int)

Display: Me

Manifestation Time: 1 action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates (see text)

Power Resistance: No

Power Points: 1

Desire alone delivers a massive assault on the pathways of your victim's mind.

The defender makes a Will save (DC 1d20 + your Intelligence modifier + DC modifier).

Psionic creatures are allowed to raise a psionic defense mode, which modifies the defender's will save DC. Those who fail their saving throw take 1d2 points of temporary Intelligence damage.

Nonpsionic creatures always enjoy a nonpsionic buffer against a psionic attack mode (see Table 4-1).

On a failed saving throw, nonpsionic creatures are stunned for 1d2 rounds.

PSYCHIC CRUSH

Attack Mode (Wis)

Display: Me

Manifestation Time: 1 action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates (See text)

Power Resistance: No

Power Points: 5

Your will surrounds that of your foe and begins to squeeze mercilessly.

The defender makes a will save (DC 1d20 + your Wisdom modifier + DC modifier).

Psionic creatures are allowed to raise a psionic defense mode, which modifies the defender's Will save DC.

Those who fail their saving throw take 2d4 points of temporary Wisdom damage.

Nonpsionic creatures always enjoy a nonpsionic buffer against a psionic attack mode (see Table 4-1).

On a failed saving throw, a nonpsionic creature is stunned for 2d4 rounds.

DEFENCE MODES

EMPTY MIND

Defense Mode

Display: Au

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 1

You can raise *empty mind* as a reaction in response to a psionic attack mode, even if you've already taken your full allotment of actions for the round (unless you are flat-footed or out of power points).

Empty mind hides your mind in an expanse of vacuous conception.

Cross-reference this defense with the attack mode on Table 4-1: Psionic Combat DC Modifiers to get the appropriate modifier to your will save DC.

INTELLECT FORTRESS

Defense Mode

Display: Au

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 5

You can raise *intellect fortress* as a reaction in response to a psionic attack mode, even if you've already taken your full allotment of actions for the round (unless you are flat-footed or out of power points).

Intellect fortress encases the mind in a shimmering fortress of mental determination.

Cross-reference this defense with the attack mode on Table 4-1: Psionic Combat DC Modifiers to get the appropriate modifier to your will save DC.

You also gain mental hardness 3, which is applied against any temporary ability damage dealt by the attack mode if you fail your will save (except against *id insinuation*).

MENTAL BARRIER

Defense Mode

Display: Au

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 3

You can raise *mental barrier* as a reaction in response to a psionic attack mode, even if you've already taken your full allotment of actions for the round (unless you are flat-footed or out of power points).

Mental barrier is a construct of dissembling thoughts that shields the mind.

Cross-reference this defense with the attack mode on Table 4-1: Psionic Combat DC Modifiers to get the appropriate modifier to your will save DC.

You also gain mental hardness 2, which is applied against any temporary ability damage dealt by the attack mode if you fail your Will save (except against *id insinuation*).

THOUGHT SHIELD

Defense Mode

Display: Au

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 1

You can raise *thought shield* as a reaction in response to a psionic attack mode, even if you've already taken your full allotment of actions for the round (unless you are flat-footed or out of power points).

Thought shield erects a shield of hope for sanctuary.

Cross-reference this defense with the attack mode on Table 4-1: Psionic Combat DC Modifiers to get the appropriate modifier to your will save DC.

You also gain mental hardness 1, which is applied against any temporary ability damage dealt by the attack mode if you fail your Will save (except against *id insinuation*).

TOWER OF IRON WILL

Defense Mode

Display: Au

Manifestation Time: 1 action

Range: 5 feet

Area: 10-ft.-radius emanation, centered on you (see text)

Duration: Instantaneous

Saving Throw: Yes (harmless)

Power Resistance: No

Power Points: 5

You can raise *tower of iron will* as a reaction in response to a psionic attack mode, even if you've already taken your full allotment of actions for the round (unless you are flat-footed or out of power points).

Tower of iron will generates a bastion of thought so strong that it offers protection to both you and those nearby.

Cross-reference this defense with the attack mode on Table 4-1: Psionic Combat DC Modifiers to get the appropriate modifier to your Will save DC.

You and those within the area also gain mental hardness 2, which is applied against any temporary ability damage dealt by the attack mode if you fail your Will save (except against *id insinuation*).

Because *tower of iron will* has an area, it specifically grants mental hardness (but not a DC modifier) to other living, willing creatures against a psionic attack.

These bonuses stack.

For example, if three adjacent psionic characters were targeted by a *mind blast*, they could each individually raise a *tower of iron will* and in sum enjoy mental hardness 6 against that specific attack (if all are in a 10-foot-diameter area). Each would make an individual Will save, however—there is no stacking of save DC modifiers from multiple *towers*. Nonpsionic creatures within the area also gain this mental hardness, which shields them from potential rounds of being stunned instead of temporary ability damage, on a point-for-point basis.

SEEDS

EPIC LEVEL HANDBOOK (3.0)

ABJURATION

BANISH

Abjuration

Spellcraft DC: 27

Components: V, S

Casting Time: 1 minute

Range: 75 ft.

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

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You force extraplanar creatures out of your home plane.

You can banish up to 14 HD of extraplanar creatures.

For each additional 2 HD of extraplanar creatures you banish, increase the Spellcraft DC by +1.

To specify a type or subtype of creature other than outsider to be banished, increase the Spellcraft DC by +20.

For example, giants, humanoids (reptilians), and undead could all be banished in this way.

DISPEL

Abjuration

Spellcraft DC: 19

Components: V, S

Casting Time: 1 minute

Range: 300 ft.

Target: One creature, object, or spell

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You can end ongoing spells that have been cast on a creature or object, temporarily suppress the magical abilities of a magic item, or end ongoing spells (or at least their effects) within an area.

A dispelled spell ends as if its duration had expired.

The *dispel* seed can defeat all spells, even those not normally subject to *dispel magic*.

The *dispel* seed can dispel (but not counter) the ongoing effects of supernatural abilities as well as spells, and it affects spell-like effects just as it affects spells.

One creature, object, or spell is the target of the *dispel* seed.

You make a dispel check against the spell or against each ongoing spell currently in effect on the object or creature.

A dispel check is 1d20 + 10 against a DC of 11 + the target spell's caster level.

For each additional +1 on your dispel check, increase the Spellcraft DC by +1.

If you target an object or creature that is the effect of an ongoing spell (such as a creature summoned by a *summon monster* spell), make a dispel check to end the spell that conjured the object or creature.

If the object you target is a magic item, you make a dispel check against the item's caster level.

If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers on its own.

A suppressed item becomes nonmagical for the duration of the effect.

An interdimensional interface (such as a *bag of holding*) is temporarily closed.

A magic item's physical properties are unchanged.

Any creature, object, or spell is potentially subject to the *dispel* seed, even the spells of gods and the abilities of artifacts.

You automatically succeed at your dispel check against any spell that you cast yourself.

REFLECT

Abjuration

Spellcraft DC: 27

Components: V, S

Casting Time: 1 minute

Range: Personal

Target: You

Duration: Until expended or 12 hours

Attacks targeted against you rebound on the original attacker.

Each use of the *reflect* seed in an epic spell is effective against one type of attack only: spells (and spell-like effects), ranged attacks, or melee attacks.

To reflect an area spell, where you are not the target but are caught in the vicinity, increase the Spellcraft DC by +20.

A single successful use of *reflect* expends its protection.

Spells developed with the *reflect* seed against spells and spell-like effects return all spell effects of up to 1st level.

For each additional level of spells to be reflected, increase the Spellcraft DC by +20.

Epic spells are treated as 10th-level spells for this purpose.

The desired effect is automatically reflected if the spell in question is 9th level or lower.

An opposed caster level check is required when the *reflect* seed is used against another epic spell.

If the enemy spellcaster gets his spell through by winning the caster level check, the epic spell using the *reflect* seed is not expended, just momentarily suppressed.

If the *reflect* seed is used against a melee attack or ranged attack, five such attacks are automatically reflected back on the original attacker.

For each additional attack reflected, increase the Spellcraft DC by +4.

The reflected attack rebounds on the attacker using the same attack roll.

Once the allotted attacks are reflected, the spell using the *reflect* seed is expended.

WARD

Abjuration

Spellcraft DC: 14

Components: V, S

Casting Time: 1 minute

Range: Touch

Target or Effect: Touched creature or object of 2,000 lb. or less; or 10-ft.-radius spherical emanation, centered on you

Duration: 24 hours

Saving Throw: None

Spell Resistance: Yes

You can grant a creature protection from damage of a specified type.

You can protect a creature from standard damage or from energy damage.

You can protect a creature or area from magic.

Alternatively, you can hedge out a type of creature from a specified area.

A ward against standard damage protects a creature from whichever two you select of the three damage types: bludgeoning, piercing, and slashing.

For a ward against all three types, increase the Spellcraft DC by +4.

Each round, the spell created with the *ward* seed absorbs the first 5 points of damage the creature would otherwise take, regardless of whether the source of the damage is natural or magical.

For each additional point of protection, increase the Spellcraft DC by +2.

A ward against energy grants a creature protection from whichever one you select of the five energy types: acid, cold, electricity, fire, or sonic.

Each round, the spell absorbs the first 5 points of damage the creature would otherwise take from the specified energy type, regardless of whether the source of damage is natural or magical.

The spell protects the recipients equipment as well.

For each additional point of protection, increase the Spellcraft DC by +1.

WARD: ANOTHER USE

Instead of creating an epic spell that uses the *ward* seed to nullify all spells of a given level and lower, you can create a ward that nullifies a specific spell (or specific set of spells). For each specific spell so nullified, increase the Spellcraft DC by +2

A ward against a specific type of creature prevents bodily contact from whichever one of several monster types you select from the *Monster Manual* (giants, humanoids, or outsiders, for example).

This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature.

The protection ends if the warded creature makes an attack against or intentionally moves within 5 feet of the blocked creature.

Spell resistance can allow a creature to overcome this protection and touch the warded creature.

A ward against magic creates an immobile, faintly shimmering magical sphere (with radius 10 feet) that surrounds you and excludes all spell effects of up to 1st level.

Alternatively, you can ward just the target and not create the radius effect.

For each additional level of spells to be excluded, increase the Spellcraft DC by +20 (but see below).

The area or effect of any such spells does not include the area of the ward, and such spells fail to affect any target within the ward.

This includes spell-like abilities and spells or spell-like effects from magic items.

However, any type of spell can be cast through or out of the ward.

You can leave and return to the protected area without penalty (unless the spell specifically targets a creature and does not provide a radius effect).

The ward could be brought down by a targeted *dispel magic* spell.

Epic spells using the *dispel* seed may bring down a ward if the enemy spellcaster succeeds at a caster level check.

The ward may also be brought down with a targeted epic spell using the *destroy* seed if the enemy spellcaster succeeds at a caster level check.

per spell level above 1st. For example, if you want to create an epic spell that protects you specifically against *charm person* and *dominate person*, the Spellcraft DC would increase by +0 and +8, respectively.

CONJURATION

ARMOR

Conjuration (Creation) [Force]

Spellcraft DC: 14

Components: V, S

Casting Time: 1 minute

Range: Touch

Target: Creature touched

Duration: 24 hours (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You grant a creature additional armor, providing a +4 bonus to Armor Class.

The bonus is either an armor bonus or a natural armor bonus, whichever you select.

Unlike mundane armor, the *armor* seed provides an intangible protection that entails no armor check penalty, arcane spell failure chance, or speed reduction.

Incorporeal creatures can't bypass the *armor* seed the way they can ignore normal armor.

For each additional point of Armor Class bonus, increase the Spellcraft DC by +2.

You can also grant a creature a +1 bonus to Armor Class using a different bonus type, such as deflection, divine, or insight.

For each additional point of bonus to Armor Class of one of these types, increase the Spellcraft DC by +10.

CONJURE

Conjuration (Creation)

Spellcraft DC: 21

Components: V, S

Casting Time: 1 minute

Range: 0 ft.

Effect: Unattended, nonmagical object of nonliving matter up to 20 cu. ft.

Duration: 8 hours

Saving Throw: None

Spell Resistance: No

You create a nonmagical, unattended object of nonliving matter of up to 20 cubic feet in volume.

You must succeed at an appropriate skill check to make a complex item, such as a Craft (bowmaking) check to make straight arrow shafts.

CONJURE: ORIGIN OF SPECIES

You can use the *conjure* seed in conjunction with the *life* and *fortify* seeds for an epic spell that creates an entirely new creature, if made permanent.

To give a creature spell-like abilities, apply other epic seeds to the epic spell that replicate the desired ability. To give the creature a supernatural or extraordinary ability rather than a spell-like ability, double the cost of the relevant seed. Remember that two doublings equals a tripling, and so forth.

To give a creature Hit Dice, use the *fortify* seed. Each 5 hit points granted to the creature gives it an additional 1 HD.

Once successfully created, the new creature will breed true

HEAL

Conjuration (Healing)

Spellcraft DC: 25

Components: V, S, DF

Casting Time: 1 minute

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Yes (harmless; see text)

Spell Resistance: Yes (harmless)

Spells developed with the *heal* seed channel positive energy into a creature to wipe away disease and injury.

Such a spell completely cures all diseases, blindness, deafness, hit point damage, and temporary ability damage. To restore permanently drained ability score points, increase the Spellcraft DC by +6.

The *heal* seed neutralizes poisons in the subject's system so that no additional damage or effects are suffered.

It offsets feeble-mindedness and cures mental disorders caused by spells or injury to the brain.

It dispels all magical effects penalizing the character's abilities, including effects caused by spells, even epic spells developed with the *afflict* seed.

Only a single application of the spell is needed to simultaneously achieve all these effects.

This seed does not restore levels or Constitution points lost due to death.

To dispel all negative levels afflicting the target, increase the Spellcraft DC by +2.

This reverses level drains by a force or creature.

The drained levels are restored only if the creature lost the levels within the last 20 weeks.

For each additional week since the levels were drained, increase the Spellcraft DC by +2.

Against undead, the influx of positive energy causes the loss of all but 1d4 hit points if the undead fails a Fortitude saving throw.

You can create matter ranging in hardness and rarity from vegetable matter all the way up to mithral and even adamantine.

Simple objects, such as linen clothes, a hemp rope, a wooden ladder, or raw vegetables, have a natural duration of 24 hours.

For each additional cubic foot of matter created, increase the Spellcraft DC by +2.

Attempting to use any created object as a material component or a resource during epic spell development causes the spell to fail and the object to disappear.

(assuming you create a mate or an alternative means of reproduction for the newly created creature).

CONTACT: ANOTHER USE

At the base Spellcraft DC of 20, you can also use the *contact* seed to imbue an object (or creature) with a message you prepare that appears as written text for the spell's duration or is spoken aloud in a language you know. The spoken message can be of any length, but the length of written text is limited to what can be contained (as text of a readable size) on the surface of the target. The message is delivered when specific conditions are fulfilled according to your desire when the spell is cast.

An epic caster with 24 ranks in Knowledge (arcana), Knowledge (nature), or Knowledge (religion) can cast a spell developed with a special version of the *heal* seed flushes negative energy into the subject, healing undead completely but causing the loss of all but 1d4 hit points in living creatures if they fail a Fortitude saving throw.

Alternatively, a living target that fails its Fortitude saving throw could gain four negative levels for the next 8 hours. For each additional negative level bestowed, increase the Spellcraft DC by +4, and for each extra hour the negative levels persist, increase the Spellcraft DC by +2.

If the subject has at least as many negative levels as Hit Dice, it dies.

If the subject survives and the negative levels persist for 24 hours or longer, the subject must make another Fortitude saving throw, or the negative levels are converted to actual level loss.

LIFE

Conjuration (Healing)

Spellcraft DC: 27

Components: V, S, DF

Casting Time: 1 minute

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None (see text)

Spell Resistance: Yes (harmless)

A spell developed with the *life* seed will restore life and complete vigor to any deceased creature.

The condition of the remains is not a factor.

So long as some small portion of the creature's body still exists, it can be returned to life, but the portion receiving the spell must have been part of the creature's body at the time of death.

(The remains of a creature hit by a disintegrate spell count as small portion of its body).

The creature can have been dead for no longer than two hundred years.
For each additional ten years, increase the Spellcraft DC by +1.

The creature is immediately restored to full hit points, vigor, and health, with no loss of prepared spells.

However, the subject loses one level (or 1 point of Constitution if the subject was 1st level).

You cannot revive someone who has died of old age.

An epic caster with 24 ranks in Knowledge (arcana), Knowledge (nature), or Knowledge (religion) can cast a spell developed with a special version of the *life seed* that gives actual life to normally inanimate objects.

You can give inanimate plants and animals a soul, personality, and humanlike sentience.

To succeed, you must make a Will save (DC 10 + the target's Hit Dice, or the Hit Dice a plant will have once it comes to life).

The newly living object, intelligent animal, or sentient plant is friendly toward you.

An object or plant has characteristics as if it were an animated object (see the *Monster Manual*), except that its Intelligence, Wisdom, and Charisma scores are all 3d6. Animated objects and plants gain the ability to move their limbs, projections, roots, carved legs and arms, or other appendages, and have senses similar to a human's.

A newly intelligent animal gets 3d6 Intelligence, +1d3 Charisma, and +2 HD.

Objects, animals, and plants speak one language that you know, plus one additional language that you know per point of Intelligence bonus (if any).

SUMMON

Conjuration (Summoning)

Spellcraft DC: 14

Components: V, S

Casting Time: 1 minute

Range: 75 ft.

Effect: One summoned creature

Duration: 20 rounds (D)

Saving Throw: Will negates (see text)

Spell Resistance: Yes (see text)

You can summon an outsider.

It appears where you designate and acts immediately, on your turn, if its spell resistance is overcome and it fails a Will saving throw.

It attacks your opponents to the best of its ability.

If you can communicate with the outsider, you can direct it not to attack, to attack particular enemies, or to perform other actions.

The spell conjures an outsider you select from the *Monster Manual* (or an alternative source allowed by your DM) of CR 2 or less.

For each +1 CR of the summoned outsider, increase the Spellcraft DC by +2.

For each additional outsider of the same Challenge Rating summoned, multiply the Spellcraft DC by ×2.

When you develop a spell with the *summon* seed that summons an air, chaotic, earth, evil, fire, good, lawful, or water creature, the completed spell is also of that type.

If you increase the Spellcraft DC by +10, you can summon a creature of CR 2 or less from another monster type or subtype, such as giant, humanoid (goblinoid), or undead.

The summoned creature is assumed to have been plucked from some other plane (or somewhere on the same plane). The summoned creature attacks your opponents to the best of its ability; or, if you can communicate with it, it will perform other actions.

However, the summoning ends if the creature is asked to perform a task inimical to its nature, such as commanding a good creature to attack an innocent, or commanding any creature to commit suicide.

For each +1 CR of the summoned creature, increase the Spellcraft DC by +2.

Finally, if you increase the Spellcraft DC by +60, you can summon a unique individual you specify from anywhere in the multiverse.

You must know the target's name and some facts about its life, defeat any magic protection against discovery or other protection possessed by the target, and overcome the target's spell resistance, and it must fail a Will saving throw. Again, the target is under no special compulsion to serve you.

DIVINATION

CONTACT

Divination

Spellcraft DC: 23

Components: V, S

Casting Time: 1 minute

Range: See text

Target: One creature

Duration: 200 minutes

Saving Throw: None

Spell Resistance: No

You forge a telepathic bond with a particular creature with which you are familiar (or one that you can currently see directly or through magical means) and can converse back and forth.

The subject recognizes you if it knows you.

It can answer in like manner immediately, though it does not have to.

You can forge a communal bond among more than two creatures.

For each additional creature contacted, increase the Spellcraft DC by +1.

The bond can be established only among willing subjects, which therefore receive no saving throw or spell resistance. For telepathic communication through the bond regardless of language, increase the Spellcraft DC by +4.

No special influence is established as a result of the bond, only the power to communicate at a distance.

FORESEE

Divination

Spellcraft DC: 17

Components: V S

Casting Time: 1 minute

Range: Personal

Target: You

Duration: Instantaneous or concentration (see text)

You can foretell the immediate future, or gain information about specific questions.

You are 90% likely to receive a meaningful reading of the future of the next 30 minutes.
If successful, you know if a particular action will bring good results, bad results, or no result.

For each additional 30 minutes into the future, multiply the Spellcraft DC by $\times 2$.

For better results, you can pose up to ten specific questions (one per round while you concentrate) to unknown powers of other planes, but the base Spellcraft DC for such an attempt is 23.

Your questions reverberate through planar interstices, seeking an answer from some willing entity.

The answers return in a language you understand, but use only one-word replies: "yes", "no", "maybe", "never", "irrelevant", or some other one-word answer.

Unlike 0- to 9th-level spells of similar type, all questions answered are 90% likely to be answered truthfully.

However, a specific spell using the *foresee* seed can only be cast once every five weeks.

The *foresee* seed is also useful for epic spells requiring specific information before functioning, such as spells using the *reveal* and *transport* seeds.

You can also use the *foresee* seed to gain one basic piece of information about a living target: level, class, alignment, or some special ability (or one of an object's magical abilities, if any).

For each additional piece of information revealed, increase the Spellcraft DC by +2.

REVEAL

Divination

Spellcraft DC: 19 (see text)

Components: V, S

Casting Time: 1 minute

Range: See text

Effect: Magical sensor

Duration: 20 minutes (D)

Saving Throw: None

Spell Resistance: No

You can see some distant location or hear the sounds at some distant location almost as if you were there.

To both hear and see, increase the Spellcraft DC by +2.

Distance is not a factor, but the locale must be known—a place familiar to you or an obvious one (such as behind a door, around a corner, or in a grove of trees).

The spell creates an invisible sensor, similar to that created by a scrying spell, that can be dispelled.

Lead sheeting or magical protection (such as *antimagic field*, *mind blank*, or *nondetection*) blocks the spell, and you sense that the spell is so blocked.

If you prefer to create a mobile sensor (speed 30 feet) that you control, increase the Spellcraft DC by +2.

To use the *reveal* seed to reach one specific different plane of existence, increase the Spellcraft DC by +8.

To allow magically enhanced senses to work through a spell built with the *reveal* seed, increase the Spellcraft DC by +4.

To cast any spell from the sensor whose range is touch or greater, increase the Spellcraft DC by +6; however, you must maintain line of effect to the sensor at all times.

If your line of effect is obstructed, the spell ends.

To free yourself of the line of effect restriction for casting spells through the sensor, multiply the Spellcraft DC by $\times 10$.

The *reveal* seed has a base Spellcraft DC of 25 if you use it to pierce illusions and see things as they really are.

You can see through normal and magical darkness, notice secret doors hidden by magic, see the exact locations of creatures or objects under *blur* or *displacement* effects, see invisible creatures or objects normally, see through illusions, see onto the Ethereal Plane (but not into extradimensional spaces), and see the true form of polymorphed, changed, or transmuted things.
The range of such sight is 120 feet.

REVEAL: ANOTHER USE

You can also use the *reveal* seed to develop spells that will do any one of the following: duplicate the *read magic* spell, comprehend the written and verbal language of another, or speak in the written or verbal language of another. To both comprehend and speak a language, increase the Spellcraft DC by +4.

ENCHANTMENT

AFFLICT

Enchantment (Compulsion) [Fear, Mind-Affecting]

Spellcraft DC: 14

Components: V, S

Casting Time: 1 action

Range: 300 ft.

Target: One living creature

Duration: 20 minutes

Saving Throw: Will negates

Spell Resistance: Yes

You afflict the target with a -2 morale penalty on attack rolls, checks, and saving throws.

For each additional -1 penalty assessed on either the target's attack rolls, checks or saving throws, increase the Spellcraft DC by +2.

You may also develop a spell with this seed that afflict the target with a -1 penalty on caster level checks, a -1 penalty to an ability score, a -1 penalty to spell resistance or a -1 penalty to some other aspect of the target that you and your DM agree on.

For each additional -1 penalty assessed in one of the above categories, increase the Spellcraft DC by +4.

You can afflict a character's ability scores to the point where they reach 0, except for Constitution where 1 is the minimum.

If you apply a factor to increase the duration of this seed, ability score penalties instead become temporary ability damage.

If you apply a factor to make the duration permanent, any ability score penalties become permanent ability drain.

Finally, if you increase the Spellcraft DC by +2, you can afflict whichever one of the target's senses you select: sight, smell, hearing, taste, touch, or a special sense the target possesses.

If the target fails its saving throw, the sense you select doesn't function for the spell's duration, with all attendant penalties that apply for losing the specified sense.

COMPEL

Enchantment (Compulsion) [Mind-Affecting]

Spellcraft DC: 19

Components: V, M

Casting Time: 1 minute

Range: 75 ft.

Target: One living creature

Duration: 20 hours or until completed

Saving Throw: Will negates

Spell Resistance: Yes

You compel a target to follow a course of activity.

At the basic level of effect, a spell using the *compel* seed must be worded in such a manner as to make the activity 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 (unless you increase the Spellcraft DC to avoid this limitation; see below).

Urging a red dragon to stop attacking your party so that the dragon and the party could jointly loot a rich treasure elsewhere would be a reasonable use of the spell's power.

If you wish to compel a creature to follow an outright unreasonable course of action (such as stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act), increase the Spellcraft DC by +10.

The compelled course of activity can continue for the entire duration, such as in the case of the red dragon mentioned above.

If the compelled activity can be completed in a shorter time, the spell ends when the subject finishes what he was asked to do.

You can instead specify conditions that will trigger a special activity during the duration.

For example, you might compel a noble knight to give her warhorse to the first beggar she meets.

If the condition is not met before the spell using this seed expires, the activity is not performed.

EVOCATION

ENERGY

Evocation [Acid, Fire, Electricity, Cold, or Sonic]

Spellcraft DC: 19

Components: V, S

Casting Time: 1 minute

ENERGY: ANOTHER USE

You can also use the *energy* seed to create a spell that carefully releases and balances the emanation of cold, electricity, and fire, creating specific weather effects for a period of 20 hours. Using the *energy* seed this way has a base Spellcraft DC of 25. The area extends to a two-mile-radius centered on you.

Once the spell is cast, the weather takes 10 minutes to manifest. Ordinarily, you can't directly target a creature or object, though indirect effects are possible. You can create cold snaps, heatwaves, thunderstorms, fogs, blizzards—even a tornado that moves randomly in the affected area. Creating targeted damaging effects requires an additional use of the *energy* seed.

Range: 300 ft. or touched creature or object of 2,000 lb. or less

Area: A bolt 5 ft. wide to 300 ft. long; or a 10-ft.-radius emanation; or a wall whose area is up to one 200-ft. square; or a sphere or hemisphere with a radius of up to 20 ft.

Duration: Instantaneous or 20 hours (see text)

Saving Throw: Reflex half

Spell Resistance: Yes

You can work with whichever one of five energy types you choose: acid, cold, electricity, fire, or sonic.

You can cast the energy forth as a bolt, imbue an object with the energy, or create a freestanding manifestation of the energy.

If your spell developed using the *energy* seed releases a bolt, that bolt instantaneously deals 1d6 points of damage of the appropriate energy type, and all in the bolt's area must make a Reflex save for half damage.

For each additional 1d6 points of damage dealt, increase the Spellcraft DC by +2.

The bolt begins at your fingertips.

If you wish to imbue another creature with the ability to use an energy bolt as a spell-like ability at its option or when a particular condition is met, increase the Spellcraft DC by +25.

You can also cause a creature or object to emanate the specific energy type out to a radius of 10 feet for 20 hours. The emanated energy deals 2d6 points of energy damage per round against unprotected creatures (the target creature is susceptible if not separately warded or otherwise resistant to the energy).

For each additional 1d6 points of damage emanated, increase the Spellcraft DC by +2.

You may also create a wall, half-circle, circle, dome, or sphere of the desired energy that emanates the energy for up to 20 hours.

One side of the wall, selected by you, sends forth waves of energy, dealing 2d4 points of energy damage to creatures within 10 feet and 1d4 points of energy damage to those past 10 feet but within 20 feet.

The wall deals this damage when it appears and in each round that a creature enters or remains in the area.

In addition, the wall deals 2d6+20 points of energy damage to any creature passing through it.

The wall deals double damage to undead creatures.

For each additional 1d4 points of damage, increase the Spellcraft DC by +2.

For the effects of specific weather conditions, see the Weather Hazards section of Chapter 3 in the *DUNGEON MASTER'S Guide*.

FORTIFY: ANOTHER USE

A special use of the *fortify* seed grants the target a permanent +1 year to its current age category. For each additional +1 year added to the creature's current age category, increase the Spellcraft DC by +2. Incremental adjustments to a creature's maximum age do not stack; they overlap. When a spell increases a creature's current age category, all higher age categories are also adjusted accordingly.

ILLUSION

CONCEAL

Illusion (Glamer)

Spellcraft DC: 17

Components: V, S

Casting Time: 1 minute

Range: Personal or touch

Target: You or a creature or object of up to 2,000 lb.

Duration: 200 minutes or until expended (D)

Saving Throw: None or Will negates (harmless, object)

Spell Resistance: No or Yes (harmless, object)

You can conceal a creature or object touched from sight, even from darkvision.

If the subject is a creature carrying gear, the gear vanishes too, rendering the creature invisible.

A spell using the *conceal* seed ends if the subject attacks any creature.

Actions directed at unattended objects do not break the spell, and causing harm indirectly is not an attack.

To create invisibility that lasts regardless of the actions of the subject, increase the Spellcraft DC by +4.

Alternatively, you can conceal the exact location of the subject so that it appears to be about 2 feet away from its true location; this increases the Spellcraft DC by +2.

The subject benefits from a 50% miss chance as if it had total concealment.

However, unlike actual total concealment, this displacement effect does not prevent enemies from targeting him normally.

The *conceal* seed can also be used to block divination spells, spell-like effects, and epic spells developed using the *reveal* seed; this increases the Spellcraft DC by +6.

In all cases where divination magic of any level, including epic level, is employed against the subject of a spell using the *conceal* seed for this purpose, an opposed caster level check determines which spell works.

DELUDE

Illusion (Figment)

Spellcraft DC: 14

Components: V, S

Casting Time: 1 minute

Range: 12,000 ft.

Effect: Visual figment that can extend for up to twenty 30-ft. cubes (S)

Duration: Concentration plus 20 hours

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

A spell developed with the *delude* seed creates the visual illusion of an object, creature, or force, as visualized by you. You can move the image within the limits of the size of the effect by concentrating (the image is otherwise stationary). The image disappears when struck by an opponent unless you cause the illusion to react appropriately.

For an illusion that includes audible, olfactory, tactile, taste, and thermal aspects, increase the Spellcraft DC by +2 per extra aspect.

Even realistic tactile and thermal illusions can't deal damage, however.

For each additional image to be created, increase the Spellcraft DC by +1.

For an illusion that follows a script determined by you, increase the Spellcraft DC by +9.

The figment follows the script without your having to concentrate on it.

The illusion can include intelligible speech if you wish.

For an illusion that makes any area appear to be something other than it is (such as making a swamp appear as a grassland or a village), increase the Spellcraft DC by +4. Additional components, such as sounds, can be added as noted above.

Concealing creatures requires additional spell development using this or other seeds.

NECROMANCY

ANIMATE DEAD

Necromancy [Evil]

Spellcraft DC: 23

Components: V, S

Casting Time: 1 minute

Range: Touch

Target: One or more corpses touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You can turn the bones or bodies of dead creatures into undead that follow your spoken commands.

The undead can follow you, or they can remain in an area and attack any creature (or a specific type of creature) entering the place.

The undead remain animated until they are destroyed.

(A destroyed undead can't be animated again).

Intelligent undead can follow more sophisticated commands.

The *animate dead* seed allows you to create 20 HD of undead.

Statistics for undead of all types are found in the *Monster Manual*.

For each additional 1 HD of undead created, increase the Spellcraft DC by +1.

The undead you create remain under your control indefinitely.

You can naturally control 1 HD per caster level of undead creatures you've personally created, regardless of the method you used.

If you exceed this number, newly created creatures fall under your control, and excess undead from previous castings become uncontrolled (you choose which creatures are released).

If you are a cleric, any undead you command through your ability to command or rebuke undead do not count toward the limit.

For each additional 2 HD of undead to be controlled, increase the Spellcraft DC by +1.

Only undead in excess of 20 HD created with this seed can be controlled using this DC adjustment.

If you want to both create and control more than 20 HD of undead, increase the Spellcraft DC by +3 per additional 2 HD of undead.

Type of Undead: All types of undead can be created with the *animate dead* seed, although creating more powerful undead increases the Spellcraft DC of the epic spell, according to the table below.

The DM must set the Spellcraft DC for undead not included on the table, using similar undead as a basis for comparison.

Undead	Spellcraft DC Modifier	Undead	Spellcraft DC Modifier
Skeleton	-12	Wraith	-2
Zombie	-12	Mummy	+0
Ghoul	-10	Spectre	+2
Shadow	-8	Morhg	+4
Ghast	-6	Vampire	+6
Wight	-4	Ghost	+8

SLAY

Necromancy [Death]

Spellcraft DC: 25

Components: V, S

Casting Time: 1 minute

Range: 300 ft.

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial or half (see text)

Spell Resistance: Yes

A spell developed using the slay seed snuffs out the life force of a living creature, killing it instantly.

The slay seed kills a creature of up to 80 HD.

The subject is entitled to a Fortitude saving throw to survive the attack.

If the save is successful, it instead takes 3d6+20 points of damage.

For each additional 80 HD affected (or each additional creature affected), increase the Spellcraft DC by +8.

Alternatively, you can use the day seed in an epic spell to suppress the life force of the target by bestowing 2d4 negative levels on the target (or half as many negative levels on a successful Fortitude save).

For each additional 1d4 negative levels bestowed, increase the Spellcraft DC by +4.

If the subject has at least as many negative levels as Hit Dice, it dies.

If the subject survives and the negative levels persist for 24 hours or longer, the subject must make another Fortitude saving throw, or the negative levels are converted to actual level loss.

TRANSMUTATION

ANIMATE

Transmutation

Spellcraft DC: 25

Components: V, S

Casting Time: 1 minute

Range: 300 ft.

Target: Object or 20 cu. ft. of matter

Duration: 20 rounds

Saving Throw: None

Spell Resistance: No

You can imbue inanimate objects with mobility and a semblance of life (not actual life).

The animated object attacks whomever or whatever you initially designate.

The animated object can be of any nonmagical material wood, metal, stone, fabric, leather, ceramic, glass, and so forth.

You can also animate part of a larger mass of raw matter, such as a volume of water in the ocean, part of a stony wall, or the earth itself, as long as the volume of material does not exceed 20 cubic feet.

For each additional 10 cubic feet of matter animated, increase the Spellcraft DC by +1, up to 1,000 cubic feet.

For each additional 100 cubic feet of matter animated after the first 1,000 cubic feet, increase the spellcraft DC by +1.

Statistics for animated objects are found in the *Monster Manual*.

For each additional Hit Die granted to an animated object of a given size, increase the Spellcraft DC by +2.

To animate attended objects (objects carried or worn by another creature), increase the Spellcraft DC by +10.

DESTROY

Transmutation

Spellcraft DC: 29

Components: V, S

Casting Time: 1 minute

Range: 12,000 ft.

Target: One creature, or up to a 10-foot cube of nonliving matter

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

You deal 20d6 points of damage to the target.

The damage is of no particular type or energy—it is a purely destructive impulse.

For each additional 1d6 points of damage dealt, increase the Spellcraft DC by +2.

If the target is reduced to -10 hit points or less (or a construct, object, or undead is reduced to 0 hit points), it is utterly destroyed as if disintegrated, leaving behind only a trace of fine dust.

Up to a 10-foot cube of nonliving matter is affected, so a spell using the *destroy* seed destroys only part of any very large object or structure targeted.

The *destroy* seed affects even magical matter, energy fields, and force effects that are normally only affected by the *disintegrate* spell, such as *Bigby's forceful hand*, *wall of force*, *globe of invulnerability*, and *antimagic field*.

Such effects are automatically destroyed.

Epic spells using the *ward* seed may also be destroyed, though you must succeed at an opposed caster level check against the other spellcaster to bring down a *ward* spell.

FORTIFY

Transmutation

Spellcraft DC: 17 (see text)

Components: V, S

Casting Time: 1 minute

Range: Touch

Target: Creature touched

Duration: 20 hours; permanent for age adjustment (see sidebar)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Spells using the *fortify* seed grant a +1 enhancement bonus to whichever one of the following you choose:

- Any one ability score.
- Any one kind of saving throw.
- Spell resistance.
- Natural armor.

The *fortify* seed can also grant energy resistance 1 for one energy type or 1 temporary hit point.

For each additional +1 bonus, point of energy resistance, or hit point, increase the Spellcraft DC by +2.

The *fortify* seed has a base Spellcraft DC of 23 if it grants a +1 bonus of a type other than enhancement (such as luck or insight).

For each additional +1 bonus of a type other than enhancement, increase the Spellcraft DC by +6.

If you apply a factor to make the duration permanent, the bonus must be an inherent bonus, and the maximum inherent bonus allowed is +5.

The *fortify* seed has a base Spellcraft DC of 23 if it grants a creature a +1 bonus of a type other than enchantment.

For each additional +1 bonus, increase the Spellcraft DC by +6.

If you apply a factor to make the duration permanent, the bonus must be an inherent bonus, and the maximum inherent bonus allowed is +5.

If a spell with the *fortify* seed grants an inanimate object an ability score it would not normally possess (such as Intelligence), the spell must also incorporate the *life* seed. Granting spell resistance to a creature that doesn't already have it is a special case; the base Spellcraft DC of 27 grants spell resistance 25, and each additional point of spell resistance increases the Spellcraft DC by +4 (each -1 to spell resistance reduces the Spellcraft DC by -2).

The *fortify* seed can also grant damage reduction 1/+1.

For each additional point of damage reduction, increase the Spellcraft DC by +1.

For each additional point of required weapon enhancement above +1, increase the Spellcraft DC by +3.

For example, damage reduction of 5/+3 would increase the Spellcraft DC by a total of +10.

TRANSFORM

Transmutation

Spellcraft DC: 21

Components: V, S

Casting Time: 1 minute

Range: 300 ft.

Target: One creature or inanimate, nonmagical object

Duration: Permanent

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

Spells using the *transform* seed change the subject into another form of creature or object.

The new form can range in size from Diminutive to one size larger than the subject normal form.

For each additional increment of size change, increase the Spellcraft DC by +6.

If you want to transform a nonmagical, inanimate object into a creature of your type or transform a creature into a

nonmagical, inanimate object, increase the Spellcraft DC by +10.

If you want to change a creature of one type into another type (for example, undead to outsider), increase the Spellcraft DC by +5.

Transformations involving nonmagical, inanimate substances with hardness are more difficult; for each 2 points of hardness, increase the Spellcraft DC by +1.

To transform a creature into an incorporeal or gaseous form, increase the Spellcraft DC by +10.

Conversely, if you want to overcome the natural immunity of a gaseous or incorporeal creature to transformation, increase the Spellcraft DC by +10.

The *transform* seed can also change its target into someone specific.

To transform an object or creature into the specific likeness of another individual (including memories and mental abilities), increase the Spellcraft DC by +25.

If the transformed creature doesn't have the levels or Hit Dice of its new likeness, it can only use the abilities of the creature at its own level or Hit Dice.

If slain or destroyed, the transformed creature or object reverts to its original form.

The subject's equipment, if any, remains untransformed or melds into the new form's body, at your option.

The transformed creature or object acquires the physical and natural abilities of the creature or object it has been changed into while retaining its own memories and mental ability scores.

Mental abilities include personality, Intelligence, Wisdom, and Charisma scores, level and class, hit points (despite any change in its Constitution score), alignment, base attack bonus, base saves, extraordinary abilities, spells, and spell-like abilities, but not its supernatural abilities.

Physical abilities include natural size and Strength, Dexterity, and Constitution scores.

Natural abilities include armor, natural weapons, and similar gross physical qualities (presence or absence of wings, number of extremities, and so forth), and possibly hardness.

Creatures transformed into inanimate objects do not gain the benefit of their untransformed physical abilities, and may well be blind, deaf, dumb, and unfeeling.

Objects transformed into creatures gain that creature's average physical ability scores, but are considered to have mental ability scores of 0 (the *fortify* seed can add points to each mental ability, if desired).

For each normal extraordinary ability or supernatural ability granted to the transformed creature (allowing a human transformed into a basilisk to use the basilisk's petrifying gaze, for example), increase the Spellcraft DC by +10.

The transformed subject can have no more Hit Dice than you have or than the subject has (whichever is greater).

In any case, for each Hit Die the assumed form has above 15, increase the Spellcraft DC by +2.

TRANSPORT

Transmutation [Teleportation]

Spellcraft DC: 27

Components: V, S

Casting Time: 1 minute

Range: Touch

Target: You and touched objects or other touched willing creatures weighing up to 1,000 lb.

Duration: Instantaneous, or 5 rounds for temporal transport

Saving Throw: None or Will negates (see text)

Spell Resistance: No or Yes (see text)

Spells using the *transport* seed instantly take you to a designated destination, regardless of distance.

For interplanar travel, increase the Spellcraft DC by +4.

For each additional 50 pounds in objects and willing creatures beyond the base 1,000 pounds, increase the Spellcraft DC by +2.

The base use of the *transport* seed provides instantaneous travel through the Astral Plane.

To shift the transportation medium to another medium (such as the Plane of Shadow), increase the Spellcraft DC by +2.

You need not make a saving throw, nor is spell resistance applicable to you.

Only objects worn or carried (attended) by another person receive saving throws and spell resistance.

For a spell intended to transport unwilling creatures, increase the Spellcraft DC by +4.

You must have at least a reliable description of the place to which you are transporting.

If you attempt to use the *transport* seed with insufficient or misleading information, you disappear and simply reappear in your original location.

As a special use of the *transport* seed, you can develop a spell that temporarily transports you into a different time stream (leaving you in the same physical location); this increases the Spellcraft DC by +8.

If you move yourself or the subject into a slower time stream for 5 rounds, time ceases to flow for the subject, and its condition becomes fixed—no force or effect can harm it until the duration expires.

If you move yourself into a faster time stream, you speed up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds.

You are free to act for 5 rounds of apparent time.

Normal and magical fire, cold, poison gas, and similar effects can still harm you.

While you are in the fast time stream, other creatures are invulnerable to your attacks and spells; however, you can create spell effects and leave them to take effect when you reenter normal time.

Because of the branching nature of time, epic spells used to transport a subject into a faster time stream cannot be made permanent, nor can the duration of 5 rounds be extended.

More simply, you can *haste* or *slow* a subject for 20 rounds by transporting it to the appropriate time stream.

This decreases the Spellcraft DC by -4.

LOST EMPIRES OF FAERÛN (3.5)

EVOCATION

MYTHAL

Evocation

Spellcraft DC: 25

Components: V, S

Casting Time: 10 minutes

Range: 30 ft.

Area: 100-ft.-radius emanation

Duration: Permanent

Saving Throw: None

Spell Resistance: No

You create a persistent magical field centered on the point you choose.

You (or other casters cooperating with you) can then cast a number of other spells into this field, thereby either granting or denying access to them to creatures within the field.

Effects you can include in your *mythal* fall into four categories: prevalent spells (always active), aointed spells (always denied to those within the field), vanguard spells (available on demand to those within the field), and prevalent powers (persistent effects that do not map to any particular spell).

Your *mythal* can include up to one effect per caster level, but each component spell you cast into it affects the Spellcraft DC of your *raise mythal* spell (see *Mythals*, below).

Once raised, a *mythal* cannot be dispelled, disjoined, or suppressed by any nonepic spell.

A character attempting to dispel your *mythal* with an epic spell (such as *superb dispelling*) must succeed on a caster level check (DC 21 + your caster level) to succeed.

An *antimagic field* suppresses the portion of the *mythal* that it overlaps but otherwise does it no harm.

Mythals

Many of Faerûn's ancient places are protected by mighty artifices of epic magic known as *mythals*.

Characters within the area of a *mythal* may gain the benefits of wondrous magical effects, such as the ability to fly at will, walk up sheer walls, invoke healing spells at will, or even banish demons with a single word.

Conversely, a *mythal* might deny those within its confines access to entire schools or types of spells, or prevent teleportation, scrying, death magic, or healing.

The construction of a *mythal* should not be undertaken lightly—even a minor one requires an epic spell of some difficulty.

But some of those who seek to understand and master the lore of fallen kingdoms know the secrets of *mythal*-raising and seek to use that long-forgotten knowledge.

While high-level spells capable of creating *mythals* may once have existed, most surviving *mythals*, near-*mythals*, and similar magical artifices were actually constructed with unique spells derived from the *mythal* spell seed.

For example, the legendary mage Mythanthor used an epic spell he had researched to raise the *mythal* of Myth Drannor.

Mythals of similar origin often bear some resemblance to each other and may share common conventions or features. What Is a *Mythal*?

Any permanent magical ward or field raised via epic magic can be considered a *mythal*.

Some scholars draw distinctions between true *mythals*, wizard *mythals*, and near-*mythals*, but the differences among these effects are largely based on semantics and tradition.

Mythals developed in accordance with the teachings of elven high magic may look different from wards or barriers

based on other traditions, but they are functionally equivalent.

The only real distinction is that the great elven *mythals* of old (true *mythals*) were the first ones raised in Faerûn. They were ambitious and enduring, and they often covered sizable areas.

Mythals still exist in a number of places.

Those raised by elven high mages include Myth Drannor, Myth Glaurach, the Elven Court, Myth Adofhaer, Myth Dyraalis, Myth Nantar, Myth Ondath, Myth Rhynn, and Myth Unnohyr, as well as others now lost to history. *Mythals* such as those at Shoonach's Imperial Mount, Myth Iiscar, and Myth Lharast have also been crafted by non-elves using epic spells.

Raising a Mythal

A unique epic spell to raise a new *mythal* can be developed in much the same way as other epic spells (see the *Epic Level Handbook*).

All *mythals* are permanent effects based on the *mythal* spell seed, and all provide magical benefits to some (or all) creatures within their bounds.

Such spells are usually developed as rites requiring multiple casters, primarily because the Spellcraft DCs would otherwise be too high even for the most experienced spellcasters to reach.

To create a *mythal*, use the following procedure.

1. Begin with the *mythal* seed.
 2. Choose the powers you want your *mythal* to have.
 3. Calculate the component cost of each power.
 4. Total the component costs and divide by 1,000.
- Add this value to the base Spellcraft DC of the *mythal* seed.
5. Add any the value of any epic spell factors (such as increased area) from Table 2–2 in the *Epic Level Handbook* that apply.
 6. Determine which mitigating factors (from Table 2–3 in the *Epic Level Handbook*) your *raise mythal* spell will employ.
 7. Obtain the approval of your DM.
 8. Research your *raise mythal* spell.

MYTHAL COMPONENTS

Each *mythal* is defined by the particular suite of powers it offers through its components and the effects it denies to those within its area, as follows.

Prevalent Spells: Prevalent spells are always in effect on creatures within the *mythal*.

You must make all the decisions necessary for a prevalent spell upon creating your *mythal*, just as if you were creating a use-activated magic item.

A spell with a duration of instantaneous cannot be used as a prevalent spell.

The cost of a prevalent spell varies with its normal duration. Since it is always in effect, a spell with a short duration costs more to make prevalent than one with a long duration.

Renewable Spells: A prevalent spell that would normally end after its capacity has been reached (such as *stoneskin*, *protection from energy*, or *spell turning*) can be designated as a renewable prevalent spell.

Such a spell confers its benefits on any given user only once per 24 hours.

When its effect is exhausted through whatever means are normal for the specific spell, it does not renew itself upon that subject until 24 hours after the first time its benefits are used (the first time that damage was negated by a *stoneskin* or *protection from energy*, for example).

If the spell's benefits have not yet been exhausted by that time, the effect continues until it is exhausted and is then immediately renewed.

Arointed Spells: Arointed spells automatically fail when cast inside the *mythal* or targeted at creatures or objects within it.

You can aroint a single spell or all spells that share a common factor, such as a descriptor, energy type, subschool, or school.

Vanguard Spells: A vanguard spell is activated with a command word as a standard action, just as if it were a magic item in the user's possession.

Any creature within the *mythal* can activate a vanguard spell as often as desired.

You can reduce the cost of a vanguard spell component by making it available a limited number of times to each creature in any 24-hour period.

Prevalent Powers: Components not easily described by spells fall into three categories: minor (comparable to spells of 1st to 3rd level or minor magic items), medium (comparable to spells of 4th to 6th level or medium magic items), or major (comparable to spells of 7th to 9th level or major magic items).

A prevalent power is a good way to represent a spell that could not normally be made prevalent.

For example, if you want your *mythal* to automatically use *dismissal* on every evil outsider that enters, you can describe the effect as a medium prevalent power.

A *meteor swarm* produced whenever any evil dragon enters would count as a major prevalent power.

Prevalent powers that continue to function round after round should be considerably more expensive than those powers that function only once upon entry.

Keyed Powers: Any component of a *mythal* can be keyed to specific creatures.

For example, a prevalent *fly* spell can be made specific to elves, humanoids, or creatures carrying certain tokens.

In the same manner, spells with certain descriptors (such as the death descriptor) can be arointed for particular categories (such as good-aligned dwarves), and vanguard spells can be made available only to creatures that undergo a process of attunement to the *mythal*.

You can key a *mythal* component by designating specific observable characteristics that bar or permit access to various effects, or by designating certain individuals present at the casting to be affected, or by designating a process by which a creature may at some future date gain access to *mythal* powers.

For example, a creature might have to undergo a special rite, perform specific actions within the *mythal*, or the like. Keyed components are twice as expensive as unkeyed components.

Spell Trigger: You can reduce the component cost of any spell by making it accessible only to creatures capable of producing the effect with a spell trigger item.

Limited Area: If the effect is available only within a certain section of the *mythal* (25% or less of the total area), the cost is halved.

TABLE 2—9: MYTHAL COMPONENT COSTS

Component	Component Cost
Prevalent spell base cost	Spell level × caster level × 100
Duration in rounds	Base cost × 4
Duration in minutes	Base cost × 2
Duration in 10 minutes	Base cost × 1.5
Renewable	Base cost × 1/2
Aointed spell	Spell level × minimum caster level × 50
Aointed energy type	10,000
Aointed descriptor or subschool	15,000
Aointed school	20,000
Vanguard spell, at will	Spell level × caster level × 100
Vanguard spell, 3/day	Spell level × caster level × 50
Vanguard spell, 1/day	Spell level × caster level × 25
Prevalent power, minor	5,000
Prevalent power, medium	20,000
Prevalent power, major	50,000
Modifiers to Component Cost	
Keyed power	Component cost × 2
Spell trigger only	1/2 component cost
Limited area	1/2 component cost

CREATING THE RAISE MYTHAL SPELL

To create a specific *raise mythal* spell from the *mythal* seed and the components you have chosen, total the component costs of the effects you want the *mythal* to produce, as given on Table 2–9.

The total Spellcraft DC modifier for your suite of *mythal* powers equals 25 + (total component cost divided by 1,000). *Mythals* need not pay the ×5 modifier for a permanent duration, since the *mythal* seed already produces a permanent effect.

Mitigating Factors: *Mythals* with numerous components typically have very high Spellcraft DCs—often 300 or higher.

However, *raise mythal* spells are almost always built with significant mitigating factors.

Mythals often require a sizable expenditure of XP and the cooperation of numerous additional spellcasters, and many deal significant backlash damage.

In addition, *mythals* often feature special mitigating factors not found in other epic spells, as given in Table 2–10.

These mitigating factors are explained in detail below.

TABLE 2—10:

SPECIAL MITIGATING FACTORS FOR MYTHALS

Mitigating Factor	Cost Adjustment
Caster dies (no resurrection possible)	–50
Capstone	–20
Corruptible (weakens over time)	× 3/4
Anchored	× 3/4

Caster Dies: The death of the caster may seem like an insuperable deterrent to the creation of a *mythal*, but many

elven high mages are more than ready to go to Arvandor by the time they become capable of such magic. In elf society, sacrificing one's life to create a mighty work of the Art ranks among the most highly honored ways to leave the world.

Capstone: A *mythal* with a capstone possesses a critical physical component—a standing stone, a massive throne, a great tree, a beautiful fountain, or the like—that focuses and tethers the magic.

Destroying the capstone destroys the *mythal*, so *mythal*-makers who use capstones always conceal them carefully and defend them with powerful magic.

Corruptible: The base duration of a corruptible *mythal* is one hundred years instead of permanent.

The *mythal* does not fail automatically after a hundred years have passed, but it must begin to make integrity checks once per year at that point.

An integrity check is a Spellcraft check using the original caster's Spellcraft modifier at the time the *mythal* was raised (even if the original caster is no longer present or alive).

The DC for the check varies with time and circumstances, but initially, it equals the *mythal*'s final Spellcraft DC (after mitigating factors have been applied) minus 20.

For example, if a *mythal*'s Spellcraft DC was 46 after applying the mitigating factors, its initial integrity DC is 26. Thereafter, the DC of the integrity check increases by 1 per ten full years past one hundred, by 1 per previous failed integrity check, and by 2 per anchor-damaging event (if the *mythal* is both corruptible and anchored).

When a *mythal* fails an integrity check, roll d% and consult Table 2–11 to determine the effect.

The base duration of a corruptible *mythal* can be increased in increments of 100% (to two hundred years, three hundred years, or more) by applying the normal epic spell factor for increased duration, at a cost of +2 to the DC per iteration.

This factor is applied after the 3/4 reduction to the DC for making the *mythal* corruptible in the first place.

Corruptible *mythals* are often maintained periodically through the use of epic *mythal* rejuvenation spells created specifically for that purpose.

The base DC for the rejuvenation spell equals one-half that of the *raise mythal* spell that created the particular *mythal* before mitigating factors were applied, though it may also feature mitigating factors of its own.

If you want a *mythal* to last forever, don't make it corruptible; if you want a "quick and dirty" *mythal* that's easier to raise, or if you want to "stretch" to make your *mythal* as capable as possible, make it corruptible and plan on maintaining it once every century or two.

Anchored: An anchored *mythal* is reinforced by the shape and flow of the Weave in its immediate vicinity.

Major changes to its physical, magical, or spiritual environment—for example, the destruction of a city, the burning of a forest, or the presence of a powerful and hostile outsider (one whose Hit Dice exceed the *mythal*'s caster level and whose alignment opposes that of the caster in any respect) for at least 24 hours—can damage the *mythal*.

A *mythal* integrity check (see Corruptible, above) is made whenever such an anchor-damaging event takes place. See Table 2–11 for the effects of failure.

TABLE 2-11: MYTHAL INTEGRITY FAILURE

d%	Effect
01-30	No effect, but the integrity check counts as a failure.
31-65	Delete one component (randomly determined).
66-85	Replace one component of the <i>mythal</i> with another effect of the same school that is similar in theme or effect but at least one spell level lower.
86-95	Choose one of the <i>mythal</i> 's components at random. If the component is keyed, its key is replaced by one similar in theme or effect but more restrictive. (That is, a keyed component that previously worked for any elf might now work only for any elf wizard.) An unkeyed component acquires a key.
96-99	Replace the key for a randomly determined keyed component with a less restrictive key similar in theme or effect. (That is, a keyed component that previously worked for any elf might now work for any humanoid, or even any living creature.)
100	Replace one component with an unrelated one that is antithetical to the intent or purpose of the original.

The Wards of Silverymoon

The wards of Silverymoon (see *Silver Marches*) is a fairly typical wizard *mythal* created in 843 DR by Elué Dualen (Alustriel Silverhand) and several other wizards acting together.

The details of the wards are given on the table below.

Unless otherwise stated, all spells are cast at the minimum caster level necessary.

TABLE 2-12: MYTHAL COMPONENTS FOR THE WARDS OF SILVERMOON

Component	Cost
<i>Aointed Spells</i>	
Spells with the death descriptor	15,000
Spells with the evil descriptor	15,000
Spells with the teleportation descriptor*	30,000
Conjuration (summoning) spells*	30,000
Evocation (fire) spells*	20,000
*Keyed component; a character in possession of a ward token can ignore this aointed effect and cast normally.	
<i>Prevalent Spells</i>	
<i>Antipathy</i> (against lawful evil, neutral evil, and chaotic evil creatures, keyed to demons, devils, drow, duergar, giants, goblinoids, mind flayers, orcs, and trolls)	72,000 (base 3 × 12,000, doubled for key)
<i>Detect scrying</i>	2,800
<i>Invisibility purge</i>	3,000 (base 1,500, doubled for duration factor)
<i>Death ward</i>	5,600 (base 2,800, doubled for duration factor)
<i>Protection from evil</i>	200 (base 100, doubled for duration factor)
<i>Zone of truth</i> (within Inner Ward only)	600 (base 600, doubled for duration factor and halved for limited area)

Vanguard Spells

All the vanguard spells in this *mythal* are available only to designated ward initiates who have undergone the special rite of attunement.

The costs given below have all been doubled because each component is keyed.

Costs were then halved for spells that affect a limited area (the Inner Ward only).

<i>Air walk</i>	5,600
<i>Bless weapon</i> (CL 4th)	800
<i>Bull's strength</i>	1,200
<i>Cat's grace</i>	1,200
<i>Control water</i>	5,600
<i>Control winds</i>	9,000
<i>Cure moderate wounds</i> (within Inner Ward only)	600
<i>Discern lies</i>	5,600
<i>Dispel chaos</i>	9,000
<i>Dispel evil</i>	9,000
<i>Feather fall</i>	200
<i>Forcecage</i> (within Inner Ward only)	9,100
<i>Lesser ironguard</i>	9,000
<i>Magic missile</i> (CL 9th)	1,800
<i>Neutralize poison</i> (within Inner Ward only)	2,800
<i>Prismatic sphere</i> (within Inner Ward only)	15,300
<i>Quench</i>	5,600
<i>Remove curse</i> (CL 10th)	8,000
<i>Remove paralysis</i>	1,200
<i>Repulsion</i>	13,200
<i>Shield</i>	200
<i>Shocking grasp</i> (CL 5th)	1,000
<i>Silence</i>	1,200
<i>Tongues</i>	3,000
<i>Prevalent Power</i>	
Control of the Moonbridge	40,000 (20,000 base for medium power, doubled for keyed effect)

The total cost for the components is 353,400.

Dividing this value by 1,000 yields a Spellcraft DC modifier of +353.

Adding this modifier to the base Spellcraft DC of 25 brings the DC to 378.

The wards extend for 1,000 yards in all directions, increasing the area of the emanation from 100 feet to 3,000 feet and adding +116 to the DC.

Thus, the total Spellcraft DC is 494.

Like most latter-day *mythals*, Silverymoon's wards are both anchored and corruptible, so the DC drops to 278 ($3/4 \times 3/4 \times 494$).

However, the increased duration factor was applied ten times, so that Silverymoon's wards would not begin to erode for one thousand years from the time they were raised.

Adding $+2 \times 10$ raises the DC to 298.

This value means that creating this particular *raise mythal* spell requires the expenditure of 2,682,000 gp and 107,280 XP, plus 49 days of research.

The mitigating factors for Silverymoon's *mythal* include an expenditure of 10,000 XP (−100), plus the cooperation of three additional wizards casting 9th-level spells (−51), six additional wizards casting 6th-level spells (−66), and nine additional wizards casting 3rd-level spells (−45), plus 5d6 points of backlash damage (−5).

Applying these factors gives a final Spellcraft DC of 31—an easily assured success for an epic-level wizard with the proper feats and magic items.

ILLUSION

SHADOW

Illusion (Shadow)

Spellcraft DC: 23

Components: V, S

Casting Time: 1 minute

Range: 0 feet

Target: One duplicated creature, object, or spell

Duration: 1 hour

Saving Throw: Will disbelief

Spell Resistance: Yes

You fashion a double of one creature, item, or spell entirely from shadows.

You can use this seed to duplicate any creature of CR 5 or lower.

For each +1 you add to the creature's CR, the Spellcraft DC increases by 2.

You specify the creature's type, subtype, gender, age, and appearance.

The creature appears to be an average specimen of its kind and at all times remains under your absolute command.

No telepathic link exists, so you must be able to exercise command over it in some other way to control it.

The shadow creature cannot become more powerful by increasing its level, improving its abilities, or augmenting any other intrinsic features.

If slain, it disappears, seeming to melt away into shadows.

A spell created with the shadow seed can also duplicate a specifically named, unique creature, but this usage increases the Spellcraft DC by 20.

Such a duplicate is alive for the spell's duration and possesses the full hit points, knowledge (including class levels, skills, and speech), and personality of the original creature.

The *shadow* seed can also be used in spells to duplicate any nonmagical, unliving, unattended object up to 10 cubic feet in volume.

You must succeed on an appropriate skill check to create a complex item (a Craft [armorsmithing] check to make plate mail, for example).

You can create matter ranging in hardness and rarity from cloth all the way to gold or steel.

A simple object (such as a knife, a saddle, a wooden box, or a rock) has a natural duration of 12 hours.

For each additional cubic foot of matter created, the Spellcraft DC increases by 1.

Attempting to use any shadow object as a material component or as a resource during epic spell development causes the spell to fail and the object to dissolve immediately.

An epic spell created with the *shadow* seed can duplicate spells of up to 1st level from a single school of magic.

Each additional spell level beyond 1st increases the Spellcraft DC by 5, and each additional school of magic to be included adds 2 to the Spellcraft DC.

Allowing the duplication of both arcane and divine spells adds 10 to the DC.

If the spell to be duplicated has an XP cost, then the caster must pay that in addition to any XP required by the epic spell's casting.

Anyone physically interacting with a creature, object, or effect created via the *shadow* seed gains a Will save to disbelieve.

A successful save allows recognition of the duplicate as an amalgam of shadows.

SOULMELDS

DRAGON MAGIC (3.5)

CLAWS OF THE WYRM

Descriptors: Draconic

Classes: Soulborn, totemist

Chakra: Arms, hands (totem)

Saving Throw: None

A pair of dragonlike arms, wreathed in blue fire, hover above your own arms and mimic your actions.

The arms have long, sharp talons of cerulean light.

This soulmeld draws on the most basic of draconic attack forms, granting you claws that deal damage of 1d6 points if you are Medium, 1d4 if you are Small, or 1d8 if you are Large, plus your Strength modifier.

You can attack with one claw as a standard action or with both claws as a full-round action (using your full base attack bonus).

If you already have claw attacks, use either your normal claw damage or the damage given for this soulmeld, whichever is higher.

Essentia: For every point of essentia invested in your claws of the wurm, you gain a +1 enhancement bonus on attack rolls and damage rolls made with the claws.

Chakra Bind (Arms)

The dragon arms settle onto your forearms, though the claws remain loose from your hands.

The fire of the arms is reduced, but they glow with a dull inner light.

The threat range of your claws of the wurm doubles (to 19–20).

This benefit does not stack with any other effect that improves the threat range of your claw attacks.

Chakra Bind (Hands)

The dragon claws bind to your hands, lengthening and growing serrated spines.

The damage dealt by your claws of the wurm improves by one step (from 1d6 to 1d8, if you are Medium).

If you already have claw attacks, use either your normal claw damage or the damage given for this bind, whichever is higher.

Chakra Bind (Totem)

The dragon arms become more fleshlike and animated, growing up toward your back and linking with your shoulder blades.

Hard, bright scales spread over your shoulders, upper chest, and upper arms.

You gain a climb speed equal to 1/2 your base land speed (rounded up to the nearest 5-foot increment).

DRAGON MANTLE

Descriptors: Draconic

Classes: Soulborn, totemist

Chakra: Heart, shoulders (totem)

Saving Throw: None

Incarnum forms heavy plates of armor that resemble blue dragonhide.

The plates hover above your back and shoulders, having an almost winglike appearance.

You draw on the incarnum of the mightiest dragons to increase your resilience.

You gain a +2 enhancement bonus on Fortitude saves.

Essentia: You gain resistance to acid, electricity, fire, and cold equal to $3 \times$ the number of points of essentia invested in this soulmeld.

If you already have resistance to any of these energy types from another source, it stacks with the resistance granted by this chakra bind.

Chakra Bind (Heart)

The blue dragonhide plate armor fuses with your torso, invigorating your entire body with draconic energy.

You gain fast healing equal to the number of points of essentia invested in this soulmeld.

This fast healing functions only when you are at or below half your full normal hit points.

Chakra Bind (Shoulders)

The blue dragonhide plate armor fits tightly to your shoulders and runs down your back and across your upper arms.

You gain damage reduction X/magic, where X equals the number of points of essentia you have invested in your dragon mantle.

As long as at least 1 point of essentia is invested in this soulmeld, your natural attacks overcome damage reduction as if they were magic weapons.

Chakra Bind (Totem)

Long, draconic wings sprout from the shoulders of your blue dragonhide plate armor.

You can extend wings from this soulmeld to gain the ability to fly a short distance (poor maneuverability) as a move action.

You can fly up to 10 feet for each point of essentia you have invested in your dragon mantle, though you must begin and end each such move on a solid surface or you fall.

DRAGON TAIL

Descriptors: Draconic

Classes: Incarnate, totemist

Chakra: Feet, waist (totem)

Saving Throw: See text

Incarnum forms a row of dragon vertebrae floating inches from your own spine.

Ribs grow from the vertebrae, creating a cloak that conceals your back.

The cloak continues to grow behind you, extending into a long dragon tail.

You form a draconic tail that can strike foes, dealing 1d8 points of bludgeoning damage + your Strength modifier. You can make one attack per round with the tail as a standard action.

The tail does not threaten a space, cannot be used to make attacks of opportunity, and cannot be used if you are grappled.

Essentia: For every point of essentia invested in your dragon tail, the tail's attack gains a +1 enhancement bonus on attack rolls and damage rolls.

Chakra Bind (Feet)

The tail of this soulmeld grows broad and thick.

The dragon fail provides you with a measure of stability. You gain a +2 competence bonus on Balance and Swim checks.

For each point of *essentia* invested in your dragon tail, the bonus improves by 2.

Chakra Bind (Waist)

The vertebrae fuse to your back, the ribs blending into your own. The tail becomes lively and animate, constantly twitching from side to side.

The dragon tail has reach as if it were a reach weapon sized for you, though it still can't be used to make attacks of opportunity.

Its damage dealt increases to 2d6 points + $1 - 1/2 \times$ your Strength bonus.

Chakra Bind (Totem)

The tail takes on the appearance of flesh and bone and becomes more agile and animated.

As a standard action, you can make a tail sweep.

All creatures adjacent to you automatically take damage as if they had been struck by your dragon tail (Reflex half).

DRAGONFIRE MASK

Descriptors: Draconic, Fire

Classes: Totemist

Chakra: Brow, throat (totem)

Saving Throw: See text

Incarnum forms a dragon head of dull blue fire that wreaths your head and floats above your shoulders.

It stares straight ahead, its expression unchanging.

The eyes and mouth of the dragon head are full of brighter, flickering fire that shoots out light.

Dragons are renowned for their amazing visual acuity and unsettling presence, but even more so for their devastating breath weapons.

This soulmeld combines all three aspects into a single potent mask.

Totemists revel in the normal benefits they receive from this soulmeld and the effect its appearance can have on the meek and fearful.

You gain low-light vision while this soulmeld is shaped. If you already have low-light vision, you gain no additional benefit.

Essentia: For every point of *essentia* invested in your dragonfire mask, you gain a +2 competence bonus on Spot checks.

Chakra Bind (Brow)

Your own eyes flicker with the same flames that burn within your dragon head.

You gain darkvision out to 60 feet (or your existing darkvision extends another 30 feet).

Chakra Bind (Throat)

A seething ring of fire encircles your neck, and wisps of smoke occasionally burst from the dragon head.

You gain the ability to emit a fiery breath weapon as a standard action.

The breath weapon is a 30-foot cone that deals 2d6 points of fire damage + an extra 1d6 points of fire damage for every point of *essentia* invested in your dragonfire mask.

Targets are allowed a Reflex save for half damage.

After using your breath weapon, you must wait 1d4 rounds before you can use it again.

Chakra Bind (Totem)

The dragon head becomes a solid blue mask, forming a hollow shape that completely encloses your head at a distance.

Fire still trails from its eyes and open mouth.

You can emanate an aura of frightful presence once per round as a swift action.

All creatures within 10 feet with fewer Hit Dice than you become shaken for 1 round.

A successful Will save negates the effect and renders the creature immune to the frightful presence of this soulmeld for 24 hours.

For every point of *essentia* you have invested in your dragonfire mask, the radius of the frightful presence increases by 10 feet, and its duration increases by 1 round.

ELDER SPIRIT

Descriptors: Draconic

Classes: Incarnate

Chakra: Crown, soul

Saving Throw: None

A serpentine dragon of blue fire coils in the air above your head, twisting and undulating in response to your own movements.

Any dragonblooded creature has a link, however tenuous, to the spirit of a full-blooded dragon ancestor.

This soulmeld calls on that ancient link to bring forth a wisp of the dragon's soul.

You gain a +4 insight bonus on Knowledge (arcana), Knowledge (history), and Use Magic Device checks, and you can make these checks untrained.

Essentia: Every point of *essentia* you have invested in your elder spirit increases the insight bonus by 2.

Chakra Bind (Crown)

The dragon coils around your forehead, its facial expression matching your own.

You are immune to frightful presence, sleep, and paralysis effects as if you were a dragon.

You gain a +4 insight bonus on Intimidate checks; each point of *essentia* invested in your elder spirit increases this bonus by 2.

Chakra Bind (Soul)

The dragon becomes a symbol on a heraldic device of blue fire that settles onto your chest.

You gain blindsense out to 5 feet per point of *essentia* invested in your elder spirit.

MAGIC OF INCARNUM (3.5)

TABLE 4-1: INCARNATE SOULMELDS

Chakra	Soulmeld	Basic Effect*
Crown	Crystal Helm	+2 resistance bonus on Will saves against charm and compulsion
	Diadem of Puritylight	Create a constant source of light
	Enigma Helm	Protection from divinations
	Necrocarum Circlet	Detect undead within 30 feet
	Soulspark Familiar	Create soulspark creature
Feet	Acrobat Boots	+2 bonus on Balance, Escape Artist, Jump, and Tumble checks
	Airstep Sandals	Fly up to 10 feet as a move action
	Cerulean Sandals	Walk on water
	Impulse Boots	Uncanny dodge (retain Dex bonus to AC when flat-footed)
Hands	Bloodwar Gauntlets	+1 bonus on melee attacks
	Lightning Gauntlets	1d6 electricity damage with melee touch attack
	Lucky Dice	+1 luck bonus on chosen rolls
	Necrocarum Weapon	Chosen weapon bypasses DR as if evil-aligned
	Sighting Gloves	+1 bonus on ranged damage rolls
	Theft Gloves	+2 bonus on Disable Device, Open Lock, and Sleight of Hand checks
Arms	Armguards of Disruption	1d6 points of damage to undead with melee touch attack
	Bloodwar Gauntlets	+1 bonus on melee attacks
	Bluesteel Bracers	+2 bonus on initiative checks
	Incarnate Weapon	Create an aligned weapon
	Lammasu Mantle	+2 deflection bonus to AC against evil creatures
	Lifebond Vestments	Heal another by taking damage
	Necrocarum Touch	+4 bonus on Sleight of Hand checks and on Bluff checks to feint in combat
	Riding Bracers	+4 bonus on Handle Animal and Ride checks
	Sailor's Bracers	+4 bonus on Swim, Profession (sailor), and Use Rope checks
Brow	Illusion Veil	+1 bonus on illusion spell DCs
	Keeneye Lenses	+4 bonus on Spot checks
	Mage's Spectacles	+4 bonus on Decipher Script, Spellcraft, and Use Magic Device checks
	Planar Chasuble	Gain alignment subtype, resistance to energy based on alignment
	Silvertongue Mask	+2 bonus on Bluff and Diplomacy checks
	Soulspark Familiar	Create soulspark creature
	Truthseeker Goggles	+2 bonus on Gather Information, Search, and Sense Motive checks

Chakra	Soulmeld	Basic Effect*
Shoulders	Adamant Pauldrons	25% protection against critical hits and sneak attacks
	Lammasu Mantle	+2 deflection bonus to AC against evil creatures
	Mantle of Flame	Creatures attacking you take 1d6 fire damage
	Pauldrons of Health	Immunity to disease and to being sickened or nauseated
	Therapeutic Mantle	Enhances the effect of healing spells
	Wind Cloak	Damage reduction 2/magic against ranged attacks
Throat	Apparition Ribbon	Reroll miss chance against incorporeal foes
	Arcane Focus	+1 bonus on spell damage
	Dissolving Spittle	1d6 acid damage with ranged touch attack
	Necrocarnum Mantle	Immunity to disease
	Planar Ward	Protection from mental control
	Silvertongue Mask	+2 bonus on Bluff and Diplomacy checks
	Soulspark Familiar	Create soulspark creature
Waist	Flame Cincture	Resistance to fire 10
	Necrocarnum Shroud	+1 bonus on attack and damage rolls when adjacent creature takes damage
	Necrocarnum Vestments	Resistance to cold 5
	Strongheart Vest	Reduce ability damage by 1 point
	Vitality Belt	+4 bonus on Constitution checks and Constitution-based skill checks
Heart	Lifebond Vestments	Heal another by taking damage
	Necrocarnum Vestments	Resistance to cold 5
	Spellward Shirt	Spell resistance 5
	Strongheart Vest	Reduce ability damage by 1 point
Soul	Fellmist Robe	Concealment from nonadjacent attackers
	Incarnate Avatar	Take on appearance and aspects of outsider
	Keeneye Lenses	+4 bonus on Spot checks
	Necrocarnum Shroud	+1 bonus on attack and damage rolls when adjacent creature takes damage
	Planar Chasuble	Gain alignment subtype, resistance to energy based on alignment

* See full soulmeld descriptions for effects of essentia investment and chakra binds.

TABLE 4-2: SOULBORN SOULMELDS

Chakra	Soulmeld	Basic Effect*
Crown	Crystal Helm	+2 resistance bonus on Will saves against charm and compulsion
	Diadem of Puritylight	Create a constant source of light
	Enigma Helm	Protection from divinations
	Hunter's Circlet	+2 bonus on Heal and Survival checks
	Necrocarum Circlet	Detect undead within 30 feet
	Soulspark Familiar	Create soulspark creature
	Soulspeaker Circlet	Understand a spoken language
Feet	Cerulean Sandals	Walk on water
	Impulse Boots	Uncanny dodge (retain Dex bonus to AC when flat-footed)
	Thunderstep Boots	Deal 1d4 sonic damage as part of charge attack
Hands	Gloves of the Poisoned Soul	Touch poisons target
	Lucky Dice	+1 luck bonus on chosen rolls
	Mauling Gauntlets	+2 bonus on Strength checks
	Necrocarum Weapon	Chosen weapon bypasses DR as if evil-aligned
	Sighting Gloves	+1 bonus on ranged damage rolls
Arms	Armguards of Disruption	1d6 points of damage to undead with melee touch attack
	Bluesteel Bracers	+2 bonus on initiative checks
	Mauling Gauntlets	+2 bonus on Strength checks
	Necrocarum Touch	+4 bonus on Sleight of Hand checks and on Bluff checks to feint in combat
	Riding Bracers	+4 bonus on Handle Animal and Ride checks
	Sailor's Bracers	+4 bonus on Swim, Profession (sailor), and Use Rope checks
Brow	Fearsome Mask	+2 bonus on Intimidate checks
	Illusion Veil	+1 bonus on illusion spell DCs
	Silvertongue Mask	+2 bonus on Bluff and Diplomacy checks
	Soulspark Familiar	Create soulspark creature
	Truthseeker Goggles	+2 bonus on Gather Information, Search, and Sense Motive checks
Shoulders	Pauldrons of Health	Immunity to disease and to being sickened or nauseated
	Therapeutic Mantle	Enhances the effect of healing spells
	Wind Cloak	Damage reduction 2/magic against ranged attacks
Throat	Arcane Focus	+1 bonus on spell damage
	Necrocarum Mantle	Immunity to disease
	Silvertongue Mask	+2 bonus on Bluff and Diplomacy checks
	Soulspark Familiar	Create soulspark creature
	Soulspeaker Circlet	Understand a spoken language
Waist	Flame Cincture	Resistance to fire 10
	Necrocarum Shroud	+1 bonus on attack and damage rolls when adjacent creature takes damage
	Necrocarum Vestments	Resistance to cold 5
	Strongheart Vest	Reduce ability damage by 1 point
Heart†	Necrocarum Vestments	Resistance to cold 5
	Spellward Shirt	Spell Resistance 5
	Strongheart Vest	Reduce ability damage by 1 point
Soul†	Necrocarum Shroud	+1 bonus on attack and damage rolls when adjacent creature takes damage

* See full soulmeld descriptions for effects of essentia investment and chakra binds.

† Chakra binds for these soulmelds accessible to soulborns with the Open Heart Chakra and Open Soul Chakra epic feats.

TABLE 4-3: TOTEMIST SOULMELDS

Chakra [*]	Soulmeld	Basic Effect ^{**}
Crown	Beast Tamer Circlet	+2 bonus on Handle Animal and wild empathy checks
	Frost Helm	Exist comfortably between -50 and 90° Fahrenheit
	Hunter's Circlet	+2 bonus on Heal and Survival checks
	Shedu Crown	Immune to bull rush
	Threefold Mask of the Chimera	Can't be flanked
Feet	Dread Carapace	+2 bonus on damage with bite attack, -1 penalty on attack rolls
	Landshark Boots	+4 bonus on Jump checks
	Totem Avatar	Bonus hit points equal to meldshaper level
	Urskan Greaves	Move through ice and snow at normal speed, +5 bonus on Balance checks on ice
	Worg Pelt	+2 bonus on Hide and Move Silently checks
Hands	Bloodtalons	Continue fighting when disabled or dying
	Kruthik Claws	+4 bonus on Hide and Move Silently checks
	Rageclaws	Continue fighting when disabled or dying
	Sphinx Claws	+1 bonus on Strength checks and Strength-based skill checks
	Worg Pelt	+2 bonus on Hide and Move Silently checks
Arms	Dread Carapace	+2 bonus on damage with bite attack, -1 penalty on attack rolls
	Girallon Arms	+2 bonus on Climb and grapple checks
	Kraken Mantle	+8 on Swim checks
	Lammasu Mantle	+2 deflection bonus to AC against evil creatures
	Riding Bracers	+4 bonus on Handle Animal and Ride checks
	Totem Avatar	Bonus hit points equal to meldshaper level
Brow	Basilisk Mask	Low-light vision
	Disenchanter Mask	Detect magic within 10 feet
	Great Raptor Mask	+2 bonus on Spot checks
	Krenshar Mask	+4 bonus on Jump and Move Silently checks
	Unicorn Horn	+2 bonus on wild empathy and Move Silently checks
	Yrthak Mask	+4 bonus on Listen checks
Shoulders	Displacer Mantle	+4 bonus on Hide checks
	Kruthik Claws	+4 bonus on Hide and Move Silently checks
	Lammasu Mantle	+2 deflection bonus to AC against evil creatures
	Pegasus Cloak	Constant <i>feather fall</i> and +2 bonus on Jump checks
	Phase Cloak	+4 bonus on Climb checks, can always take 10 on Climb
	Shadow Mantle	+4 bonus on Listen checks
	Totem Avatar	Bonus hit points equal to meldshaper level
Throat	Ankheg Breastplate	+2 armor bonus to AC
	Behir Gorget	+4 bonus to resist bull rush or trip
	Brass Mane	+4 bonus on Intimidate checks
	Gorgon Mask	+1 bonus on Fort saves and +2 to resist bull rush, trip, overrun, or trample
	Winter Mask	Touch fatigues opponents
Waist	Heart of Fire	+1 bonus on attack and damage against cold creatures
	Lamia Belt	+4 bonus on Bluff and Hide checks
	Manticore Belt	+2 bonus on Jump and Spot checks
	Phoenix Belt	Exist comfortably between 40 and 140° Fahrenheit
	Wormtail Belt	+2 bonus to natural armor
Heart	Blink Shirt	Teleport 10 feet
	Dread Carapace	+2 bonus on damage with bite attack, -1 penalty on attack rolls
	Shedu Crown	Immune to bull rush
	Totem Avatar	Bonus hit points equal to meldshaper level
Soul†	Threefold Mask of the Chimera	Can't be flanked

* All totemist soulmelds can be bound to the totem chakra, but the soulmelds must occupy a different chakra, so they are not listed by totem chakra on the table.

** See full soulmeld descriptions for effects of essentia investment and chakra binds.

† Chakra bind for this meld accessible to totemists with the Open Soul Chakra epic feat.

ACROBAT BOOTS

Descriptors: None

Classes: Incarnate

Chakra: Feet

Saving Throw: None

You form *incarnum* into a pair of light, supple boots that fit over your feet and any other boots you might wear.

Small ruffs of blue-white fur crown each boot.

While you wear them, you feel light on your feet.

It is difficult to resist the temptation to bounce on the balls of your feet when you're standing still.

Channeling energy from the most agile and nimble of souls, you claim some measure of that agility for yourself.

While wearing *acrobat boots*, you gain a +2 insight bonus on Balance, Escape Artist, Jump, and Tumble checks.

(This *soulmeld* does not let you attempt Tumble checks untrained).

Essentia: Every point of *essentia* invested in the *acrobat boots* increases the bonus by 2.

Chakra Bind (Feet)

Your *acrobat boots* join fast to your feet and help to slow you whenever you fall.

You can reduce falling damage by 1d6 points per point of *essentia* invested in the *acrobat boots*.

For example, if you fall 30 feet while 2 points of *essentia* are invested, you would take only 1d6 points of damage (rather than 3d6 points).

ADAMANT PAULDRONS

Descriptors: None

Classes: Incarnate

Chakra: Shoulders

Saving Throw: None

You shape *incarnum* into blue crystalline plates of shoulder armor. They float slightly above your shoulders, leaving room for clothing and other armor.

In battle, these *pauldrons* seem to draw attacks toward them, steering blows away from your most vital areas.

The use of *adamant pauldrons* carries a stigma in some incarnate circles because of the example of Murthien the Soul-Render.

The infamous incarnate is said to have worn *adamant pauldrons* on which the tormented visages of imprisoned souls were clearly visible, wracked with pain from the necrocarum energies Murthien wielded.

Wise incarnates refuse to allow the corrupted practice of one notable individual to prevent them from employing a highly useful *soulmeld*, however.

Your *adamant pauldrons* grant you protection from physical attacks.

Whenever a critical hit or sneak attack is scored on you, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally.

Essentia: You gain damage reduction equal to the number of points of *essentia* invested in this *soulmeld*. This damage reduction is bypassed only by attacks of an alignment opposed to that of your incarnate cause (good, evil, chaos, or law).

Thus, if you invest 3 points of *essentia* in your *adamant pauldrons* and you are a good incarnate, you gain damage reduction 3/evil.

Chakra Bind (Shoulders)

Your *incarnate pauldrons* settle over your shoulders, and they seem to be joined by a crystalline lattice of blue energy across your back.

Their power to deflect blows away from vital areas is increased.

The chance that your *adamant pauldrons* negate a critical hit or sneak attack against you increases to 50%.

AIRSTEP SANDALS

Descriptors: None

Classes: Incarnate

Chakra: Feet

Saving Throw: None

You shape *incarnum* into a pair of sky-blue sandals.

They surround your feet without quite touching them, fitting over any boots or shoes you wear.

When you use the flight ability of the sandals, you leave a faint trail of blue vapor behind you, which disperses after a few seconds.

Many creatures have the gift of flight, and with this *soulmeld*, you channel soul energy derived from such creatures to borrow that gift.

The rilkan incarnate Davi the Trickster was rarely seen without this *soulmeld* shaped, and she claimed that she could communicate with the djinn whose soul energy she borrowed to form it.

While worn, the *airstep sandals* allow you to fly up to 10 feet (good maneuverability) as a move action once per round.

You must end the flight solidly supported or you fall.

Essentia: Every point of *essentia* you invest in your *airstep sandals* increases the distance you can fly by 10 feet.

Chakra Bind (Feet)

Your *airstep sandals* merge into your feet, turning your legs sky blue from your knees down to your toes.

You become capable of aerial acrobatics, turning on a dime in midair with a soft burst of pale blue mist.

You fly with perfect maneuverability.

In practical terms, this means that you can reverse direction without paying a movement cost, you can turn freely without spending any extra movement, and you can ascend at full speed.

ANKHEG BREASTPLATE

Descriptors: Acid

Classes: Totemist

Chakra: Throat (totem)

Saving Throw: See text

A thick, chitinous breastplate forms around your torso.

The green plates of the armor glisten like the thorax of a living insect.

Soft tissue and living muscle bind the plates together, rather than the chain and leather of conventional armor.

Ankhegs are burrowing predators protected by thick plates of chitin.

The totemist tradition reveres them as protectors, but it also seeks to claim the destructive power of their mandibles and their acidic spittle.

Your *ankheg breastplate* grants you a +2 armor bonus to your Armor Class.

As always, this bonus does not stack with an armor bonus from a different source (such as actual armor you might be wearing).

If you have another armor bonus, the higher bonus applies. This soulmeld has no maximum Dexterity bonus, armor check penalty, or arcane spell failure.

It is treated as light armor for the purpose of determining your speed and adjudicating class features dependent on armor.

Essentia: For every point of essentia you invest in your *ankheg breastplate*, the armor bonus granted by the soulmeld improves by 1.

Chakra Bind (Throat)

Green chitin spreads from your breastplate up your neck, blending into your skin there.

This thickened skin seems to pulse slowly, in a rhythm unrelated to the beat of your heart or the movement of your breath.

You gain the ability to spit a line of acid as a standard action.

Once per minute, you can emit a line of acid that is 5 feet long plus 5 feet per point of invested essentia.

Targets in the line take 2d6 points of acid damage plus 1d6 points for every point of invested essentia.

They can reduce this damage by half with a successful Reflex save.

Chakra Bind (Totem)

Green-brown chitin spreads from your breastplate up your neck to your face, and you sprout serrated mandibles like those of a giant insect.

Outside of combat, they slowly open and close without any conscious direction.

In battle, you can use these terrible clenching jaws to tear the flesh of your foes.

When you shift essentia to this soulmeld, the mandibles sizzle with acid.

You gain a bite attack that deals 1d8 points of damage.

You can use this bite either as a primary attack (in which case it uses your full base attack bonus and adds your Strength bonus on damage rolls) or as a secondary attack (with a –5 penalty on the attack roll and applying only half your Strength bonus on your damage roll).

Every point of essentia invested in this soulmeld adds 1d4 points of acid damage to your bite damage.

APPARITION RIBBON

Descriptors: None

Classes: Incarnate

Chakra: Throat

Saving Throw: None

A diaphanous scarf wraps around your neck, its ends trailing off into wispy tendrils that seem to follow or mimic the movement of your arms.

You form incarnum into a bridge of energy between yourself and the incorporeal world of spirits and other ghostly creatures.

In melee, every time you miss an incorporeal foe because of its incorporeality, you can reroll your miss chance percentile roll one time to see if you actually hit.

Essentia: Every point of essentia invested in *apparition ribbon* grants you a +2 insight bonus on damage rolls against incorporeal creatures.

Chakra Bind (Throat)

The wispy tendrils of the scarf lengthen and surround you as you appear to become incorporeal.

When you bind *apparition ribbon* to your throat chakra, you gain the ability to become incorporeal for brief periods of time.

You gain all the benefits of the incorporeal subtype (see page 310 of the *Monster Manual*), including a deflection bonus equal to your Charisma bonus (minimum +1).

Activating this ability is a standard action, and your incorporeality lasts for 1 round plus 1 round per point of essentia invested in the soulmeld at the time it was activated.

After you activate this ability, you can't voluntarily change the soulmeld's essentia investment until the duration of incorporeality ends.

If the essentia investment is decreased involuntarily to the point where the number of consecutive rounds spent incorporeal equals or exceeds the essentia invested, you immediately become corporeal.

If you are within a solid object when the duration of incorporeality ends, you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you so travel.

Each day, you can spend a total number of rounds incorporeal equal to your meldshaper level.

ARCANE FOCUS

Descriptors: None

Classes: Incarnate, soulborn

Chakra: Throat

Saving Throw: See text

A necklace of blue crystals fits around your neck.

The crystals shed a faint glow that increases in brightness when you cast a damaging spell.

Drawing upon the soul energy of spellcasters and warmages, meldshapers who also cast arcane spells can use the incarnum energy to intensify spells that cause harm to others.

You shape incarnum into a periapt or other trinket, known as an *arcane focus*, which you then wear about your neck.

When you cast an arcane spell that deals damage, your spell's damage is increased by 1 point.

Spells that divide their damage among multiple targets, such as *magic missile*, deal the extra damage once to each affected target.

This soulmeld does not affect spells that do not deal damage.

Essentia: Every point of essentia you invest in your *arcane focus* increases the extra damage by 1 point.

Chakra Bind (Throat)

Barely visible wisps of incarnum writhe from your arcane focus, tendrils of soul energy that twist into arcane symbols as you cast arcane spells.

When you cast a damaging spell, the spell is accompanied by a blue-white burst of raw incarnum energy.

The energy and power behind your offensive spells can temporarily overcome your opponents.

Whenever you cast a spell that deals damage to a single living creature, that creature must succeed on a Fortitude save (using the soulmeld's save DC, not the spell's) or be dazed for 1 round.

If the spell deals damage to more than one creature, or if the target creature takes no damage from the spell (whether because of a successful saving throw, spell resistance, or

resistance to the damage dealt by the spell), this has no effect.

ARMGUARDS OF DISRUPTION

Descriptors: Good

Classes: Incarnate, soulborn

Chakra: Arms

Saving Throw: None

Blue-sheened silver bracers form around your forearms.

Blue-white sparks leap from your hand to undead creatures you touch.

The energy of incarnum and the soulless bodies of undead creatures are on opposite ends of a spectrum.

When properly shaped, incarnum can become an anathema to undead creatures, crumbling corporeal forms and disrupting undead spirits.

Your touch is harmful to undead.

While wearing *armguards of disruption*, you deal 1d6 points of damage to an undead creature with a successful melee touch attack.

You can use *armguards of disruption* only once per round, and you must announce that you are using them before making the attack; if you miss, the charge for that round is wasted.

Essentia: Every point of essentia invested increases the damage dealt by your *armguards of disruption* by 1d6 points. Chakra Bind (Arms)

Incarnum flows from the bracers to envelop you and then fades into invisibility.

A corona of blue-white energy erupts when an undead creature attacks you, blocking its blows and suppressing its powers.

You gain an insight bonus to your AC and on your saving throws equal to the number of points of essentia invested in your *armguards of disruption*.

These bonuses apply only against attacks made by undead creatures.

BASILISK MASK

Descriptors: None

Classes: Totemist

Chakra: Brow (totem)

Saving Throw: See text

A hideous mask with red-brown scales forms around and over your face, actually floating about an inch in front of your nose. The visage is reptilian, with a protruding lower jaw and teeth jutting upward.

Bony spines stick up from the top of the mask, completing the portrait of a basilisk.

While the basilisk is feared primarily for its petrifying gaze, totemists also revere it as a patron of vision.

Your *basilisk mask* grants you low-light vision.

Essentia: The *basilisk mask* grants you darkvision with a range of 30 feet per point of essentia invested in the soulmeld.

Chakra Bind (Brow)

Your basilisk mask merges into your forehead, and your eyes are now clearly visible in the face of the basilisk.

The visual effect is a little unsettling, but the improvement to your perception is dramatic.

You gain the benefit of the Blind-Fight feat.

Chakra Bind (Totem)

Behind the mask, your eyes glow with a pale green radiance that is clearly visible through the eyes of the basilisk.

There is a sense of weight in your forehead, but it is not entirely unpleasant—more like a power anxious to be exercised.

By directing your gaze on a creature within 30 feet who can see you, you can temporarily turn that creature to stone (as the *flesh to stone* spell, except that the duration is only 1 round).

A successful Fortitude save negates this effect.

Using this ability is a full-round action.

BEAST TAMER CIRCLET

Descriptors: None

Classes: Totemist

Chakra: Crown (totem)

Saving Throw: None

You channel undifferentiated soul energy into a gleaming silver band that encircles your forehead at a distance of about an inch. If you concentrate, you can hear a very quiet murmur of growls, shrieks, and other animal noises—the cacophony of the beast world.

Rather than channeling the specific soul energy of a particular kind of magical beast to emulate that beast, totemists sometimes prefer to use incarnum in a more general way to improve their interactions with all beasts. You gain a +2 insight bonus on Handle Animal and wild empathy checks.

Essentia: Every point of essentia you invest in your *beast tamer circlet* increases the insight bonus by 2.

Chakra Bind (Crown)

Your silver circlet fuses to your head, sending silver-blue tendrils like tiny veins under your skin.

The endless clamor of beast noises becomes intelligible to you—you understand the range of needs and emotions that drives these utterances—but you are still able to ignore it with a modicum of concentration.

You gain the ability to *speak with animals*, as the spell.

You can also use this ability to communicate with magical beasts that have an Intelligence score of 1 or 2.

You can use this ability in any round during which you invest essentia in your *beast tamer circlet*.

Chakra Bind (Totem)

*Instead of a gleaming silver band around your head, your *beast tamer circlet* manifests as a ring of silver hair, while all the hair on your head becomes long and coarse like a beast's mane.*

You gain the ability to use *animal trance*, as the spell.

You can use this ability once per minute, and it lasts as long as you maintain concentration and have any amount of essentia invested in your *beast tamer circlet*, to a maximum of 1 minute per meldshaper level.

BEHIR GORGET

Descriptors: Electricity

Classes: Totemist

Chakra: Throat (totem)

Saving Throw: See text

Incarnum forms a large, deep blue collar around your neck, like part of a suit of plate armor.

The color is darker on the back and fades to pale blue in the front, and bands of gray-brown line the top and bottom.

The gorget tapers to a sharp point above your breastbone.

Powerful beasts that resemble dragons, behirs are revered for their dangerous electrical breath weapon. Their dozen legs grant them stability, a quality totemists seek to appropriate through this soulmeld. Their hatred of dragons makes this a popular soulmeld for totemists planning to slay a dragon—particularly a blue or bronze dragon.

Your *behir gorget* gives you a +4 bonus to resist being bull rushed or tripped.

Essentia: If you invest essentia in your *behir gorget*, it protects you from electricity damage.

You gain resistance to electricity equal to 5 times the number of points of essentia you invest in this soulmeld. Chakra Bind (Throat)

Your armored collar merges into your throat, and your neck lengthens very slightly.

You can feel a constant tingling in the sides of your neck, and tiny sparks occasionally spit from your mouth when you speak—particularly when you get excited or angry.

You gain the ability to project a line of lightning similar to a behir's breath weapon.

Once per minute, you can emit a line of lightning that is 5 feet long plus 5 feet per point of invested essentia.

Targets in the line take 2d6 points of electricity damage plus 1d6 per point of invested essentia, and they can reduce this damage by half with a successful Reflex save.

Chakra Bind (Totem)

As you bind your behir gorget to your totem chakra, its hard blue plating spreads up your neck to incorporate your entire head.

Your face lengthens, and your jaw grows monstrous.

Sharp teeth fill your mouth, allowing you to bite your foes savagely in combat.

Sparks crackle in your mouth whenever you open it to bite—or even to speak.

You gain a bite attack that deals 1d8 points of damage.

You can use this bite either as a primary attack (in which case it uses your full base attack bonus and adds your Strength bonus on damage rolls) or as a secondary attack (with a –5 penalty on the attack roll and applying only half your Strength bonus on your damage roll).

Every point of essentia invested in this soulmeld adds 1d4 points of electricity damage to your bite damage.

BLINK SHIRT

Descriptors: None

Classes: Totemist

Chakra: Heart (totem)

Saving Throw: None

This rough-looking garment fits over armor and other clothing and looks like it has been made of coarse brown fur, but it displays obviously magical features.

The shirt seems to shift and move on its own, and it fades into a barely corporeal mist near your waist.

Most disconcerting of all, patches of the garment seem transparent, as if they have temporarily shifted to some strange elsewhere.

Because different parts of the garment appear phased out at different times, these patches of incorporeality seem to roam over the surface of the shirt.

Blink dogs have two closely related abilities that define their hunting tactics.

Totemists emulate both their short-range teleportation and the blinking that gives them their name.

Good-aligned totemists and those planning to fight displacer beasts shape this meld, invoking the blink dog's natural good alignment and their hatred for those creatures.

By shaping incarnum into a shirt resembling blink dog fur, you gain the ability to teleport (as *dimension door*) up to 10 feet at will.

Using this ability is a standard action.

After using this ability, you can't take any other actions until your next turn.

You cannot bring along other creatures; you affect only yourself.

Essentia: Investing essentia in this soulmeld increases the distance you can teleport.

For every point of essentia invested, you can teleport an additional 10 feet.

Chakra Bind (Heart)

The appearance of your blink shirt changes little, except that now wherever it seems transparent, you do as well.

Strange patches of incorporeality float over your entire body.

You can use *blink* as the spell (with a caster level equal to your meldshaper level).

Activating or dismissing the effect is a standard action.

Chakra Bind (Totem)

Your posture becomes slightly hunched, giving you the merest hint of a canine appearance.

Your ears also take on sharp points.

You can use the *dimension door* ability of this soulmeld as a move action.

BLOODTALONS

Descriptors: None

Classes: Totemist

Chakra: Hands (totem)

Saving Throw: None

Incarnum forms a pair of eagle talons around your hands.

They are ghostly and insubstantial, almost like a violet mist surrounding your hands, but the three-toed shape is as clear as the sharp claws in their outline.

Blood hawks (described in the *Fiend Folio*) are fierce birds of prey noted for their blood lust.

They are similar to sharks in their frenzy while feeding—in fact, they fight beyond the threshold of death.

Totemists who shape *bloodtalons* hope to emulate the ferocious tenacity, keen eyesight, and sheer savagery of these creatures.

You can continue to fight without penalty if you are disabled or dying.

When reduced to 0 hit points, you can act as if you weren't disabled (that is, you ignore the normal restriction to only a single move or standard action per turn).

You do not lose 1 hit point for performing a standard or otherwise strenuous action while at 0 hit points.

When reduced to –1 to –9 hit points, you do not fall unconscious.

You do not automatically lose 1 hit point each round when at –1 to –9 hit points.

When your current hit points drop to –10 or lower, you immediately die.

Essentia: You gain a +2 bonus on Spot checks per point of essentia you invest in your *bloodtalons*.

Chakra Bind (Hands)

Rather than being surrounded by violet mist, your hands themselves turn a deep shade of violet, like the blue of *incarnum* mixed with rich blood red.

Somehow, your hands feel eager to grasp and tear, to speed past your opponents' defenses and tear at their eyes.

You gain the benefit of the Weapon Finesse feat when attacking with natural weapons.

Chakra Bind (Totem)

The skin of your hands becomes red-orange and scaly like the talons of a blood hawk, your fingers grow knobby and strong, and your nails lengthen into fierce talons with sharp points and edges. You can use your *bloodtalons* as natural weapons.

You can make two claw attacks that each deal 1d4 points of damage plus your Strength modifier.

On the round after you hit with a claw attack, the wounds bleed for an additional 1 point of damage per point of *essentia* you had invested in your *bloodtalons* when you made the attack.

Nonliving creatures are immune to this blood loss effect. Every point of *essentia* invested in the *bloodtalons* grants a +1 enhancement bonus on attack rolls made with the claw attacks.

While the claws are shaped, you can still use your hands as normal (to hold items, cast spells, and so on), although you cannot hold an item in your hand and attack with the claws at the same time.

BLOODWAR GAUNTLETS

Descriptors: Evil, mind-affecting

Classes: Incarnate

Chakra: Arms or hands

Saving Throw: See text

Incarnum forms into black gauntlets that encase your hands and extend in heavy iron bands up your forearms to your elbows, where they end in vicious-looking spikes.

They seem large for your hands and actually cover any gloves or gauntlets you might already be wearing, but they move in perfect unison with your fingers and hands.

When it is very quiet, you can sometimes hear the sounds of battle coming from the night-black metal of the gauntlets.

The Lower Planes are consumed in an unending battle between demons and devils, though this so-called Blood War rarely has much impact on the Material Plane.

When you shape this soulmeld, you channel some of the raw, savage ferocity of that eternal conflict, using it to increase your own power in combat.

While you wear your *bloodwar gauntlets*, you gain a +1 morale bonus on melee attack rolls.

Essentia: For every point of *essentia* you invest in your *bloodwar gauntlets*, you gain a +1 morale bonus on melee damage rolls.

Chakra Bind (Arms)

Your *bloodwar gauntlets* bind themselves to your wrists and forearms.

Instead of separate rings of metal extending up your arms, they now form a solid sheath of completely unreflective metal in which fiendish visages manifest and subside, always contorted with rage and pain.

You can use a standard action to release the soulmeld's violent energy in a tumultuous blast, unshaping the soulmeld in the process.

The blast deals 3d6 points of damage for every point of *essentia* invested to all creatures within a 20-foot-radius burst, excluding you.

A successful Fortitude save halves this damage.

Chakra Bind (Hands)

Your *bloodwar gauntlets* bind themselves to your hands, shrinking to better fit them.

The metal fingertips of the gauntlets are long and sharply pointed.

They sometimes seem to drip blood, though the liquid that falls from them vanishes almost as soon as it touches the ground.

You gain a +4 bonus on rolls made to confirm critical threats.

BLUESTEEL BRACERS

Descriptors: None

Classes: Incarnate, soulborn

Chakra: Arms

Saving Throw: None

You harness the soul energy of mighty warriors past, present, and future, shaping that *incarnum* into bands of bright blue steel that surround your wrists and lower arms.

You feel a soft tingling in your wrists that grows stronger when danger is near.

Because war has always been a part of mortal history, warrior souls are plentiful.

Meldshapers can readily tap into this font of martial knowledge to improve their own prowess on the field of battle, in particular honing the sense of approaching danger that allows skilled warriors to get the drop on their foes.

Your *bluesteel bracers* enhance your reactions and keep your mind in a state of constant battle readiness, granting you a +2 insight bonus on initiative checks.

Essentia: Investing *essentia* in your *bluesteel bracers* enhances your ability to deal damage in combat.

The bracers provide an insight bonus on weapon damage rolls equal to the number of points of *essentia* that you invest in the soulmeld.

Chakra Bind (Arms)

Your *bluesteel bracers* affix themselves to your arms, extending swirling patterns of bright metallic blue up your biceps.

When danger is near, your nearby allies share your sense of it and find themselves more ready for battle.

All allies within 30 feet of you when initiative is rolled gain the +2 bonus on initiative granted by this soulmeld.

BRASS MANE

Descriptors: Sonic

Classes: Totemist

Chakra: Throat (totem)

Saving Throw: See text

This feral mask has leonine qualities, including a coarse mane of thick, brass-colored hair.

Onlookers familiar with the mighty dragonnes recognize the similarities between those fearsome desert predators and the features of the mask.

Dragonnes are vicious and deadly hunters.

Because of their terrible roar, totemists associate them with fear and don *brass manes* to strike terror into enemy hearts.

While you wear your *brass mane*, you gain a +4 competence bonus on Intimidate checks.

Essentia: Every point of essentia invested in this soulmeld increases the competence bonus it grants on Intimidate checks by 2.

Chakra Bind (Throat)

The hair of your brass mane extends down your neck, forming brassy scales that cover your throat and reach down to your breastbone.

Your voice gets louder unless you make a conscious effort to keep it quiet.

Once per minute, you can loose a devastating roar.

All creatures except dragonnes within 10 feet must succeed on a Will save or become fatigued.

The range of this effect is extended by 10 feet for every point of essentia invested in the soulmeld.

Chakra Bind (Totem)

Your face blends into the mask, your jaws growing long and sprouting huge fangs.

You can make powerful bite attacks to tear the flesh of your foes.

You gain a bite attack that deals 1d8 points of damage.

You can use this bite either as a primary attack (in which case it uses your full base attack bonus and adds your Strength bonus on damage rolls) or as a secondary attack (with a -5 penalty on the attack roll and applying only half your Strength bonus on your damage roll).

Every point of essentia invested in this soulmeld grants a +1 enhancement bonus on attack rolls and damage rolls made with the bite attack.

CERULEAN SANDALS

Descriptors: None

Classes: Incarnate, soulborn

Chakra: Feet

Saving Throw: None

Incarnum forms into a pair of sandals that surround your feet and any other footwear you might have on.

The sandals resemble blue crystal ice, but just beneath the surface, they seem to flow like water.

To shape *cerulean sandals*, you draw on soul energy with ties to the Astral Plane, channeling qualities of weightlessness to enhance your movement abilities.

Your *cerulean sandals* allow you to walk on water (as if under the effect of a *water walk* spell).

Essentia: You can invest essentia to increase your base speed with *cerulean sandals*.

Every point of essentia invested in this soulmeld grants an enhancement bonus of +5 feet to your base land speed.

This bonus applies only to land speed and does not improve any other forms of movement, such as climb or fly speeds.

Chakra Bind (Feet)

Your feet and lower legs are encased in a sheath of blue-gray energy.

This substance resembles ice, but motes of light like tiny stars drift through it as well.

You can use *dimension door* as the spell, up to a total distance of 10 feet per meldshaper level.

You can use this ability (in increments of 10 feet) any number of times, until the total distance has been traversed, at which point the soulmeld unshapes.

This requires a standard action to activate.

CRYSTAL HELM

Descriptors: Force

Classes: Incarnate, soulborn

Chakra: Crown

Saving Throw: None

You shape incarnum into a light helm that surrounds your head and anything you might be wearing on it, including another helm.

The substance of this helm is transparent crystal with a faceted appearance.

As it rests over your head, you can almost feel a barrier erected behind your eyes, barring the way to those who would intrude into your mind.

Crystal in its many forms is frequently associated with mental powers, hence its widespread use by characters with psionic powers.

With this soulmeld, you shape incarnum into a crystalline form to draw on its protective qualities.

The soulmeld provides protection against mental effects, granting you a +2 resistance bonus on Will saving throws against charm and compulsion.

Essentia: You can increase the protective properties granted by a *crystal helm* by investing essentia in the soulmeld.

You gain a deflection bonus to your Armor Class equal to the number of points of essentia that you invest in the *crystal helm*.

Chakra Bind (Crown)

Your crystal helm settles snugly around your head, and tendrils of cold power work their way through your body.

If you close your eyes, you can almost see your own hands glowing like a mystic crystal suffused with unearthly radiance.

Like the invisible power of magical force, your attacks slice through the boundaries between worlds.

Your melee attacks gain the force descriptor, making them useful against incorporeal foes.

DIADEM OF PURELIGHT

Descriptors: Light

Classes: Incarnate, soulborn

Chakra: Crown

Saving Throw: None

A shimmering ring of incarnum energy wreathes your head, shedding a pure blue-white light.

The light clearly outlines the shapes of creatures and objects it illuminates, enhancing your visual acuity.

The light of souls is pure, highlighting the nuances of physical forms.

This soulmeld draws upon that power to shed light on the meldshaper's surroundings.

You shape incarnum into a circlet that illuminates the area around you.

Your *diadem of purelight* sheds light as a torch, illuminating a 20-foot radius with bright illumination (and out to a 40-foot radius of shadowy illumination).

Creatures gain a +2 insight bonus on Spot checks when attempting to see anything within the radius of illumination (including within the shadowy illumination). For the purpose of interacting with *darkness* spells, the *diadem of purelight* is treated as a *light* spell of a level equal to its invested essentia.

Essentia: Every point of essentia you invest in your diadem of purelight increases the radius of illumination by 10 feet.

The radius of shadowy illumination is always double the radius of bright illumination.

For example, a diadem of purelight with 2 points of invested essentia sheds bright light to a radius of 40 feet, and shadowy illumination to a radius of 80 feet.

Chakra Bind (Crown)

The light from the headband becomes steady and constant, amplifying the contrast between different creatures and objects.

The diadem of purelight negates any concealment less than total concealment within the radius of its bright light.

This has no effect on invisibility or other forms of total concealment, but creatures protected by fog, blur spells, and the like gain no concealment from such effects.

DISENCHANTER MASK

Descriptors: None

Classes: Totemist

Chakra: Brow (totem)

Saving Throw: None

You shape incarnum into a silvery mask with a long snout, clubbed protrusions at the crown, and a long, forked tongue.

The silver scales of the mask glint and gleam in the light, and the tongue seems to sway of its own accord.

Disenchancers (described in the Fiend Folio) are huge, surly beasts that feed on magical energy.

By shaping this soulmeld, totemists hope to gain the power to combat magic—particularly against foes armed with large numbers of magic items.

You can use a detect magic effect as the spell, with a range of 10 feet.

You can use this ability as often as desired, but no more than once per round (as a standard action).

Essentia: For every point of essentia you invest in your disenchanter mask, the range of its detect magic effect increases by 10 feet.

Chakra Bind (Brow)

Your disenchanter mask binds to your forehead, and your eyes replace the glassy black eyes in the mask's sockets.

Colors seem somehow more alive to your sight—particularly the colors of spell effects and items that you know to be magical.

When using this soulmeld's detect magic ability, you can instantly determine the number, strength, and location of each magical aura present as if you had been concentrating for 3 rounds.

You must still make Spellcraft checks as normal to determine the school of magic involved in each aura.

Chakra Bind (Totem)

Your face lengthens and shapes into the mask you wear, and the dangling tongue of the mask becomes your own tongue.

As you extend it, you can practically taste magic in the air, and when you use the tongue to drain magic, it tastes strong and sweet, almost like a liqueur.

You can use the long tongue of your disenchanter mask to make a melee touch attack as a standard action.

(You cannot use the tongue as a natural secondary weapon, nor can you make any other attacks in the same round as you make a tongue attack).

The tongue has a reach 5 feet longer than your natural reach, but you cannot use it to make attacks of opportunity. It uses your normal base attack bonus.

If you hit with the tongue attack, you deal no damage but have a chance to temporarily suppress a magic item that the target might have.

Unless you choose a specific item held or worn by the target (such as "the sword he holds" or "his bracers"), you affect magic items in the following order: shield, armor, helmet, item in hand, cloak, stowed or sheathed weapon, bracers, clothing, jewelry (including rings), and anything remaining.

To suppress the item, you must succeed on a meldshaper level check (1d20 + your meldshaper level) against a DC of 11 + the magic item's caster level.

Success means that the item's magical properties are suppressed for 10 minutes.

You can also use this ability to temporarily suppress the magic of a specific soulmeld, but you must specify the soulmeld to be affected; otherwise you affect a magic item instead.

Use the soulmeld's meldshaper level as its caster level.

DISPLACER MANTLE

Descriptors: None

Classes: Totemist

Chakra: Shoulders (totem)

Saving Throw: None

This cloak of blue-black fur wraps around your shoulders and hangs down your back to the waist.

The fur bends and catches light strangely, actually creating a slight blurring effect around your entire body.

Displacer beasts are vicious predators, but to the totemist they symbolize stealth and deception.

With this soulmeld, you hope to claim the displacer beast's light-bending deception to conceal and protect yourself.

The displacer mantle slightly blurs your outline, providing a +4 competence bonus on Hide checks.

Essentia: The competence bonus on Hide checks increases by 2 for every point of essentia invested in this soulmeld.

Chakra Bind (Shoulders)

As you bind the mantle to your shoulders, its midnight hue spreads into the skin of your shoulders and upper arms.

A light-bending glamor surrounds you, shifting and wavering your outline.

Your displacer mantle surrounds you with a glamor similar to a blur spell, granting you concealment (20% miss chance).

A true seeing effect allows the user to see your position, but see invisibility has no effect.

Chakra Bind (Totem)

A pair of tentacles extends from your shoulder blades.

They end in pads ridged with sharp horn, allowing you to lash out even at distant foes to batter and tear them.

As a full-round action, you can make two tentacle attacks using your full base attack bonus.

Each tentacle deals 1d4 points of damage plus your Strength modifier.

The tentacles have reach equal to your normal natural reach plus 5 feet; however, you do not have sufficient control over the tentacles to make attacks of opportunity with them.

Every point of essentia invested in the displacer mantle grants you a +1 enhancement bonus on damage rolls made with the tentacle attacks.

DISSOLVING SPITTLE

Descriptors: Acid

Classes: Incarnate

Chakra: Throat

Saving Throw: None

Incarnum forms a metallic blue-green torc around your neck.

The ends of the torc resemble black or copper dragons facing each other in front of your throat.

A constant bitter taste floods your mouth, but it seems to make the flavor of certain foods more enjoyable—particularly well-cooked meat.

The infamous incarnate Murthien the Soul-Render, for all his forays into the abomination that is necrocarnum, also used *dissolving spittle* almost as a calling card.

While this meld is favored by chaotic and evil incarnates because of acid's association with both suffering and dissolution, incarnates of all alignments find acidic spittle a useful weapon against a variety of opponents.

As a standard action, you can spit a glob of acid at a target within 30 feet.

This requires a ranged touch attack to hit and deals 1d6 points of acid damage.

Using *dissolving spittle* provokes attacks of opportunity.

Essentia: Every point of essentia you invest in your *dissolving spittle* increases the damage dealt by 1d6 points.

Chakra Bind (Throat)

Instead of a torc around your neck, the writhing shape of a two-headed dragon arcs around your throat in blue-green scales.

Tendrils of midnight blue extend up your neck and down into your shoulders like diseased veins.

When you use your ability to spit acid at an opponent, the target takes normal damage in the round you spit acid.

You also roll again for damage 1 round later.

DREAD CARAPACE

Descriptors: None

Classes: Totemist

Chakra: Arms, feet, or heart (totem)

Saving Throw: See text

Incarnum forms into a heavy, caramel-brown carapace covering your back.

Short spines protrude from this shell, and light gleams from its surface.

Though it has no actual protective value (unless you bind it to your heart chakra), the carapace fills you with the destructive power of the tarrasque.

Possibly the most dreaded of all magical beasts, the tarrasque is also the only magical beast whose power is channeled and embodied in two different soulmelds—*dread carapace* and *totem avatar*.

Totemists who shape *dread carapace* can emulate a variety of the tarrasque's many aspects—primary among them its sheer power in melee combat.

While your *dread carapace* is shaped, you gain a +2 bonus on damage rolls when you are using a bite attack, or a +1 bonus when you are using a claw or other natural attack.

In exchange, you take a -1 penalty on attack rolls with natural weapons.

Essentia: Every point of essentia you invest in your *dread carapace* increases your attack penalty by 1 and your damage

bonus by 2 (for bite attacks) or 1 (for other natural weapons).

Thus, if you invest 5 points of essentia in this soulmeld, you take a -6 penalty on attack rolls and gain a +12 bonus on damage rolls with a bite, or +6 with a different natural weapon.

Chakra Bind (Arms)

While the appearance of your dread carapace is unchanged, your upper arms manifest scaly plates, while spikes emerge from your elbows.

At the same time, any natural weapons you possess become more deadly—sharper, longer, better able to slice through skin and armor to tear at vulnerable flesh.

The threat range of any natural attacks you possess (either naturally or as a result of another soulmeld) is doubled.

This doesn't stack with any other effect that increases the threat range of your natural weapon.

Chakra Bind (Feet)

While the appearance of your dread carapace is unchanged, your legs become increasingly muscular, and their shape alters slightly so that you more naturally move on just your toes and the balls of your feet.

Once per minute, you can add an enhancement bonus of +60 feet to your speed for 1 round.

This enhancement bonus is increased by 10 feet for every point of essentia invested in your *dread carapace*.

Chakra Bind (Heart)

Your dread carapace takes on a highly reflective sheen, suggesting the tarrasque's ability to reflect spells back on their casters.

Spells have a hard time reaching through your carapace to affect you.

You gain spell resistance equal to 5 + 4 per point of essentia you invest in your *dread carapace*.

Chakra Bind (Totem)

Two mighty horns jut from your head.

Though they are useless in combat, they alter your appearance, making your countenance quite fearsome.

When you charge, your visage suggests something utterly inhuman, striking fear into the hearts of your foes.

When you charge, all enemies within 60 feet who can see you become shaken for 1 round (Will negates).

ENIGMA HELM

Descriptors: None

Classes: Incarnate, soulborn

Chakra: Crown

Saving Throw: None

You form incarnum into a shadowy helm floating above and around your head.

Shadows swirl like rising smoke beneath its surface.

The helm wraps itself like a cloak around your mind, protecting your secrets and shielding your will.

Meldshapers favor this soulmeld to ward their minds from divination and mind-affecting spells.

They speak of the incarnum involved as the essence of secrets or the soul of mystery.

Your *enigma helm* protects you from divinations.

While wearing this soulmeld, you become difficult to detect by divination spells (as the *nondetection* spell).

If a divination is attempted against you, the caster of the divination must succeed on a caster level check against a DC of 11 + your meldshaper level.

Essentia: You gain an enhancement bonus on Will saves equal to the number of points of essentia invested.

Chakra Bind (Crown)

Your enigma helm rests solidly on your head.

In the center of your forehead, a dusky gem holds swirling shadowstuff—and it's not clear whether the gem is part of the helm or part of your own head.

Any attempt to charm you is redirected to the gem in your forehead.

As a result, you gain complete immunity to enchantment (charm) effects.

FEARSOME MASK

Descriptors: Mind-affecting

Classes: Soulborn

Chakra: Brow

Saving Throw: See text

You shape incarnum into a ferocious-looking mask that covers your face.

It resembles a powerful outsider of your alignment, either majestic in splendor or terrible in its evil.

Somewhere deep in your mind is a quivering knot of fear, but you find that you can channel that fear and use it to intimidate others. Fear, some would argue, is among the most powerful forces in the multiverse.

The lives of many are dominated by it—some avoid all danger and conflict because of their fear, while others ride to power by inspiring fear in others.

In shaping this soulmeld, you draw on the primordial power of fear, acknowledging the fear that lives in your own heart even as you direct it outward to inspire fear in those around you.

While wearing the fearsome mask, you gain a +2 insight bonus on Intimidate checks.

Essentia: Every point of essentia you invest in your fearsome mask increases the insight bonus by 2.

Chakra Bind (Brow)

Your eyes, clearly visible through your fearsome mask, blaze with fiery wrath that strikes terror into the hearts of those that meet your gaze.

Your gaze causes enemy creatures (but not allies) to become shaken for 1 minute (Will negates).

This otherwise functions as normal for a gaze attack.

This is a mind-affecting effect.

FELLMIST ROBE

Descriptors: None

Classes: Incarnate

Chakra: Soul

Saving Throw: None

Incarnum coalesces around your body into a sheath of gray mist. It hangs about you like a thick fog that moves with you, creating the illusion that you are drifting over the ground rather than walking.

This robe of mist masks your true location, protecting you from ranged attacks.

Some incarnates imagine they are channeling soul energy from swamp-dwelling creatures, while others imagine their fellmist robes are shaped from the ghostly spirits of the dead.

Your fellmist robe provides you with minor concealment (10% miss chance) against any attacker more than 5 feet from you.

You do not suffer the same drawback—your attacks against nonadjacent targets are unaffected.

A strong wind (21 mph or greater) disperses the fellmist robe, though it reforms 1 round after the wind stops.

Essentia: Every point of essentia invested in your fellmist robe improves the concealment slightly, increasing the miss chance by 5% (up to a maximum of 50%).

Chakra Bind (Soul)

Your fellmist robe draws closer to your body, at the same time growing denser and shrouding your form more effectively—even against adjacent foes.

Your fellmist robe provides its concealment against even adjacent attackers.

It resists winds up to 50 mph, though stronger winds still temporarily disperse the robe.

FLAME CINCTURE

Descriptors: None

Classes: Incarnate, soulborn

Chakra: Waist

Saving Throw: See text

Incarnum forms into a cord of blue fire, which you wear tied around your waist.

Its flames are cool to the touch.

The loose ends dance around your legs like tongues of flame with wills of their own.

When you are exposed to fire, the flames of your belt flare brightly, as if feeding on the fire around you.

The soulborn Cecylla the Puresoul was renowned as a model of monastic piety who favored a clerical appearance. She always wore vestments over her armor, and a flame cincture gathered her alb around her waist.

When she slew the mighty dragon Garragauth the Red, it is certain that her flame cincture saved her life.

When you shape flame cincture, you gain resistance to fire 10.

Essentia: Every point of essentia invested in your flame cincture increases your resistance to fire by 5.

Chakra Bind (Waist)

Energy attacks are not simply absorbed and dispersed, but instead the energy is bound within the belt, eagerly awaiting release.

You can release a blast of fire from your flame cincture.

Whenever your flame cincture prevents damage, the energy remains latent within the cord for 1 round.

On your next turn, you can release the stored energy as a swift action to blast any target within 60 feet.

The energy blast deals fire damage equal to the amount of damage prevented by the flame cincture in the previous round.

A successful Reflex save reduces the damage by half.

FROST HELM

Descriptors: Cold, sonic

Classes: Totemist

Chakra: Crown (totem)

Saving Throw: See text

Incarnum forms into a blue-white helm resembling the bizarre head of a frost worm.

It floats above the top of your head, its strange lumpy shape rising to a tall nodule at the front and top.

Frost worms are terrible arctic predators known for the weird stunning trill they produce from the nodules atop their heads.

Totemists in cold lands favor this soulmeld, claiming the frost worm's power to protect themselves from the cold environment.

They also use *frost helm* to mimic the frost worm's trill and its frigid breath weapon.

Because of the frost worm's legendary hatred for the remorhaz, totemists don this meld when leading remorhaz hunting parties.

While wearing a *frost helm*, you can exist comfortably in conditions between -50 and 90° Fahrenheit without having to make Fortitude saves.

Your equipment is likewise protected.

Essentia: If you invest essentia in your *frost helm*, it also protects you from cold damage.

You gain resistance to cold equal to 5 times the number of points of essentia you invest in this soulmeld.

Chakra Bind (Crown)

Your frost helm fuses to the top of your head, actually opening a breathing channel in the strange nodule at the helm's crown.

As a standard action, you can project a ray of cold energy from your forehead, reminiscent of a frost worm's breath weapon.

You must make a ranged touch attack to hit a creature with this ray.

If you hit, the ray deals 1d6 points of cold damage plus an additional 1d6 points for every point of essentia you invest in your *frost helm*.

Chakra Bind (Totem)

Your frost helm fuses to your head and seems to spread downward, changing the appearance of your upper face to resemble the head of a frost worm.

Your eyes meld into the helm's strange nodule, your cheeks twist into lumpy protrusions, and the skin of your face grows thick and blue-white.

As a standard action, you can produce a trilling sound that stuns opponents within 20 feet.

You can target one creature plus one additional creature per point of essentia you invest in your *frost helm*.

Targets must succeed on a Will save or be stunned for 1d4 rounds.

If attacked or violently shaken (a full-round action), a victim is allowed another saving throw.

Once a creature has resisted or broken the effect, it cannot be affected by your *frost helm*'s trill for 24 hours.

Frost worms are immune to this effect.

GIRALLON ARMS

Descriptors: None

Classes: Totemist

Chakra: Arms (totem)

Saving Throw: None

Incarnum coalesces around your arms and upper torso, forming blue-white fur that seems to enhance your arm and chest muscles. It also extends from your fingers to form ghostly claws that, despite their insubstantial appearance, help you gain purchase while climbing or grappling.

Totemists hope to claim the savage ferocity of the girallon as their own by shaping this meld.

Known for its great strength and fierce claws, the girallon is a totem of power and aggression.

Your *girallon arms* grant you a +2 competence bonus on Climb checks and grapple checks.

Essentia: Every point of essentia invested in your *girallon arms* increases the bonus on Climb checks and grapple checks by 2.

Chakra Bind (Arms)

The blue-white fur of your girallon arms grows longer at your forearms, forming tufts of hair near your elbows.

If you hit a single target with at least two claw attacks, whether these attacks come from your *girallon arms*, a different soulmeld, your own innate abilities, or some other source, you can latch onto the opponent's body and tear the flesh.

This attack automatically deals double claw damage, including double your Strength bonus.

Chakra Bind (Totem)

Incarnum forms two additional, powerful arms that spring out from your ribs.

These spirit arms mirror the movements of your real arms.

All four of your arms are tipped with long claws that no longer seem ghostly, but quite real—and quite sharp.

You gain four claws that you can use as natural weapons, dealing 1d4 points of damage with each claw.

You can make a single claw attack as a primary attack, using your full attack bonus and adding your Strength bonus on your damage roll.

You can make up to three additional claw attacks as secondary attacks, following either a primary claw attack or an attack with a weapon.

These secondary attacks have a -5 penalty on the attack rolls and apply half your Strength bonus on damage.

If you have a shield in your off hand, you cannot make any secondary claw attacks.

Every point of essentia you invest in your *girallon arms* grants you a +1 enhancement bonus on attack rolls and damage rolls with your claw attacks.

GLOVES OF THE POISONED SOUL

Descriptors: Evil

Classes: Soulborn

Chakra: Hands

Saving Throw: Fortitude negates

Slick green gloves slide over your hands.

They appear moist but are dry to the touch.

By focusing the energy of souls damned for eternity, you form green gloves of *incarnum* that writhe with evil power. When you touch a foe, the condemned souls poison the target, forcing their hopeless will against it.

Once per round, you can attempt to inflict a terrible, mind-wracking poison on a foe with a melee touch attack.

The poison deals 1 point of Wisdom damage immediately and another 1 point of Wisdom damage 1 minute later.

Each instance of damage can be negated by a Fortitude save.

No creature can be affected by the gloves more than once in a 24-hour period.

Essentia: Every point of essentia you invest in your gloves increases the Wisdom damage dealt (both primary and secondary damage) by 1 point.

Chakra Bind (Hands)

The gloves merge with your hands, giving your hands a green cast.

Your fingertips drip with viscous slime. When gloves of the poisoned soul are bound to your hands chakra, the poison also deals Strength damage equal to the amount of Wisdom damage dealt (one save resists both effects).

GORGON MASK

Descriptors: None

Classes: Totemist

Chakra: Throat (totem)

Saving Throw: See text

Incarnum forms a mask resembling the head of a steel-plated bull, complete with long, arcing silver horns.

The mask's eyes are empty black pits.

Totemists revere the gorgon as an icon of passive strength and endurance.

Its steel-plated hide and great fortitude, as well as its association with petrification, signify the unyielding strength of a cliff wall standing against the sea.

At the same time, its aggressive nature leads totemists to emulate the gorgon's ability to crush its foes beneath its hooves.

While wearing a *gorgon mask*, you gain a +1 resistance bonus on Fortitude saves and a +2 resistance bonus on any check or saving throw to resist being bull rushed, tripped, overrun, or trampled.

Essentia: Every point of essentia you invest in your *gorgon mask* increases your resistance bonuses by 1.

Chakra Bind (Throat)

The dusky, metallic scales of your gorgon mask extend down your neck, forming a sharp ridge along your upper spine.

Wisps of green smoke escape from your mouth.

You gain the ability to breathe a cloud of petrifying gas on an adjacent foe.

If the target fails a Fortitude save, it turns to stone, as the *flesh to stone* spell.

You can use this ability once per day.

Chakra Bind (Totem)

The metallic scales of your gorgon mask extend down over your shoulders, lending bulk and solidity to your frame.

You feel strength coursing through your legs in particular, giving you the ability to run down your foes and crush them beneath your feet.

You gain the ability to make a trample attack.

As a full-round action, you can move up to twice your speed and literally run over any creature equal to your own size or smaller.

You merely have to move over the opponents in your path; any creature whose space is completely covered by your space is subject to the trample attack.

If a target's space is larger than 5 feet, it is considered trampled only if you move over all the squares it occupies.

Your trample attack deals 1d8 points of bludgeoning damage (or 1d6 points if you are Small) plus 1-1/2 times your Strength modifier.

If you are larger than Medium or smaller than Small, the damage scales up or down accordingly (see page 114 of the *Player's Handbook*).

Trampled opponents can attempt attacks of opportunity, but these take a -4 penalty.

(Opponents whose space is larger than 5 feet and whom you do not trample can also make attacks of opportunity at the same penalty).

An opponent can give up its attack of opportunity and instead attempt a Reflex save to take half damage from your trample.

You can deal trampling damage to each target only once per round, no matter how many times your movement takes you over a target creature.

GREAT RAPTOR MASK

Descriptors: None

Classes: Totemist

Chakra: Brow (totem)

Saving Throw: None

You shape incarnum into a large mask that surrounds your whole head, resembling the head of a giant eagle or a giant owl.

The feathered plumage is brown and white with the faintest tinge of purple-blue, and the mask's large, glassy eyes gleam sky blue.

Giant eagles and giant owls are revered for their exceptional eyesight.

Totemists lay claim to the power of these intelligent birds to see distant objects more clearly and, more broadly, to escape from danger through quick reflexes and quicker thinking.

You gain a +2 competence bonus on Spot checks.

Essentia: Every point of essentia you invest in your *great raptor mask* increases the competence bonus by 2.

Chakra Bind (Brow)

Your great raptor mask has large eyes that gather every scrap of light and reflect it as a pale, blue-green glow.

The mask is fused to your forehead, and your eyes are melded into the eyes of the mask—which no longer look glassy, but very much alive.

You gain the superior low-light vision of a giant owl, allowing you to see five times as far as a human can in dim light.

Chakra Bind (Totem)

Your head transforms to take on the appearance of a giant eagle, becoming one with your great raptor mask.

While still enhancing your vision, this soulmeld also heightens your reflexive reaction to danger, allowing you to dodge entirely out of the way of dangerous effects.

You gain evasion.

With a successful Reflex save against an attack that allows a Reflex save for half damage, you take no damage.

HEART OF FIRE

Descriptors: Fire

Classes: Totemist

Chakra: Waist (totem)

Saving Throw: None

A rough stone of blazing red hangs at the center of a loose belt around your waist.

You feel warmth spreading from the stone into your body, though it is not enough to ward off extreme cold.

At the sight of a frost giant or some other creature of cold, however, that warmth surges through your body like consuming fire, eager to sear your opponents' flesh.

The remorhaz is one of the most fearsome predators of arctic regions.

Unlike many creatures native to those realms, it is not immune to cold damage; it endures the extremes of winter temperatures by generating huge amounts of heat.

Totemists shape this soulmeld when fighting frost giants (since the remorhaz considers frost giants to be prey) and when they hunt large game in cold climes. You gain a +1 insight bonus on attack rolls and damage rolls against creatures with the cold subtype.

Essentia: Every point of essentia you invest in your *heart of fire* increases your insight bonus on attack rolls and damage rolls against cold creatures by 1.

Chakra Bind (Waist)

A red glow suffuses your body, concentrated in your abdomen. Rather than a blazing red stone at your waist, your heart of fire is subsumed into your flesh, filling your body with its fiery fury.

Any creature striking you with a natural weapon or unarmed strike takes 1d6 points of fire damage per point of essentia you invest in your *heart of fire*.

Weapons striking you take the same damage, but most objects take only half damage from fire (divide the damage dealt by 2 before applying the weapon's hardness).

Creatures grappling you take this damage every round at the end of your turn, regardless of whether you succeed or fail on a grapple check to deal damage to them.

This damage does not stack with the fire damage provided by the *heart of fire's* totem chakra bind.

Chakra Bind (Totem)

The heat of the blazing stone at your waist spreads through your body, lashing out through your attacks at any opponent you face. When you enter combat, your skin glows red with the fiery power coursing through your veins.

Your natural weapons or unarmed strikes deal an additional 1d4 points of fire damage per point of essentia you invest in your *heart of fire*.

Creatures grappling you take this damage every round at the end of your turn, regardless of whether you succeed or fail on a grapple check to deal damage to them.

HUNTER'S CIRCLET

Descriptors: None

Classes: Soulborn, totemist

Chakra: Crown (totem)

Saving Throw: None

You shape incarnum into a sky-blue headband that resembles a wreath of twining ivy.

Hunting is one of the primordial activities of the humanoid races, a sport of survival.

By calling upon the soul energy of mighty hunters past, present, and future, meldshapers hope to gain insight into their talents.

Your *hunter's circlet* grants you a +2 insight bonus on Heal and Survival checks.

Essentia: Every point of essentia you invest in your *hunter's circlet* increases the insight bonus by 2.

Chakra Bind (Crown)

The sky-blue ivy of your hunter's circlet weaves into your hair, winding down to your shoulders.

You gain the benefit of the Track feat.

Chakra Bind (Totem)

There is no change to your own appearance or that of the circlet, but from your perspective, the world around you changes enormously.

It is suddenly alive with smells—from obvious, overpowering odors you noticed before but not in such richness of detail, to subtle scents unlike anything in your experience.

You channel beast energy to gain a limited version of the scent special quality.

You can detect opponents by sense of smell, noting their presence if they are within 15 feet (assuming you cannot discern their presence by other means).

You can note the direction of a creature's scent by taking a full-round action to sniff the air.

You also gain a +4 competence bonus on Survival checks to track a creature when you can bring your sense of smell to bear on the task.

ILLUSION VEIL

Descriptors: None

Classes: Incarnate, soulborn

Chakra: Brow

Saving Throw: None

You shape incarnum into a wispy veil, which fades into invisibility when you wear it.

When you cast an illusion spell, tendrils of incarnum surround and merge with the illusory effect, making it more vibrant and believable.

A meldshaper can pull soul energy into his illusion spells, reinforcing the illusion with the memories of that which was once real.

Primarily used to increase the effectiveness of *silent image* and similar spells, some meldshaper/spellcasters use *illusion veil* to weave incarnum into shadow magic, such as *shadow evocation*.

While wearing the *illusion veil*, you can focus the energy of incarnum into visible and nearly tangible shapes.

These wisps of energy enhance your illusion spells, making them seem more real.

You gain a +1 insight bonus to the save DCs of your illusion spells and spell-like abilities.

Essentia: Whenever you cast an illusion spell or use an illusion-based spell-like ability, you add 1 round to the duration for every point of essentia invested in this soulmeld at the time of casting.

This has no effect on a spell with an instantaneous duration, such as a *shadow evocation* used to duplicate *fireball*.

Chakra Bind (Brow)

A dim blue glow emanates from your eyes.

A brief flash, visible only to you, scans across your field of vision periodically, outlining creatures and objects while heightening your awareness.

When your *illusion veil* is bound to your brow chakra, you can more easily perceive false reality.

You can see *invisibility*, as the spell.

You also gain an insight bonus on Spot checks and on saves against illusion spells equal to the number of points of essentia invested in your *illusion veil*.

IMPULSE BOOTS

Descriptors: None

Classes: Incarnate, soulborn

Chakra: Feet

Saving Throw: None

You shape incarnum into boots that surround your feet (as well as any other footwear you might have) and reach up almost to your knees.

Midnight blue in color, the impulse boots seem to be made of smooth, supple leather.

You channel the spirits of rogues and scoundrels, barbarians, and all who think quickly on their feet, forming that elemental quality into boots that help you do the same. Your *impulse boots* grant you the ability to avoid dangerous effects.

While wearing this soulmeld, you gain the uncanny dodge ability (see page 50 of the *Player's Handbook*).

Essentia: You gain an enhancement bonus on Reflex saves equal to the number of points of essentia invested. Chakra Bind (Feet)

Your *impulse boots* merge with your feet, and extend their midnight-blue color in tendrils reaching up your legs to your waist, like snaking veins just under your skin.

You gain the evasion ability (see page 50 of the *Player's Handbook*).

INCARNATE AVATAR

Descriptors: Chaotic, evil, good, or lawful

Classes: Incarnate

Chakra: Soul

Saving Throw: None

You gather *incarnum* around you to form a second body encasing your own, a physical form superimposed over your body, clothing, and armor.

In form, it resembles one of the most powerful champions of your alignment: a slaad, inevitable, angel, or yugoloth.

Its movements—even its facial expressions—are in perfect synchronization with your own, so that in every way you appear to be the imposing avatar of your alignment's ideals.

Incarnates channel soul energy that conforms to the ideals of their alignment, so in some ways this soulmeld exemplifies the nature of the incarnate class.

The *incarnum* used to shape an *incarnate avatar* comes from the outer-planar embodiments of the incarnate's alignment and takes their form.

In shaping this meld, incarnates hope to transcend their own mortal frames and attain the perfect embodiment of their alignment ideals represented by the avatar.

The appearance of your *incarnate avatar* depends on your alignment.

Chaos: Your *incarnate avatar* resembles a blue slaad.

The slaad form is hulking and brutish, with enormous claws and a toothy maw.

Evil: Your *incarnate avatar* has the form of a nycaloth: a four-armed, gargoylelike humanoid with green skin and (nonfunctional) batlike wings.

Good: Your *incarnate avatar* takes the form of an astral deva, with pearl-white skin and (nonfunctional) white-feathered wings.

Law: Your *incarnate avatar* resembles a marut, a powerful humanoid form with golden armor over an onyx body.

Unlike other soulmelds, the *incarnate avatar* provides no benefit without the investment of essentia.

Incarnate avatar is treated as a chaotic, evil, good, or lawful effect, based on your alignment.

Essentia: Investing essentia in your *incarnate avatar* gives you a specific benefit depending on your alignment.

Chaos: You gain a +1 insight bonus on ranged attack rolls for every point of essentia that you invest in this soulmeld.

Evil: You gain a +2 insight bonus on melee damage rolls for every point of essentia that you invest in this soulmeld.

Good: You gain a +1 insight bonus to your Armor Class for every point of essentia that you invest in this soulmeld.

Law: You gain a +1 insight bonus on melee attack rolls for every point of essentia that you invest in this soulmeld.

Chakra Bind (Soul)

Your body transforms into the appearance of your incarnate avatar.

There is no longer any distinction between its hands and yours, its feet and yours, its heart and yours.

You are imbued with the purest essence of your alignment—it fills your soul and spurs you to action.

At the same time, it grants you greater power to help you live out your convictions.

You gain an ability based on your alignment.

Chaos: You gain an enhancement bonus of +30 feet to your base land speed.

Evil: You can fly at a speed of 30 feet (good maneuverability).

Good: You can fly at a speed of 30 feet (good maneuverability).

Law: You gain immunity to daze, paralysis, petrification, and stun, as well as to any magical effect that would slow you.

INCARNATE WEAPON

Descriptors: Chaotic, evil, good, or lawful

Classes: Incarnate

Chakra: Arms

Saving Throw: See text

Incarnum forms into a one-handed melee weapon that embodies your alignment.

The weapon seems large for your hand, but it is balanced perfectly for you to wield it.

Clutching it in your hand, you feel it resonate with your deepest convictions and firmest beliefs, and it hums with power.

In the hands of an incarnate, alignment is literally a weapon.

The incarnate Phanallashtam the Lawbringer is remembered almost as much for the Sword of Law he used to smite the Chaos Dragon as for the legal code he introduced to the world at the birth of civilization.

Phanallashtam claimed that the two were one and the same: The Sword of Law was all law in metallic form, slicing through disorder with a sharp, clean cut.

You shape *incarnum* into a melee weapon (sized normally for you despite its overlarge appearance) that is particularly harmful to creatures of the opposing alignment.

Damage you deal with the weapon gains the alignment descriptor matching your devoted cause and penetrates damage reduction accordingly.

Chaotic incarnates create a battleaxe, evil incarnates create a flail, good incarnates create a warhammer, and lawful incarnates create a longsword.

Nonproficiency penalties never apply to the use of an *incarnate weapon*, though any feats with effects that apply to a particular kind of weapon (such as Weapon Focus) function normally.

Your *incarnate weapon* cannot be sundered or otherwise destroyed (except by effects that unshape soulmelds).

If your *incarnate weapon* leaves your hand for any reason, it returns to your grasp at the beginning of your next turn.

If that is impossible, it falls at your feet (but attempts to return again on your next turn).

Any other creature attempting to wield your *incarnate weapon* gains none of its special benefits (but can wield it as a normal weapon of that kind).

Incarnate weapon is treated as a chaotic, evil, good, or lawful effect, based on your alignment.

Essentia: The *incarnate weapon* gains an enhancement bonus on attack rolls and damage rolls equal to the number of points of essentia you invest in it.

Chakra Bind (Arms)

Bands of steel form around your forearms.

When you hold your incarnate weapon, a chain of nearly invisible blue incarnum connects it to the steel bracer on your weapon hand, channeling the force of your conviction directly to your weapon.

As a move action, you can charge the *incarnate weapon* with the stunning power of pure conviction.

If the next melee attack that you make is successful, the target (as long as at least one component of its alignment is opposed to your devoted alignment) must succeed on a Fortitude saving throw or be stunned until the beginning of your next turn.

If the attack is unsuccessful, the charge is lost with no effect.

As long as you have the *incarnate weapon* soulmeld shaped, you can continue to charge the weapon with this stunning force, but the weapon can only ever hold one charge of this power at a time.

KEENEYE LENSES

Descriptors: None

Classes: Incarnate

Chakra: Brow or soul

Saving Throw: None

Incarnum forms a pair of transparent blue lenses that hover in front of your eyes.

As you peer through them, the world does not take on their blue color, but you find yourself more easily able to notice small details, even at long distances.

By shaping this soulmeld, you channel the soul energy of sharp-witted scouts and spies to improve your eyesight.

The contemporary incarnate N'doka the North Star is never seen without *incarnate lenses* shaped due to the number of attempts made on her life by doppelgangers and other shapechangers.

While you have *keeneye lenses* shaped, you gain a +4 insight bonus on Spot checks.

Essentia: Every point of essentia you invest in your *keeneye lenses* increases the insight bonus by 2.

Chakra Bind (Brow)

Instead of blue lenses hovering before you, the actual lenses of your eyes gain the blue tinge of incarnum.

To an outside observer, your eyes look like solid blue orbs, although some distinction between the blue “white”, the iris, and the pupil of your eyes is still noticeable.

To you, the world simply seems sharp and clear—even things that are invisible to unaided sight.

You gain the ability to see invisible creatures and objects normally (as if under the effect of a *see invisibility* spell).

Chakra Bind (Soul)

Neither your appearance nor that of your keeneye lenses changes at all, but the way you see the world changes dramatically.

It is as though you are seeing into a different layer of reality, piercing some veil of obscurity to see beyond mere appearances.

You see all things as they truly are, as if you were constantly under the effect of a *true seeing* spell.

KRAKEN MANTLE

Descriptors: None

Classes: Totemist

Chakra: Arms (totem)

Saving Throw: None

Incarnum forms into a mantle around your shoulders and torso, resembling the triangular mantle around a kraken's body.

It is smooth and sleek to the touch, and it lets you glide through water as if you were born to it.

An evil ruler of the aquatic depths, the kraken is, above all, a fast and competent swimmer.

Totemists revere the creature and claim its abilities to swim and breathe water, as well as the power of its many arms for grabbing and grappling.

A *kraken mantle* greatly enhances your ability to swim, giving you a +8 competence bonus on Swim checks.

With a successful Swim check, you can move at up to your speed (as a full-round action) or at one-half your speed (as a move action).

Essentia: Every point of essentia you invest in your *kraken mantle* increases your effective speed for the purposes of swimming by 5 feet.

For example, if you have a base land speed of 30 feet and invest 4 points of essentia in your *kraken mantle*, you can swim 50 feet (30 + [4 × 5 feet]) as a full-round action or 25 feet as a move action.

Chakra Bind (Arms)

The smooth, sleek substance of your mantle spreads down to your upper arms, becoming one with your flesh.

Your arms themselves grow slightly more flexible, helping you gain purchase on a grappled foe.

They also gain a measure of constricting strength, helping you squeeze the life from your enemies just as the kraken does.

You gain a bonus on grapple checks equal to the number of points of essentia you invest in your *kraken mantle*.

In addition, with a successful grapple check, you deal 1d8 points of bludgeoning damage plus your Strength modifier (or 1d6 points if you are Small) to your opponent.

Chakra Bind (Totem)

Your eyes grow large, with enormous pupils ringed with red, resembling the staring eyes of a kraken.

You can breathe water or air equally well, as if you were constantly under the effect of a *water breathing* spell.

KRENSHAR MASK

Descriptors: Fear, mind-affecting, sonic

Classes: Totemist

Chakra: Brow (totem)

Saving Throw: See text

You form incarnum into a snarling, bestial mask of exposed bone and muscle.

Its basic form is somewhere between that of a large cat and a wolf, but it lacks skin, showing sharp teeth, white bone, and pink-red muscles.

The krenshar is an embodiment of nightmare.

Totemists revere it as an agile hunter capable of making great leaps, stalking with stealth, and inspiring fear.

While wearing your *krenshar* mask, you gain a +4 competence bonus on Jump and Move Silently checks.

Essentia: Every point of essentia you invest in your *krenshar* mask increases your competence bonus on Jump and Move Silently checks by 2.

Chakra Bind (Brow)

Your eyes stare forth from your krenshar mask, taking on a green-blue color.

The jaws of the mask move as you speak, its muscles flexing weirdly in full view—an intimidating effect, to say the least.

As a result of the mask's frightful appearance, you gain a competence bonus on Intimidate checks equal to the bonus the mask gives on Jump and Move Silently checks.

Chakra Bind (Totem)

Your face becomes one with your krenshar mask, so all its muscles move to match your expressions.

A ridge of skin around the edge of the mask quivers when you grow angry or enter combat, and a growling edge creeps into your voice.

You gain the ability to produce a loud screech (as a standard action) similar to that of a *krenshar*.

In combination with the frightening aspect of the mask, this shriek causes one creature within 30 feet of you to become frightened for 1 round if it fails a Will save.

(The creature must also be able to see you).

This is a sonic, mind-affecting fear effect.

KRUTHIK CLAWS

Descriptors: Acid

Classes: Totemist

Chakra: Hands or shoulders (totem)

Saving Throw: None

Incarnum forms chitinous plates that hover over your shoulders and down your arms to your hands.

At the backs of your hands, these plates take on long, triangular shapes like the scythe-claws of a kruthik, though these blades extend only barely beyond your fingertips.

Kruthiks (described in the *Miniatures Handbook*) are vicious predators distinguished by their incredible agility.

Totemists shape this soulmeld to claim a portion of that agility, as well as the acidic secretions and acid resistance possessed by fully mature kruthiks.

With *kruthik* claws shaped, you gain a +4 competence bonus on Hide and Move Silently checks.

Essentia: For every point of essentia you invest in your *kruthik* claws, your competence bonus on Hide and Move Silently checks increases by 2.

Chakra Bind (Hands)

The chitinous blades merge into the backs of your hands and sprout numerous sharp spines near your wrists.

A sense of quickness dances in your fingers.

You gain the benefit of the Weapon Finesse feat when attacking with natural weapons.

Chakra Bind (Shoulders)

Chitin plates fuse to your shoulders and grow thick and hard. Additional plates spread across your back, rising in a crest over your shoulders.

You gain resistance to acid 10.

Every point of essentia invested in your *kruthik* claws increases this resistance by 5 points.

Chakra Bind (Totem)

Enormous, serrated, scythelike claws extend from your wrists to cover your hands.

Vicious spikes emerge from the base of these blades, and a bright blue acidic secretion lines the cutting edge.

You can use your two claws as natural weapons that deal 1d6 points of damage plus your Strength modifier.

For every point of essentia you invest in your *kruthik* claws, you deal an additional 1d4 points of acid damage with each claw attack.

While the claws are shaped, you can still use your hands as normal (to hold items, cast spells, and so on), although you cannot hold an item in your hand and attack with the claws at the same time.

LAMIA BELT

Descriptors: Evil

Classes: Totemist

Chakra: Waist (totem)

Saving Throw: None

You form incarnum into a belt of golden-brown fur at your waist. If you touch it with your bare skin, you sometimes catch mental echoes of cruelty and anger.

When you enter combat, some part of your mind is less interested in defeating your opponents than in causing them pain.

Lamias are among the most humanlike of magical beasts, more similar to monstrous humanoids such as centaurs than to ankhegs or yrthaks.

They are also evil and cruel, and it is hard to shape a *lamia* belt without being tainted by that evil.

Totemists willing to take the risk hope to gain a *lamia*'s gift for deception, as well as mimicking its four-legged form or its speed and agility in combat.

While you wear your *lamia* belt, you gain a +4 competence bonus on Bluff and Hide checks.

Essentia: For every point of essentia you invest in your *lamia* belt, your competence bonus on Bluff and Hide checks increases by 2.

Chakra Bind (Waist)

Instead of a physical belt of fur, your lamia belt manifests as fur sprouting from your skin, from your waist down to your knees.

Your legs also become slightly more muscular.

You gain an enhancement bonus of +10 feet to your land speed, and you gain the benefit of the Spring Attack feat.

Chakra Bind (Totem)

The lower part of your body below your lamia belt takes on the shape of a lion, with four legs ending in sharp claws, a long, tufted tail, and coarse golden-brown fur.

The upper portion of your body is unchanged, though perhaps a spark of evil grows stronger in your heart.

Your leonine lower half is equipped with claws you can use as natural weapons.

You can make two claw attacks as natural secondary attacks after attacking with a weapon or another natural attack (such as a bite).

These attacks take a –5 penalty from your full base attack bonus and deal 1d4 points of damage.

LAMMASU MANTLE

Descriptors: Good

Classes: Incarnate, totemist

Chakra: Arms or shoulders (totem)

Saving Throw: See text

You form incarnum into a mantle of fur and feathers, shining golden brown around your shoulders and back. The cloak hangs down to your knees in back and wraps comfortably around your body to close in the front, if you wish. It is quite warm in cold weather, but not too hot in warmer temperatures.

Wearing it makes you feel noble and righteous.

Lammasus are noble creatures, sometimes called the archons of the natural world.

Totemists of lawful good alignment hold them up as the ideal of perfection for magical beasts, to be emulated in every way possible.

By shaping this soulmeld, totemists hope to claim their righteous protection from the touch of evil creatures.

Your *lammasu mantle* protects you against the attacks of evil creatures.

You gain a +2 deflection bonus to your Armor Class against attacks made or effects created by evil creatures.

Essentia: For every point of essentia you invest in your *lammasu mantle*, you gain a +1 resistance bonus on saving throws against the spells and effects used by evil creatures.

Chakra Bind (Arms)

The golden-brown fur of your mantle spreads down to your upper arms.

At the same time, a palpable aura of goodness and power extends around you, cloaking your allies in the same protection the mantle gives you.

The deflection and resistance bonuses granted by the *lammasu mantle* apply to all allies within 10 feet of you.

Chakra Bind (Shoulders)

Your *lammasu mantle* becomes one with your shoulders, and its feathers separate from its fur to form small, nonfunctional wings that spread behind you as if to ward off attackers.

No summoned creatures except those of good alignment can approach within 10 feet of you (as the *magic circle against evil* spell).

Chakra Bind (Totem)

The golden-brown fur around your shoulders extends upward into an impressive mane around your head.

There is a sensation in your mouth as if you were savoring a warm, sweet drink.

You can breathe a 15-foot cone of fire as a standard action.

Creatures within the area take 1d4 points of fire damage, plus 1d4 points of fire damage per point of invested essentia (Reflex half).

LANDSHARK BOOTS

Descriptors: None

Classes: Totemist

Chakra: Feet (totem)

Saving Throw: None

You shape incarnum into a pair of boots that resemble the heavy clawed feet of a bulette.

Leathery skin encases your legs up to your knees, and enormous claws extend from the front of your feet.

The bulette, also called the landshark, is closely associated with the earth in totemist traditions.

Totemists channel the spirit energy of the bulette to attain connection with the earth—borrowing a measure of its tremorsense or its ability to burrow through the earth—as well as to mimic its fearsome qualities as a voracious predator.

While wearing the landshark boots, you gain a +4 competence bonus on Jump checks.

Essentia: Every point of essentia you invest in the landshark boots increases the competence bonus on Jump checks by 2.

Chakra Bind (Feet)

The leathery skin of your landshark boots extends up to the middle of your thighs, and your legs thicken and grow stronger.

The boots transmit vibrations from the earth into your feet, allowing you to sense the movement of nearby creatures.

As long as you are touching the ground, you can take a move action to sense the number of creatures within 10 feet that are also touching the ground and the direction to each one.

You cannot pinpoint the location of any creature with this ability.

Every point of essentia you invest in your landshark boots extends the range of your limited tremorsense by 5 feet.

Chakra Bind (Totem)

Your hands as well as your feet gain the heavy claws of a bulette, including one prominent central claw and two smaller claws on the sides.

These massive claws emerge from the backs of your hands so you can bring them to bear while making a fist.

You can use the claws on your hands as natural weapons that deal 1d6 points of damage.

You cannot use a shield while these claws are in place.

For every point of essentia you invest in your landshark boots, you gain a +1 enhancement bonus on attack rolls and damage rolls with these claws.

If, as part of a move, you achieve a Jump check result good enough to make a 5-foot high jump while within reach of an opponent, you can attack that opponent with all four claws as a standard action.

You use the same attack bonus for all four attacks.

You cannot make any other attacks in the same round, whether from natural weapons or manufactured weapons.

The claws do not prevent you from using your hands normally or even binding another soulmeld to your hands chakra.

However, you cannot hold an item in your hand and attack with your claws at the same time.

LIFEBOND VESTMENTS

Descriptors: None

Classes: Incarnate

Chakra: Arms or heart

Saving Throw: None

You shape incarnum into a fine, long-sleeved robe.

It is a solid color—silver if you are good, gray if you are evil, red if you are lawful, or green if you are chaotic—but raw incarnum dances like elegant embroidery at the ends of the sleeves and the hem by your feet.

If the soul is the animating force of a living creature, then incarnum might be seen as the essence of life itself.

Incarnates who shape *lifebond vestments* embrace that concept of incarnum and wield it as a healing power, similar to positive energy.

While wearing the *lifebond vestments*, you can channel your own life force to heal others.

By laying your hands upon a living creature (a standard action), you heal a chosen amount of damage in the

touched creature up to a maximum of 1 hit point per meldshaper level.

At the same time, you take damage equal to one-half the amount healed (round fractions up).

You may not use this ability on any creature more than once per hour.

Essentia: Every point of essentia you invest in your *lifebond vestments* adds 5 hit points to the limit of healing you can bestow when using the vestments.

Chakra Bind (Arms)

The sleeves of your lifebond vestments clasp tightly around your wrists, bound there by glowing rings of blue incarnum. Every wave of your hands sends shimmering blue sparks into the air.

You can bestow healing upon a creature up to 30 feet away, instead of by touch.

Chakra Bind (Heart)

Additional embroidered designs, formed not of thread but of incarnum, appear down the front of your lifebond vestments, glowing brightly when you use the powers of the vestments but otherwise appearing simply decorative.

You can bestow healing at will on any given creature.

LIGHTNING GAUNTLETS

Descriptors: Electricity

Classes: Incarnate

Chakra: Hands

Saving Throw: None

Incarnum forms into a pair of metallic gloves that hover around your hands and any other gloves or gauntlets you wear.

Blue arcs of electricity crackle between the fingers and spark between the gloves when you bring your hands close to each other. N!doka the North Star, a good incarnate of recent times, is said to have earned her sobriquet through the use of this soulmeld, creating such a bright flare of electrical power in a battle with a beholder that her allies were able to locate her by following the glow on the horizon.

While wearing *lightning gauntlets*, you can deal 1d6 points of electricity damage with a successful melee touch attack (a standard action).

Essentia: Every point of essentia you invest in your *lightning gauntlets* increases the damage dealt by 1d6 points.

Chakra Bind (Hands)

Your lightning gauntlets settle firmly around your hands.

When you grip a weapon, electricity courses up its length and crackles at its tip.

A lingering scent of ozone clings to you.

You can add the electricity damage dealt by *lightning gauntlets* to one attack per round made with a handheld weapon, unarmed strike, or any natural attack using your hands (such as a slam or claw), but this requires a normal melee attack rather than a touch attack.

You must announce that you are using the *lightning gauntlets* before making the attack; if you miss, you can't use them again until your next turn.

LUCKY DICE

Descriptors: None

Classes: Incarnate, soulborn

Chakra: Hands

Saving Throw: None

With a flick of your wrist, you send two cubes spinning out of your open palm.

With a flash, the dice disappear a moment after they stop rolling, and you sense that your luck is changing.

The dice are a metaphor, a physical representation of the forces of luck—good luck, in this case.

They draw upon favorable spirit energy to grant you a small boon.

You can use your *lucky dice* as a swift action, choosing an aspect of yourself to which to apply extra luck.

You gain a +1 luck bonus on one of the following, at your option: attack rolls and damage rolls, saving throws, or skill and ability checks.

This bonus lasts until the start of your next turn.

When using this meld, roll 2d6.

If the result is any combination of numbers that add up to 7, the luck bonus applies to all of the listed types of rolls.

Essentia: Every point of essentia invested in the *lucky dice* at the time you activate its special ability increases the duration of the luck bonus by 1 round.

Because *lucky dice* can be rolled every round, it's possible for the soulmeld to provide bonuses to more than one type of check during a given round.

Chakra Bind (Hands)

Your comrades fight better when luck is on their side.

Your *lucky dice* provide their bonus to all allies who are within 30 feet of you when you gain the bonus.

MAGE'S SPECTACLES

Descriptors: None

Classes: Incarnate

Chakra: Brow

Saving Throw: None

You shape incarnum into pair of blue-lensed spectacles.

While perched on your nose, these spectacles give you a peculiar visual acuity, heightening your sensitivity to arcane details while granting you insight into the meaning and significance behind those details.

With this soulmeld, you summon forth soul energy from generations of wizards to grant you powers of acuity and magical aptitude.

While you wear the *mage's spectacles*, you gain a +4 insight bonus on Decipher Script, Spellcraft, and Use Magic Device checks.

The *mage's spectacles* also allow you to make these checks untrained.

Essentia: Every point of essentia you invest in your *mage's spectacles* increases the insight bonus granted to the listed skill checks by 2.

Chakra Bind (Brow)

Instead of spectacles perched on your nose, your mage's spectacles manifest as a third eye embedded in your forehead, its iris a rich azure.

Through this eye, magical inscriptions open their secrets.

You can decipher magical inscriptions as if you were constantly under the effect of a *read magic* spell.

MANTICORE BELT

Descriptors: None

Classes: Totemist

Chakra: Waist (totem)

Saving Throw: None

Incarnum forms a belt of spotted fur around your waist.

At your back, short spines emerge from the belt.

You note a marked increase in your appetite while you wear the belt.

Manticores are fierce hunters that possess a unique ranged attack.

Even totemists who do not share the manticore's evil bent shape this meld to gain a reliable way of attacking foes from a distance, not to mention the power of flight.

While wearing your *manticore belt*, you gain a +2 enhancement bonus on Jump and Spot checks.

Essentia: For every point of essentia you invest in your *manticore belt*, your enhancement bonus on Jump and Spot checks increases by 2.

Chakra Bind (Waist)

Your manticore belt sprouts a pair of large, draconic wings.

Though they are perched at your waist and flap awkwardly, these wings give you a reasonable ability of flight.

You can fly with clumsy maneuverability at a speed of 10 feet per point of essentia invested in your *manticore belt*.

You gain the Flyby Attack feat (see page 303 of the *Monster Manual*).

Chakra Bind (Totem)

A long, thick tail emerges from the back of your manticore belt, writhing and lashing at your command.

At its tip is a cluster of spikes.

Like a manticore, you can propel those spikes at your foes.

As a standard action, you can snap your tail to loose a volley of spikes equal to the number of points of essentia you invest in your *manticore belt*.

This attack has a range increment of 30 feet and a maximum range of 150 feet.

All targets must be within 30 feet of each other.

Make a ranged attack roll for each spike using your full base attack bonus.

A successful hit deals 1d6 points of damage plus one-half your Strength modifier.

MANTLE OF FLAME

Descriptors: Fire

Classes: Incarnate

Chakra: Shoulders

Saving Throw: See text

You shape incarnum into a cloak of wispy blue flame.

The cloak covers your arms and almost closes in front of you, where a band of fire crosses over your heart to connect the cloak's two edges.

The fire does not harm you, though it keeps you as warm and dry as any heavy cloak in cold or rainy weather.

A thirst for vengeance burns like fire in many souls, and a mantle of flame gives that metaphor literal truth: vengeance turned to flame.

While you wear your *mantle of flame*, any creature that strikes you with its body or a handheld weapon deals normal damage, but at the same time, the attacker takes 1d6 points of fire damage.

Creatures wielding weapons with exceptional reach, such as long spears, are not subject to this damage if they attack you.

The *mantle of flame* grants shadowy illumination in your space, but provides no further lighting.

Essentia: Every point of essentia you invest in your *mantle of flame* increases the damage dealt by 1d6 points.

Chakra Bind (Shoulders)

Your mantle of flame burns particularly brightly around your shoulders, forming a high collar behind your head and neck.

As a standard action, you can briefly expand the *mantle of flame* to encompass all adjacent squares.

Any creatures in those squares take damage as if they had attacked you with a handheld weapon (Reflex half).

The *mantle of flame* then returns to its normal effect.

MAULING GAUNTLETS

Descriptors: None

Classes: Soulborn

Chakra: Arms or hands

Saving Throw: None

Incarnum forms gauntlets that surround your hands (including any gloves or gauntlets you already wear) and extend up your arms to your elbows.

The metal gleams a burnished blue.

Spikes and blades jut out in various places from these gauntlets, each one whispering an ancient battle cry in your mind.

Mauling gauntlets are said to channel the fierce power of warriors throughout history.

While wearing *mauling gauntlets*, you gain a +2 morale bonus on Strength checks (but not on Strength-based skill checks), such as those to break down doors or to bull rush an opponent.

Essentia: Every point of essentia you invest in your *mauling gauntlets* increases the morale bonus by 2.

Chakra Bind (Arms)

Your mauling gauntlets extend winding bands of blue steel up past your elbows, almost to your shoulders.

In places, these bands of metal seem fused with your skin.

Your *mauling gauntlets* double the critical threat range of any melee weapon you wield.

This does not stack with any other effect that increases a weapon's threat range, such as the Improved Critical feat or the keen weapon special quality.

Chakra Bind (Hands)

Rather than actual gauntlets, this soulmeld transforms your hands into hard blue metal.

Whenever you bend your fingers, echoes of the battlefield flit through your mind, until they form a constant undertone of war chants and battle cries inspiring you to greater accomplishments in battle.

You gain a morale bonus on unarmed strike damage equal to the morale bonus on Strength checks granted by the *mauling gauntlets*.

You also gain the benefit of the Improved Unarmed Strike feat.

NECROCARNUM CIRCLET

Descriptors: Evil, necrocarnum

Classes: Incarnate, soulborn

Chakra: Crown

Saving Throw: None

Necrocarnum bends itself into a matte black crown that seems to consume light.

The fractured remnants of souls broken by the power of necrocarnum float within this soulmeld.

These forms barely surface in this dark and foreboding crown, yet even the faintest glimpse is unsettling.
You form necrocarnum into a dark circlet that rests on your head like a crown.

The circlet allows you to detect nearby undead, bolster their turn resistance, and even animate a necrocarnum zombie.

While this soulmeld is shaped, you unerringly detect the presence and position of undead creatures within 30 feet. This ability functions like the blindsight ability, except that it detects only undead creatures.

Essentia: Undead within a 30-foot radius gain turn resistance equal to the number of points of essentia that you invest in the soulmeld.

If you animated the undead, the turn resistance is equal to double the number of points of invested essentia.

Chakra Bind (Crown)

A matching coil of necrocarnum forms around the head of a corpse. Filled with the dark power of necrocarnum, the corpse shambles to its feet, its flesh and mind overtaken by the curse of undeath.

A necrocarnum zombie resembles a shambling corpse with black motes of light slowly swimming under its rotting skin.

When you shape this soulmeld and bind it to your crown chakra, you can cause it to animate a corpse within 30 feet as a necrocarnum zombie (see page 186).

The affected creature's Hit Dice cannot exceed your meldshaper level.

This requires a full-round action and provokes attacks of opportunity; in addition, you take damage equal to the necrocarnum zombie's Hit Dice, which may not be healed as long as the zombie remains animated.

As long as you have essentia invested in the soulmeld, the necrocarnum zombie's essentia pool is increased by the same quantity.

The animated zombie can act immediately on your turn. You have complete control over the zombie as long as you maintain line of effect.

Should this line of effect be broken, the zombie acts on its own accord to carry out your last instructions.

You reestablish control as soon as you reestablish line of effect.

You can have only one necrocarnum zombie animated at any given time.

Animating a second turns the original into an inert corpse.

If this soulmeld is unshaped, any necrocarnum zombie created by it returns to an inert corpse.

No creature can be affected by the *necrocarnum circlet* more than once.

NECROCARNUM MANTLE

Descriptors: Evil, necrocarnum

Classes: Incarnate, soulborn

Chakra: Throat

Saving Throw: None

A long cloak of shifting shadow drapes from your shoulders and down your back.

Faint forms seem to swim in the depths of this shadow, tortured and twisted shapes that once might have been human.

These apparitions writhe and buckle, wracked by incomprehensible agony.

Their tortured, elongated faces hold their gaping mouths open in soundless eternal screams.

You form a cloak of necrocarnum that surrounds you with necromantic energy.

Meldshapers who take the time to explain their use of such evil energies declare that the cloak's protective qualities suggest that necrocarnum is not a source of evil as others suggest, ignoring the fact that these protective qualities resemble and exemplify the traits of unlife.

While you have a *necrocarnum mantle* shaped, you gain immunity to disease.

Shaping the mantle does not affect any disease that you might already have.

Essentia: As you invest essentia in the *necrocarnum mantle*, necrocarnum floods through your mind, granting you the ability to shake off mental effects.

For every point of essentia you invest in your *necrocarnum mantle*, you gain a +1 profane bonus on saving throws against mind-affecting effects.

Chakra Bind (Throat)

The shadowy mantle clings tightly to your throat, drawing your features further into darkness.

At the same time, the shadows of the cloak seem longer, spreading over a wider area and shifting at the touch of some foul, unseen breeze.

As long as the *necrocarnum mantle* is bound to your throat chakra, you gain immunity to poison.

NECROCARNUM SHROUD

Descriptors: Evil, necrocarnum

Classes: Incarnate, soulborn

Chakra: Soul or waist

Saving Throw: See text

A deadening field of necrocarnum radiates from you, filling the air around you with faint, shadowy tendrils.

You force necrocarnum to shape a life-draining field around you.

While you have the *necrocarnum shroud* shaped, you gain a +1 profane bonus on attack rolls and damage rolls any time a living creature takes damage while adjacent to you.

This bonus lasts for 1 round.

If a living creature dies while adjacent to you, the bonus instead lasts for a number of rounds equal to the creature's Hit Dice.

Essentia: If you invest essentia in the *necrocarnum shroud*, the area encompassed by the life-draining field expands. Any living creature who takes damage (or dies) within 5 feet plus 5 feet per point of essentia invested triggers the bonus.

(For example, if you've invested 2 points of essentia, you would gain the bonus for any living creature taking damage or dying within 15 feet of you).

Chakra Bind (Soul)

Necrocarnum laces through your very being, turning your skin a light-eating matte black.

Even more unsettling than your skin color, your eyes turn a deep and lusterless black as well, devoid of iris, pupil, or white.

While you have *necrocarnum shroud* bound to your soul chakra, you can take a standard action to strike a living foe with the raw evil of necrocarnum.

When you use this ability, you must make a successful melee touch attack against the intended victim.

If successful, your touch bestows 1d4 negative levels on the target (Fortitude half).

For each negative level bestowed, you gain 1 temporary point of essentia and 5 temporary hit points. The temporary essentia lasts until the end of your next turn.

The temporary hit points fade after 1 hour.

Chakra Bind (Waist)

The shadowy tendrils of necrocarum that surround you seem to reach out toward nearby creatures.

These faint touches of necrocarum instill terror into many creatures, affecting their ability to fight.

At the beginning of your turn, any creature within the area of your life-draining field becomes shaken for 1 round (Will negates).

NECROCARNUM TOUCH

Descriptors: Evil, necrocarum

Classes: Incarnate, soulborn

Chakra: Arms

Saving Throw: See text

Jet black shadows wreath your hands and forearms, coiling and twisting with a life of their own.

These insubstantial coils of energy hint at evil and agony, seeming to draw light and hope out of the surrounding area.

You call upon dark powers to twist and torture the soul energy that is incarnum.

The result, a cloying, sickly energy of great evil, twines itself around your hands and arms, allowing you to disguise some of your movements, draw the life force directly from living creatures, or even fill the air with bolts of pure necrocarum.

The coiling energy makes the movements of your hands and arms hard to follow.

While you have *necrocarum touch* shaped, you gain a +4 profane bonus on Sleight of Hand checks (as well as the ability to use the skill untrained) and on Bluff checks made to feint in combat.

Essentia: Whenever you invest essentia in *necrocarum touch*, you can use the dark energy to inflict damage on living creatures.

You can make a melee touch attack as a standard action.

This attack deals 1d8 points of damage for every point of essentia that you invest in the soulmeld, but only on living creatures (Fortitude half).

Chakra Bind (Arms)

The shadowy strands of evil that twine about your hands and arms elongate, trailing tendrils of shadow into the area immediately around you.

When you clench your fists, this shadow gathers, and you can release this energy in dark bolts of necrocarum.

While *necrocarum touch* is bound to your arms chakra, you can fire a ray of pure necrocarum as a standard action. This ray requires a ranged touch attack to hit and has a range of 30 feet.

If it strikes a living creature, it deals 1d8 points of damage for every point of essentia that you invest in the soulmeld (Fortitude half).

NECROCARNUM VESTMENTS

Descriptors: Evil, necrocarum

Classes: Incarnate, soulborn

Chakra: Heart or waist

Saving Throw: See text

Necrocarum twists and writhes into the shape of long, flowing vestments.

These vestments cling tightly to your shoulders, but drape loosely over the rest of your body, obscuring other garments behind an ever-shifting screen of terror.

As with all necrocarum melds, faint forms seem to swim in the depths of this shadowy vestment.

These tortured apparitions seem wracked by incomprehensible agony, their elongated faces wrenched open in eternal screams.

Necrocarum vestments bind necrocarum into a shadowy robe.

This strange soulmeld deadens both flesh and spirit, granting you a resistance to cold as well as an unholy ability to withstand physical blows.

When bound closer to your spirit, the vestments can shed a radius of killing frost or even shield you from deadly necromantic effects.

When you have *necrocarum vestments* shaped, you gain resistance to cold 5 as the energies of necrocarum deaden your flesh to the effects of cold.

Essentia: For every point of essentia invested in the *necrocarum vestments*, you gain 3 bonus hit points.

These are not temporary hit points and are not depleted first as are temporary hit points.

You can render yourself staggered, unconscious, or even dead by changing the quantity of essentia invested in this soulmeld.

Chakra Bind (Heart)

Black necrocarum energy coalesces around your heart.

This effect is usually covered by clothing or armor, but anyone viewing the skin of your chest sees coils of dark energy swirling beneath the surface, as if your skin were a portal to a forgotten maelstrom of evil.

When you have *necrocarum vestments* bound to your heart chakra, you are immune to stunning and death effects.

Chakra Bind (Waist)

Necrocarum binds to your flesh, sheathing you in a sinister web of energy.

The necrocarum pulses with the chill touch of pure evil, spreading a deadening cold to nearby creatures.

When you have *necrocarum vestments* bound to your waist chakra, any living creature adjacent to you at the end of your turn takes 1d6 points of cold damage (Fortitude negates).

NECROCARNUM WEAPON

Descriptors: Evil, necrocarum

Classes: Incarnate, soulborn

Chakra: Hands

Saving Throw: None

Shadowy threads of necrocarum bind to your melee weapon.

This dark energy seems to ripple beneath the surface of the weapon, pulsing irregularly from your hands to the tip of the weapon and back again.

You bind the taint of necrocarum to a melee weapon.

The energies enable you to penetrate the damage of some good-aligned creatures, deal extra damage with the weapon, and even strike directly at the soul energy of those you hit.

When you shape this soulmeld, choose a melee weapon that you hold.

As long as the soulmeld is shaped, the weapon bypasses damage reduction as if it were evil-aligned.

The soulmeld remains shaped if you put the weapon down or if another creature wields it, but other creatures do not benefit from any of the soulmeld's effects, including the benefits of *essentia* investment or binding it to a *chakra*. The weapon suffers no ill effects from shaping or unshaping the soulmeld.

Essentia: For every point of *essentia* you invest in your *necrocarnum* weapon, you gain a +1 profane bonus on damage rolls and on attack rolls made to confirm a critical threat.

Both of these bonuses apply only when the weapon is used against a living creature.

Chakra Bind (Hands)

When you strike a living creature in a particularly vulnerable area, necrocarnum floods from your weapon into the victim.

At the same time, pure blue soul energy, incarnum unsullied by the taint of necrocarnum, flows into you, granting you a temporary increase in power.

When you have a *necrocarnum* weapon soulmeld bound to your hands *chakra* and you successfully make a critical hit with the weapon on a living creature, you gain temporary *essentia* equal to the number of points of *essentia* invested in this soulmeld.

You can use this *essentia* normally, but it fades after 10 rounds.

(Multiple uses of this ability don't stack).

This ability works normally for critical hits delivered when making a coup de grace attack.

PAULDRONS OF HEALTH

Descriptors: None

Classes: Incarnate, soulborn

Chakra: Shoulders

Saving Throw: None

Incarnum shapes heavy plates of armor that hover above your shoulders.

They seem formed of pearly white alabaster except for a thin band of runic carvings etched in midnight blue.

The essential nature of *incarnum* is to provide life and health to mortal bodies, since it is made of the energy of souls.

Pauldrons of health distill that quality to ward you against effects targeting your vitality or health.

While wearing *pauldrons of health*, you are immune to disease, as well as being sickened or nauseated (as the conditions in the *Dungeon Master's Guide*).

Essentia: You gain an enhancement bonus on Fortitude saves equal to the number of points of *essentia* you invest in your *pauldrons of health*.

Chakra Bind (Shoulders)

Settled directly on your shoulders, your incarnate pauldrons glow with a faint but vibrant silver-blue energy.

In the immediate presence of the undead, they glow a little brighter, and if you are subjected to an energy drain attack, they momentarily flare to brilliant intensity as the attack dissipates.

You gain immunity to energy drain.

PEGASUS CLOAK

Descriptors: None

Classes: Totemist

Chakra: Shoulders (totem)

Saving Throw: None

You shape an elegant cloak, seemingly made of feathers and pure radiance.

A thing of great beauty and delicacy, it evokes thoughts of a pair of beautiful white wings.

Majestic horses of the skies, *pegasi* are naturally associated with the air and with flight.

Totemists shape this soulmeld to claim their mastery of the air, and eventually to gain true flight.

While wearing the *pegasus cloak*, you gain the effect of a *feather fall* spell at all times.

You also gain a +2 enhancement bonus on Jump checks, since the winglike cloak provides a slight boost to your leaps.

Essentia: Your enhancement bonus on Jump checks increases by 2 for every point of *essentia* you invest in your *pegasus cloak*.

Chakra Bind (Shoulders)

Even as your shoulders take on the cloudy white color of a pegasus' coat, your pegasus cloak forms into two distinct wings that you can use to achieve true flight.

You can extend the feathers of the cloak to form a great pair of birdlike wings.

This allows you to fly (average maneuverability) at a speed of 10 feet per point of *essentia* you invest in your *pegasus cloak*.

Chakra Bind (Totem)

Even as the feathers of your pegasus cloak extend up the back of your neck and head to suggest a white, feathery mane, the cloak itself forms into two distinct wings that you can use to achieve limited flight.

You can extend the feathers of the cloak to form a great pair of birdlike wings, allowing limited flight capability.

This grants you the ability to fly (average maneuverability) a short distance as a move action.

You can fly up to 10 feet per point of *essentia* you invest in your *pegasus cloak*, though you must begin and end each such move on a solid surface or you'll fall.

PHASE CLOAK

Descriptors: None

Classes: Totemist

Chakra: Shoulders (totem)

Saving Throw: See text

You form incarnum into a gray and white cloak with mottled blue markings that seems to shift and flow over your back like liquid.

Phase spiders are magical beasts that resemble spiders, and they represent all of spiderkind in totemist thinking.

They are associated with mobility of all sorts, from their ability to climb walls to their ethereal phasing power.

You gain a +4 competence bonus on Climb checks.

In addition, you can always choose to take 10 on a Climb check, even if rushed or threatened, and you retain your Dexterity bonus to Armor Class while climbing.

Essentia: For every point of *essentia* you invest in your *phase cloak*, your competence bonus on Climb checks increases by 2.

Chakra Bind (Shoulders)

Your phase cloak becomes even more like a silvery gray liquid, seeming to flow like a gentle stream even when completely motionless.

Its mottled blue markings also extend to the skin of your shoulders and upper torso.

When you use a move action to move at least 5 feet, you can become ethereal during the movement.

Among other effects, this means that you can cross difficult terrain without penalty and even pass through walls.

While moving, you are not subject to attacks of opportunity except from creatures that can see into the Ethereal Plane and affect ethereal creatures.

However, you become material after each move.

Thus, if you perform a double move, you must end your first move in a space where you can return to the Material Plane before becoming ethereal again for the second part of your move.

If you are within a solid object when your etherealness ends, you are immediately shunted to the nearest open space, taking 1d6 points of damage per 5 feet that you so travel.

While using this ability, you are subject to possible attack by creatures on the Ethereal Plane.

As a general guideline, the DM should roll once on the Ethereal Plane Encounters table (page 152 of the *Dungeon Master's Guide*) for each encounter during which you use this ability, with a result of 01–80 indicating that no danger lurks on the Ethereal Plane in that location.

Chakra Bind (Totem)

A terrible spidery head extends like a hood from your phase cloak, covering your face.

Eight silver-white eyes set in dark blue chitin cover your own eyes, and a huge pair of fangs dripping poison covers your mouth.

You gain a bite attack that deals 1d4 points of damage and injects a mild poison (Fortitude negates, initial damage 1d3 Con, secondary damage none).

You can use this bite either as a primary attack (in which case it uses your full base attack bonus and adds your Strength bonus on damage rolls) or as a secondary attack (with a –5 penalty on the attack roll and applying only half your Strength bonus on your damage roll).

Every point of essentia invested in this soulmeld grants a +1 enhancement bonus on attack rolls made with the bite attack.

PHOENIX BELT

Descriptors: Fire

Classes: Totemist

Chakra: Waist (totem)

Saving Throw: See text

You shape a belt made of feathers the color of flame—various reds, oranges, and yellows.

The feathers seem to shift in color, pulsing softly, like the embers of a dying fire.

Totemists revere phoenixes as divine creatures or at least the messengers of the gods, and in channeling their power for soulmelds they hope to lay claim to power that is nearly divine.

Phoenixes are primarily associated with fire, but their effective immortality gives them associations with protection and rebirth as well.

This soulmeld is most popular among totemists native to hot desert and jungle lands.

Your phoenix belt protects you from harm in hot environments.

You can exist comfortably in conditions between 40 and 140° Fahrenheit without having to make Fortitude saves.

Your equipment is likewise protected.

The phoenix is a magical beast detailed in *Monster Manual II*.

Essentia: If you invest essentia in your phoenix belt, it also protects you from fire damage.

You gain resistance to fire equal to 5 times the number of points of essentia you invest in this soulmeld.

Chakra Bind (Waist)

You have a very palpable sense of fire burning within you, but in a pleasant, comforting way, much like a heated stone warming a cold bed at night.

When subjected to fire damage, the feathers of your phoenix belt flare up briefly, as coals fanned by a breeze.

You can turn fire damage into fast healing.

Whenever your resistance to fire (whether from this soulmeld or another source) reduces the damage dealt to you by a fire-based attack, you gain fast healing 1 for a number of rounds equal to the amount of damage negated by your resistance.

For example, if you were hit with a fireball for 22 points of damage and had resistance to fire 10, you would gain fast healing 1 for 10 rounds (since your resistance negated 10 points of damage).

If instead you were hit with *burning hands* for 6 points of damage, you would gain fast healing 1 for only 6 rounds (since your resistance negated only 6 points of damage).

The fast healing granted by this chakra bind doesn't stack with itself (or with any other kind of fast healing).

If this chakra bind would grant you fast healing from a second source of fire damage, use only the longer remaining duration.

Chakra Bind (Totem)

Now it is no longer just the feathers in your phoenix belt that seem to glow like hot coals, but your eyes and, to an extent, your skin as well.

Your eyes burn red, and your skin gives off a soft heat like a warm hearth.

With a moment's concentrated effort, however, that fire can be made real around you, and quite painful to those who threaten you.

As a standard action, you can create a momentary ring of fire that surrounds you.

Creatures adjacent to you take 1d6 points of fire damage per point of essentia you invest in your phoenix belt.

A successful Reflex save reduces this damage by half.

PLANAR CHASUBLE

Descriptors: None

Classes: Incarnate

Chakra: Brow or soul

Saving Throw: None

Incarnum forms an ornate vestment draped over your shoulders, covering any other clothing, armor, or vestments you are wearing. The chasuble is little more than a large circle with a hole in the center for your head, but raw incarnum is woven like blue thread into intricate patterns down its front.

The planar chasuble binds the raw material of another plane to the garment and infuses it with power.

When you wear the chasuble, you are considered a native on any plane with an alignment trait matching your chosen alignment (and gain the extraplanar subtype while on the Material Plane).

While on such a plane, you ignore the effect of any alignment traits of the plane (see page 149 of the *Dungeon Master's Guide*).

For example, a lawful incarnate who shapes this soulmeld would be considered native to any plane with the lawful trait, including the Seven Mounting Heavens of Celestia and the Nine Hells of Baator.

You also gain resistance 10 to a specific energy type, based on your alignment.

Chaotic incarnates gain resistance to electricity 10, evil incarnates gain resistance to acid 10, good incarnates gain resistance to cold 10, and lawful incarnates gain resistance to fire 10.

Essentia: Every point of essentia invested in your *planar chasuble* increases the resistance to the specified energy type by 5 points.

Chakra Bind (Brow)

When you activate your incarnum radiance, the glow surrounding you also courses through the incarnum threads in your planar chasuble.

The bonus granted by your incarnum radiance class feature increases by 1.

Chakra Bind (Soul)

The embroidered patterns formed by raw incarnum in the front of your planar chasuble constantly shift and seem to depict living scenes from planes beyond the material world.

Once per week you can open a gate, as the spell, to any plane with an alignment trait matching your chosen alignment.

Each gate you open costs 1,000 XP if you use the “calling creatures” function.

PLANAR WARD

Descriptors: None

Classes: Incarnate

Chakra: Throat

Saving Throw: See text

You shape incarnum into an amulet bound tight to your throat by a slender blue chain.

*The amulet itself resembles a large blue sapphire carved into the shape of a scarab beetle holding a solar disk between its front legs. The planar ward soulmeld duplicates some of the effects of spells such as *protection from evil* and *dismissal*, but incarnates through the ages have argued that the soulmeld is actually the earlier form of this warding magic.*

In fact, some have argued that *planar ward* was the first soulmeld ever shaped, long before the principles of incarnum were fully understood, as the ancestors of the humanoid races sought protection from forces greater than themselves.

Your *planar ward* protects you from mental control.

It blocks any attempt to possess you (by a *magic jar* attack, for example) or exercise mental control over you, including enchantment (charm) effects and enchantment (compulsion) effects that grant the caster ongoing control over you.

The protection does not prevent such effects from targeting you, but it suppresses the effect for the duration of the *planar ward*'s effect.

If you were to unshape your *planar ward* while the effect granting mental control continued, the would-be controller would then be able to mentally command you.

Likewise, the *planar ward* keeps out a possessing life force but does not expel one if it is in place before the soulmeld is shaped.

Essentia: The *planar ward* provides a morale bonus on saves made to resist the supernatural or spell-like abilities of extraplanar creatures.

The bonus is equal to the number of points of essentia invested in the soulmeld.

Chakra Bind (Throat)

Your planar ward takes the form of a glowing blue orb embedded in the base of your throat.

When an extraplanar creature strikes you, the orb flares with blue light, enveloping the attacker for an instant.

You can drive an extraplanar creature back to its home plane.

Whenever you are struck by an extraplanar creature, the attacking creature must succeed on a Will save or be driven back to its home plane.

The creature adds its Hit Dice as a bonus on its saving throw, and you add your meldshaper level to the *planar ward*'s save DC.

A successful save renders the creature immune to this effect for 24 hours.

RAGECLAWS

Descriptors: Mind-affecting

Classes: Totemist

Chakra: Hands (totem)

Saving Throw: None

You form incarnum into a pair of furred gloves tipped with short claws.

These gloves fit over your hands as well as any other gloves or gauntlets you might wear.

When you clench your hands into fists, you can feel a surge of anger and determination well up inside you.

The *rageclaws* soulmeld makes no attempt to channel soul energy from any particular kind of magical beast.

Rather, it taps into the primal rage and survival instinct shared by all creatures of that type, a powerful will to survive and prevail.

Totemists typically shape this meld when they expect to face overwhelming odds, but some totemists shape it simply to gain courage and fury in battle.

While you wear your *rageclaws*, you can continue to fight without penalty if you are disabled or dying.

When reduced to 0 hit points, you can act as if you weren't disabled (that is, you ignore the normal restriction to only a single move or standard action per turn).

You do not lose 1 hit point for performing a standard or otherwise strenuous action while at 0 hit points.

When reduced to -1 to -9 hit points, you do not fall unconscious.

You do not automatically lose 1 hit point each round when at -1 to -9 hit points.

When your current hit points drop to -10 or lower, you immediately die.

Essentia: Investing essentia in *rageclaws* increases the range of negative hit points at which you can continue functioning.

Every point of essentia invested effectively reduces the point at which you die by 3 (such as from -10 to -13).

You can continue to fight without penalty until you reach that hit point total.

If your *essentia* investment in this soulmeld is reduced (whether voluntarily or involuntarily) and your current hit point total is at or below the point at which you would die, you immediately die.

For example, if you are currently at -16 hit points and reduce your *essentia* investment from 3 points to 2 points, you would die (since your new point of death would be -16).

Chakra Bind (Hands)

The fur of your rageclaws merges into your hands, and your fingers become tipped with small, dark claws instead of nails.

Each blow that lands on your body causes a blood rage to swell up in you, building until you are near death and then erupting in desperate fury.

While your hit point total is below 0, you gain a +2 morale bonus on melee attack rolls, melee weapon damage rolls, and Fortitude saves.

Though similar in some ways to a barbarian's rage, this state applies no restriction on what actions you can take.

Chakra Bind (Totem)

The fur of your rageclaws merges into your hands, and your fingers become tipped with long, sharp claws you can use to tear the flesh of your foes.

You can use your *rageclaws* as a pair of natural weapons that deal 1d6 points of damage plus your Strength modifier.

When you grapple an opponent, you can attack with both claws; these attacks are not subject to the usual -4 penalty for attacking with a natural weapon in a grapple.

While the *rageclaws* are shaped, you can still use your hands as normal (to hold items, cast spells, and so on), although you cannot hold an item in your hand and attack with the claws at the same time.

You gain a +1 enhancement bonus on attack rolls and damage rolls with your claws for every point of *essentia* invested in this soulmeld.

RIDING BRACERS

Descriptors: None

Classes: Incarnate, soulborn, totemist

Chakra: Arms (totem)

Saving Throw: None

You form incarnum into a pair of hard leather bracers that encircle your wrists.

They smell noticeably of horse and hay.

Humanoids have ridden horses into battle for ages, and by channeling the soul energy of these mounted warriors—and their steeds—you increase your own skill at mounted combat.

Wearing the *riding bracers* grants you a +4 insight bonus on Handle Animal and Ride checks.

Essentia: Every point of *essentia* invested in the *riding bracers* increases the insight bonus on Handle Animal and Ride checks by 2.

Chakra Bind (Arms)

Your riding bracers clench tight around your wrists.

When you mount a steed, your bracers almost seem to guide your hands on the reins.

When you draw a weapon while mounted, you, your mount, and your weapon all seem to move in a coordinated, deadly dance.

When mounted, you gain a +2 insight bonus on melee damage rolls and a +2 dodge bonus to Armor Class.

Chakra Bind (Totem)

There is no change in the appearance of your riding bracers, but when you mount a steed, you feel a close connection with the animal.

It almost seems to respond to your mental commands as much as to your hands on the reins.

If you are riding an animal, or a magical beast with an Intelligence score of 1 or 2, you can handle the creature as a free action or push it as a move action, even if you don't have any ranks in the Handle Animal skill.

In addition, your mount gains evasion, as the rogue class feature described on page 50 of the *Player's Handbook*.

SAILOR'S BRACERS

Descriptors: None

Classes: Incarnate, soulborn

Chakra: Arms

Saving Throw: None

Incarnum forms a pair of leather bands surrounding your wrists (and any other bracers or bracelets you might wear).

When you are still and your eyes are closed, you feel a gentle rocking as if you were aboard a ship on a calm sea.

You call upon the talents of generations of seafaring men and women to increase your proficiency at the work of sailing.

Shaping *sailor's bracers* makes the sea your home.

While you wear your *sailor's bracers*, you gain a +4 insight bonus on Swim, Profession (sailor), and Use Rope checks. This soulmeld also lets you make Profession (sailor) checks untrained.

Essentia: Every point of *essentia* you invest in your *sailor's bracers* increases the insight bonus by 2.

Chakra Bind (Arms)

Instead of plain leather, your sailor's bracers seem formed of fish scales—and indeed, large fins sprout from their sides to help you swim.

You can swim at up to your speed (as a full-round action) or up to half your speed (as a move action).

You take no penalty on attack rolls made underwater (as if you had *freedom of movement*).

SHADOW MANTLE

Descriptors: Darkness

Classes: Totemist

Chakra: Shoulders (totem)

Saving Throw: None

Incarnum forms a rough cloak of stony gray around your shoulders and back.

As you move, the cloak writhes behind you, suggesting the movement of tentacles.

It seems to collect shadow, always appearing darker than the surrounding area.

The darkmantle is hardly the most fearsome of magical beasts, but its association with darkness and perception makes the soulmeld that channels its energy a powerful one.

Totemists in subterranean cultures are particularly partial to the *shadow mantle* soulmeld.

Channeling the merest suggestion of a darkmantle's powerful blindsight, you gain a +4 competence bonus on Listen checks.

Essentia: Every point of essentia you invest in your shadow mantle increases the competence bonus on Listen checks by 2.

Chakra Bind (Shoulders)

The shadows of your mantle deepen, and its coloration grows darker.

Blackness seems to cling in every fold and sometimes trail off in wisps from the mantle's substance.

You start to hear sounds too high for most humans to detect, and occasionally sounds too low, as well.

As a swift action, you can surround yourself with a globe of magical darkness to a radius of 5 feet per point of invested essentia.

You also gain blindsight with the same radius.

Thus, you are completely aware of all creatures within the radius of darkness, but you are invisible to them unless they have some way of piercing magical darkness.

On the other hand, creatures beyond the radius of your darkness are invisible to you, but they can guess your location within the darkness.

If you enter a zone of magical silence, your blindsight no longer functions.

You can end the darkness effect as a swift action; ending the darkness effect also ends your blindsight.

Chakra Bind (Totem)

Your shadow mantle literally draws shadows to itself, and it changes color to match your surroundings.

You find it much easier to hide from view by drawing the cloak around your body and ducking your head into its membranous collar.

You gain a competence bonus on Hide checks equal to the bonus the soulmeld grants on Listen checks (+4 plus an additional +2 per point of invested essentia).

SHEDU CROWN

Descriptors: Good, mind-affecting

Classes: Totemist

Chakra: Crown or heart (totem)

Saving Throw: See text

Glowing argent incarnum forms a shining crown that hovers slightly above your head.

Its presence lends a regal air to your bearing, and you feel yourself become more calm, more dignified, and more stable—emotionally and even physically grounded.

A shedu (described in the Fiend Folio) is a noble beast related to the lammasu, distinguished by the crown it wears.

With a human head atop the body of a five-legged bull, a shedu possesses a physical stability that reflects its moral purity and mental stamina as well.

You are immune to being pushed back as the result of a bull rush, including the effects of spells such as Bigby's forceful hand and telekinesis (when used to perform a bull rush).

Essentia: You gain a competence bonus on saving throws against mind-affecting spells and effects equal to the number of points of essentia you invest in your shedu crown.

Chakra Bind (Crown)

Your shedu crown settles firmly on your head, but its appearance is otherwise unchanged.

You can communicate telepathically with any creature within 100 feet that has a language.

It is possible to address multiple creatures at once telepathically, although maintaining a telepathic

conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

This is a mind-affecting effect.

Chakra Bind (Heart)

The appearance of your shedu crown is unchanged, but when you use the power of this chakra bind, it briefly flares with brilliant silver light.

You can shift from the Material Plane to the Ethereal Plane as a standard action and return to the Material Plane as a free action.

Each day, you can spend a total number of rounds on the Ethereal Plane equal to your meldshaper level (each use counts as a minimum of 1 round).

This ability otherwise functions as the ethereal jaunt spell.

Chakra Bind (Totem)

Your hair grows into a bushy mane beneath your crown.

If you are male, your beard likewise grows.

Your body looks and feels more solid and strong.

You gain the ability to make a trample attack.

As a full-round action, you can move up to twice your speed and literally run over any creature equal to your own size or smaller.

You merely have to move over the opponents in your path; any creature whose space is completely covered by your space is subject to the trample attack.

If a target's space is larger than 5 feet, it is considered trampled only if you move over all the squares it occupies. Your trample attack deals 1d8 points of bludgeoning damage (or 1d6 points if you are Small) plus 1-1/2 times your Strength modifier.

If you are larger than Medium or smaller than Small, the damage scales up or down accordingly (see page 114 of the Player's Handbook).

Trampled opponents can attempt attacks of opportunity, but these take a -4 penalty.

(Opponents whose space is larger than 5 feet and whom you do not trample can also take attacks of opportunity at the same penalty).

An opponent can also give up its attack of opportunity and instead attempt a Reflex save to take half damage from your trample.

You can deal trampling damage to each target only once per round, no matter how many times your movement takes you over a target creature.

SIGHTING GLOVES

Descriptors: None

Classes: Incarnate, soulborn

Chakra: Hands

Saving Throw: None

Turquoise incarnum energy briefly forms a sheath around your hands before merging with your flesh.

The energy steadies your hands so that when you launch an arrow or throw a weapon, it flies true, leaving blue-green sparks in its wake.

You form incarnum into gloves of energy, which are absorbed into your skin after you fit them around your hands.

The soulmeld draws upon the soul energy of legendary archers, improving your aim while giving you insightful hints regarding the best time to release an arrow, fire a bolt, or throw an axe.

You gain a +1 insight bonus on damage rolls made with ranged weapons.

Essentia: Every point of essentia invested in *sighting gloves* increases the insight bonus by 1.

Chakra Bind (Hands)

Your grip on your ranged weapon is as light as can be, requiring only the slightest motion to release your arrow, pull the trigger of your crossbow, or deliver your throw.

When you bind *sighting gloves* to your hands chakra, you can shoot or throw at an opponent engaged in melee without taking the standard -4 penalty on your attack roll, as if you had the *Precise Shot* feat.

SILVERTONGUE MASK

Descriptors: None

Classes: Incarnate, soulborn

Chakra: Brow or throat

Saving Throw: See text

A plain silver mask conceals your lower face while exposing your eyes.

The mask is initially featureless, with a simple horizontal slot at your mouth, but subtle images shift across its surface as you interact with others.

Silvertongue masks were used by some of the first incarnates to gain the favor of neighboring tribes and nations by providing familiar and comforting images to accompany diplomatic pleas.

The soulmeld draws on the souls of quick-witted and slick-tongued heroes, helping to guide the meldshaper in beguilement or negotiation.

You shape incarnum into a silver-blue mask that you wear over your face.

Your *silvertongue mask* grants you a +2 insight bonus on Bluff and Diplomacy checks.

Essentia: Every point of essentia you invest in your *silvertongue mask* increases the insight bonus by 2.

Chakra Bind (Brow)

Blue crystalline lenses grow out from the mask, covering your eyes. These lenses enhance your sensitivity to body language and mannerisms.

You gain an insight bonus on Sense Motive checks equal to the bonus granted on Bluff and Diplomacy checks by the mask.

Chakra Bind (Throat)

The silver mask melds into your face and neck, from your cheekbones down to your collar, as if your skin were turned to silver.

When you attempt to compel a creature, that creature sees a face that is recognizable, but not quite familiar.

When bound to the throat chakra, the *silvertongue mask* allows you to make a *suggestion* (as the spell) to any creature as a standard action.

A successful Will save negates this effect.

A creature targeted by this ability, regardless of whether or not it succeeds on its save, can't be targeted again by the same ability for 24 hours.

This is a mind-affecting, language-dependent effect.

SOULSPARK FAMILIAR

Descriptors: Alignment

Classes: Incarnate, soulborn

Chakra: Brow, crown, or throat

Saving Throw: None

A spark of light hovers over your shoulder.

While featureless, it seems to emotte using its own brilliance, ranging from an angry burn to a contented glow.

Soulspark familiars are nearly constant companions of some meldshapers, filling the role of a loyal defender, a confidant, a guard, or sometimes simply a light to show the way.

You shape a small mote of soul energy called a least soulspark, which accompanies you and can attack your foes at your direction.

The presence of the soulspark grants you the *Alertness* feat. The soulspark follows you, typically hovering near your shoulder.

If the soulspark is more than 10 feet from you at the end of its turn, it unshapes.

You can communicate empathically with the soulspark, and directing it to attack a creature is a free action.

A soulspark familiar whose creator is incapable of issuing new directions follows its last command as long as it is able, after which it returns to hover over its creator.

If the soulspark is reduced to 0 or fewer hit points, the meld unshapes.

The least soulspark is a new creature detailed on page 197.

A soulspark formed by this soulmeld does not have the incarnum shroud ability normally possessed by such creatures, nor does it have an essentia pool.

Essentia: When you allocate essentia to your *soulspark familiar*, you can select one of the following effects.

All essentia invested must be put toward the same effect.

Align Attack: The first point of essentia invested makes the soulspark's attack good, evil, lawful, or chaotic, as you choose, allowing it to bypass the damage reduction of certain creatures, usually outsiders of the opposite alignment.

Every point beyond the first grants the soulspark a +1 bonus on damage against any creature of the opposing alignment.

Attack Bonus: Every point of essentia grants the soulspark a +1 bonus on its attack rolls and damage rolls.

Deflection Bonus: Every point of essentia grants the soulspark a +1 deflection bonus to Armor Class.

Healing: Every point of essentia invested grants the soulspark a certain amount of fast healing.

A least soulspark gains fast healing equal to 1 × the points of essentia invested, a lesser soulspark gains fast healing equal to 2 × the points of essentia invested, a standard soulspark gains fast healing equal to 3 × the points of essentia invested, and a greater soulspark gains fast healing equal to 4 × the points of essentia invested.

Saving Throw Bonus: Every point of essentia grants the soulspark a +1 resistance bonus on all saving throws.

Chakra Bind (Brow)

Your soulspark shimmers like the desert sky.

If you bind *soulspark familiar* to your brow chakra, you create a standard soulspark.

Chakra Bind (Crown)

Your soulspark glows sapphire blue, like a brilliant gemstone.

If you bind *soulspark familiar* to your crown chakra, you create a lesser soulspark.

Chakra Bind (Throat)

Your soulspark burns with a fierce blue-white light.

If you bind *soulspark familiar* to your throat chakra, you create a greater soulspark.

SOULSPEAKER CIRCLET

Descriptors: None

Classes: Soulborn

Chakra: Crown or throat

Saving Throw: None

A light blue circlet sits atop your head, with serrated points above each of your ears.

A faint voice whispers in your mind, translating the words that you hear.

This soulmeld draws on the linguistic talents of creatures living and dead to translate an unfamiliar language.

Choose a language when you shape your *soulspeaker circlet*.

While the soulmeld is shaped, you can understand the spoken forms of that language.

This does not provide you the ability to speak, read, or write that language.

Essentia: For every point of essentia invested in *soulspeaker circlet*, you can select an additional language that you understand.

Chakra Bind (Crown)

The circlet merges with your flesh, remaining visible as a band of blue across your forehead, similar to a tattoo.

The whispers in your mind now translate your own thoughts, telling you the words you must speak to be understood.

The *soulspeaker circlet* grants you the ability to speak those languages for which it grants understanding.

You still cannot read or write these languages.

Chakra Bind (Throat)

The circlet extends tendrils that reach down your head to wrap around your neck.

Your words can now be translated directly into thought.

As you communicate telepathically with others, those creatures perceive a slight pulsing radiance emanating from the soulmeld.

You can communicate telepathically with any creature within a range of 20 feet per point of invested essentia, as long as that creature has a language.

It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

This is a mind-affecting effect.

SPELLWARD SHIRT

Descriptors: None

Classes: Incarnate, soulborn

Chakra: Heart

Saving Throw: None

Incarnum forms into a cerulean tunic that covers your torso, fitting comfortably over any other clothing or armor you wear.

Except for its unusual color, it seems like a relatively mundane garment—until you are subjected to any spell effect.

When that happens, the color of the shirt comes alive, forming intricate patterns of swirls, bursts, and spirals as the shirt attempts to deflect the magical energy.

Meldshapers have long sought ways to use their own unique magic to protect them from the arcane and divine

effects that are so common in the world, and the *spellward shirt* is one of the simplest such means.

While worn, the *spellward shirt* grants you spell resistance 5.

Essentia: Every point of essentia you invest in your *spellward shirt* increases the spell resistance granted by the soulmeld by 4.

Chakra Bind (Heart)

The soul energy of your spellward shirt is bound into your flesh, its cerulean color tinting your skin all over your body.

When you shape this soulmeld, choose four spells of 6th level or less.

You gain complete immunity to the effects of these spells, as if you were under the effect of a *spell immunity* spell.

SPHINX CLAWS

Descriptors: None

Classes: Totemist

Chakra: Hands (totem)

Saving Throw: None

A powerful set of retractable, catlike claws forms over your hands. These magical claws seem almost alive, and they perfectly follow every move of your own hands and fingers.

Sphinxes are among the most powerful and majestic of all magical beasts.

In the view of some totemists, they embody what it is to be a magical beast.

Totemists hold up different varieties of sphinx as the pinnacle of sphinxkind: the gruff and noble androsphinx, the clever and enigmatic gyno sphinx, the avaricious and powerful crio sphinx, or the detestable hieracosphinx.

Whichever variety a totemist seeks to emulate, the effects of *sphinx claws* are the same—they make the totemist a clawing, pouncing terror to behold.

While wearing *sphinx claws*, you gain a +1 competence bonus on Strength checks and Strength-based skill checks, such as Climb and Jump checks and checks made to break down doors or to bull rush an opponent.

Essentia: Every point of essentia you invest in your *sphinx claws* increases the competence bonus by 1.

Chakra Bind (Hands)

Your hands become one with the claws that surround them, overlarge for your size.

The most profound change, however, is in your proficiency in combat—a powerful urge grows within you to leap at your foes, tearing with claws and teeth until your prey lies motionless in your savage grip.

When you use the charge action, at the end of your charge you can make a full attack using any natural weapons you possess.

You can use natural weapons that you have by virtue of your race or kind, or natural weapons derived from soulmelds you have shaped.

If you elect to use this ability, you cannot make any attacks with manufactured weapons at the end of the same charge.

Chakra Bind (Totem)

Your hands become one with the claws that surround them, overlarge for your size.

You find you can use them to tear at your foes, and with that ability comes a powerful desire to put these tools to use.

Will you temper that bloodlust with the wisdom of the gynosphinx or the nobility of the androsphinx? Or will you give in to it completely, rampaging like a hieracosphinx? You can use your

sphinx claws as natural weapons that deal 1d8 points of damage plus your Strength modifier.

For every point of essentia you invest in your *sphinx claws*, you gain a +1 enhancement bonus on your attack rolls and damage rolls with the claws.

While the claws are shaped, you can retain the normal use of your hands at any time, although you cannot hold an item in your hand and attack with the claws at the same time.

STRONGHEART VEST

Descriptors: None

Classes: Incarnate, soulborn

Chakra: Heart or waist

Saving Throw: None

A heavy web belt of cyan energy wraps around your torso.

When you wear it, you feel energized and revitalized.

When you are struck by an attack that would damage your ability scores, a wave of incarnum energy passes through you, blunting the effectiveness of the attack.

The *strongheart vest* protects you from attacks that would reduce your ability scores.

Any time you would take ability damage, such as Constitution damage or Strength damage, the amount of the damage is reduced by 1 point, to a minimum of 0.

For example, if you fail a saving throw against the poison of a monstrous centipede and would normally take 2 points of Dexterity damage from its poison, you take 1 point instead. Ten rounds later, if you fail a second saving throw against the poison and would normally take 1 point of Dexterity damage, you take no Dexterity damage instead.

Essentia: Every point of essentia you invest in your *strongheart vest* further reduces ability damage by an additional point.

For example, if you have 3 points of essentia invested in this soulmeld, you will subtract 4 points from any ability damage dealt to you.

Chakra Bind (Heart)

Tendrils of blue-black webbing snake out from the vest, merging with your flesh.

When you are struck by an attack that would drain your life force, you feel the energy of the strongheart vest surge through you, and you suffer no ill effect from the attack.

You gain immunity to energy drain attacks and death effects.

Chakra Bind (Waist)

The energy of the vest extends down into your legs, becoming more solid as it spreads.

Your *strongheart vest* also reduces ability drain, such as that from a lamia or wraith.

It reduces ability drain at the same rate that it reduces ability damage—1 point plus 1 additional point for every point of essentia invested—each time you would take ability drain.

THEFT GLOVES

Descriptors: None

Classes: Incarnate

Chakra: Hands

Saving Throw: None

You shape incarnum into a pair of supple black leather gloves that fit over your hands as well as any other gloves or gauntlets you might wear.

Despite the material covering your fingertips, the gloves grant you exacting precision in certain tasks—those that typically relate to thievery.

You borrow the talents of burglars throughout history to grant yourself a semblance of their ability.

While you have *theft gloves* shaped, you gain a +2 insight bonus on Disable Device, Open Lock, and Sleight of Hand checks.

This soulmeld also lets you make Disable Device, Open Lock, and Sleight of Hand checks untrained.

Essentia: Every point of essentia you invest in your *theft gloves* increases the insight bonus by 2.

Chakra Bind (Hands)

Instead of physical gloves, your theft gloves manifest as a dusky blue color over the skin of your hands.

In addition to great precision, you also find your fingertips tremendously sensitive, and they seem to tingle when you run them over something that carries a trap.

You gain the trapfinding ability (see page 50 of the *Player's Handbook*).

THERAPEUTIC MANTLE

Descriptors: None

Classes: Incarnate, soulborn

Chakra: Shoulders

Saving Throw: None

A sheath of incarnum energy surrounds your body and is slowly absorbed into your skin.

As healing magic is applied to you, the affected area sparkles with tiny blue motes.

The spirit energy of incarnum resonates with life energy. This soulmeld amplifies spells and effects that repair the physical form.

You shape incarnum into a sheath of energy that sinks into your skin and helps to focus healing magic that targets you. Whenever you are the target of a spell or effect that heals hit point damage, the spell heals additional damage equal to its spell level.

For example, if you are targeted by a *cure serious wounds* spell cast by a 7th-level cleric, you would be healed of 3d8+10 points of damage (7 points for the cleric's caster level and 3 points for the spell's level).

Essentia: Every point of essentia invested increases the additional healing by 2 more hit points.

Chakra Bind (Shoulders)

Focused outward, incarnum from the mantle bonds with the healing magic you conjure.

Healing spells you cast are accompanied by blue-white motes of incarnum energy.

When bound to your shoulders chakra, *therapeutic mantle* increases the potency of healing spells that you cast.

You gain an insight bonus (equal to the number of points of essentia invested in the soulmeld) to your caster level when casting spells of the healing subschool.

THREEFOLD MASK OF THE CHIMERA

Descriptors: None

Classes: Totemist

Chakra: Crown or soul (totem)

Saving Throw: None

You form incarnum into a three-sided mask that hovers in front of your face.

As you turn your head, the mask does not turn with you, so you can look out three different sets of eyes—and somehow each face of the mask seems to color your view of the world through it.

The mask depicts the three heads of a chimera—a savage dragon, a fierce lion, and a demonic goat.

Totemists look to chimeras as a representation of multiplicity united.

In a certain sense, they are the patrons of meldshaping itself—uniting disparate elements of beast souls and humanoid bodies to create powerful effects.

At the simplest level, the *threefold mask of the chimera* grants you the ability to focus your attention in multiple directions simultaneously.

You can't be flanked while this soulmeld is shaped.

Essentia: Every point of essentia invested in your *threefold mask* grants you a +1 competence bonus on Search and Spot checks.

Chakra Bind (Crown)

Your threefold mask attaches to your forehead and now moves with your head as you turn.

By focusing your concentration, you can tap into the mask's multiple perspectives to act more quickly, though at a cost.

At the end of your turn, you can take one extra move action at no cost.

If you choose to take this extra move action, you take a –5 penalty on attack rolls and to Armor Class until the end of your next turn.

Furthermore, on your next turn, you can take only a single standard action or a move action (but not both, and not a full-round action).

Every point of essentia you invest in your *threefold mask* reduces by 1 the penalty applied on attack rolls and to Armor Class during the round following your extra move action.

Thus, if you invest 1 point of essentia in your *threefold mask* and take an extra move action, your attack rolls and AC for the next round take only a –4 penalty (instead of –5).

If you invest 5 or more points of essentia, you take no penalty on attack rolls and to AC made in the round following your extra move action (but are still restricted to taking only a single standard action or move action during that turn).

Chakra Bind (Soul)

You experience a profound quickness of mind, almost as if three minds were thinking your thoughts and directing your actions, though this multiplicity of views can be confusing as well.

This chakra bind functions as the crown chakra bind, except that instead of an extra move action, you can take an extra standard action at the end of your turn.

However, on your next turn, you can take no actions. The same penalties as described above also apply in the following round, and they can be reduced by essentia investment as listed above.

Chakra Bind (Totem)

Your threefold mask is no longer just a mask—your head branches into the three monstrous heads of a chimera.

Three pairs of eyes look out on the world at once, three heads direct your actions, and three sets of savage jaws slaver for prey.

You can use the heads of your *threefold mask* to make natural attacks.

The dragon head bites for 1d8 points of damage, the lion head bites for 1d6 points of damage, and the goat head gores for 1d6 points of damage.

As a standard action, you can attack with any one of these heads, applying your full Strength modifier as a bonus on your damage roll.

As a full attack action, you can attack with all three heads, applying your full Strength modifier on all three damage rolls.

Alternatively, as part of a full attack, you can make a secondary attack with one head at a –5 penalty, applying only one-half your Strength modifier as a bonus on your damage roll.

THUNDERSTEP BOOTS

Descriptors: Sonic

Classes: Soulborn

Chakra: Feet

Saving Throw: See text

You shape incarnum into a pair of heavy boots that fit over your feet and any other boots you might wear.

Cobalt steel forms rings around your calves and reinforces the toes of the boots.

The legendary soulborn Odravan the Red was known for charging into battle wearing *thunderstep boots* at the head of a well-trained mercenary unit.

Foes who survived Odravan's charge were usually stunned and quickly fell to his allies' swords.

When you charge, your *thunderstep boots* channel sonic energy into your attack.

If you hit with a melee attack at the end of a charge, the target takes an additional 1d4 points of sonic damage.

Essentia: Every point of essentia you invest in your *thunderstep boots* increases the damage dealt by 1d4 points.

Chakra Bind (Feet)

Your thunderstep boots bind themselves to your feet.

Any creature taking damage from your *thunderstep boots* is also stunned for 1 round.

A successful Fortitude save negates this effect.

TOTEM AVATAR

Descriptors: None

Classes: Totemist

Chakra: Arms, feet, heart, or shoulders (totem)

Saving Throw: None

You shape incarnum into an imposing avatar of bestial power.

This corporeal shape fits over your clothing and armor, but it makes you seem like a hulking gray render in outline and features. Your actual body is only barely visible within the gray, hairless form.

The render's broad shoulders and sinewy arms encompass yours and extend beyond them to translucent clawed hands scraping the ground.

To some totemists, the greatest of the magical beasts are those that walk upright like humanoids but embody raw physical power—gray renders, owlbeats, rampagers (described in *Monster Manual II*), blood apes (described in *Monster Manual II*), and the dreaded tarrasque.

All of these creatures are totems of body strength, with the various abilities that come with physical might.

By default, the avatar resembles a gray render in its outline and features, but it changes to resemble different magical beasts if you bind it to a chakra.

The *totem avatar* grants you bonus hit points equal to your meldshaper level.

These hit points don't go away first the way temporary hit points do; if this soulmeld is unshaped or suppressed, you lose the hit points granted by it.

Essentia: You gain an enhancement bonus to your natural armor bonus equal to the number of points of essentia you invest in your *totem avatar*.

Chakra Bind (Arms)

Your totem avatar resembles an owlbear—no less hulking and stooped than the gray render form, but covered in a shaggy coat of feathers and fur.

You gain the benefit of the Improved Grapple feat.

Chakra Bind (Feet)

Your totem avatar resembles a rampager, with four elephantine legs, two muscular arms with hooked claws, a headless body with a gaping maw planted on the forward part of the torso, and a thick tail dragging behind.

You gain stability as if you were a four-legged creature, giving you a +4 bonus on checks to resist a bull rush, overrun, or trip attack.

You are also treated as if you were one size category larger than normal when making a check to resist a bull rush, grapple, overrun, or trip attack (effectively granting you an additional +4 on such checks).

Chakra Bind (Heart)

Your totem avatar resembles the legendary tarrasque, though on a much smaller scale.

Its hulking form leans forward of your own, its back covered with a thick, spiny carapace.

Two mighty horns sprout from its head, and its jaw opens wide to reveal dozens of knifelike teeth.

You gain damage reduction 5/magic.

The amount of this damage reduction increases by 1 for every point of essentia you invest in the soulmeld.

Chakra Bind (Shoulders)

Your totem avatar resembles a blood ape, taking on the appearance of a red-furred gorilla.

Your natural weapons (whether from soulmelds or other sources) deal damage as if you were one size category larger.

Chakra Bind (Totem)

When you bind your totem avatar to your totem chakra, you become a little more like the gray render it represents.

In particular, your body alters to better fill the musculature of the mighty beast avatar, lending you strength to smite your foes.

Your *totem avatar* grants you a morale bonus on damage rolls made with natural weapons (whether from soulmelds or other natural sources) equal to the number of points of essentia you invest in it.

TRUTHSEEKER GOGGLES

Descriptors: None

Classes: Incarnate, soulborn

Chakra: Brow

Saving Throw: None

Incarnum forms blue-lensed goggles that hover in front of your eyes.

The world does not seem blue to you; rather, small details become apparent, whether they are in something you search or in someone's facial expression and posture.

Calling upon the soul energy of investigators living and dead, you grant yourself keen powers of detection.

While you wear your *truthseeker goggles*, you gain a +2 insight bonus on Gather Information, Search, and Sense Motive checks.

Essentia: Every point of essentia you invest in your *truthseeker goggles* increases the insight bonus by 2.

Chakra Bind (Brow)

Your truthseeker goggles rest firmly before your eyes, granting you sight even in darkness.

You gain darkvision out to 60 feet.

UNICORN HORN

Descriptors: None

Classes: Totemist

Chakra: Brow (totem)

Saving Throw: None

You shape the pure soul energy of a unicorn into an ivory-colored horn that seems to sprout from your forehead.

Its color is an unblemished white, and it seems to glow with a soft blue-white radiance.

Its purity flows into you, and it is difficult to conceive of an evil thought with the horn so close to your mind.

Unicorns are like lammasus in their devotion to goodness and even surpass them in purity.

Good totemists revere them as embodiments of all that is good in nature, and shape *unicorn horns* when they prepare to do battle with evil—particularly undead.

You gain a +2 competence bonus on wild empathy and Move Silently checks.

Essentia: Your bonus on wild empathy and Move Silently checks increases by 2 for every point of invested essentia.

Chakra Bind (Brow)

A streak of white appears in your hair near the unicorn horn, and your eyes change color—becoming deep sea-blue, violet, or fiery gold.

You gain the ability to detect evil once per round as a standard action.

Chakra Bind (Totem)

A tuft of white hair hangs down from your forehead around your unicorn horn, while your forehead itself thickens somewhat to support the horn it bears.

All of your hair transforms into a cascading white mane, and if you are male a white beard sprouts from your chin.

You can feel purity and energy flowing into your body through your horn.

You can gore with the *unicorn horn* as a natural weapon that deals 1d6 points of damage.

You gain an enhancement bonus on attack rolls and damage rolls with your horn equal to the number of points of essentia you invest in it.

If you hit an undead creature with your horn attack, you deal an extra 1d6 points of damage.

URSKAN GREAVES

Descriptors: None

Classes: Totemist

Chakra: Feet (totem)

Saving Throw: None

Incarnum forms steel plates backed with white fur that fit over your shins, covering any clothing, boots, or armor you might wear. When you walk through ice and snow, your feet find solid purchase.

Urskans (magical beasts described in *Frostburn: Mastering the Perils of Ice and Snow*) are arctic-dwelling creatures much like intelligent polar bears.

The other races of the north know and fear them for the heavy plate armor they wear, for their strength and ferocity, and for the fierce power of their charging attacks.

It is precisely these qualities that totemists seek to emulate by shaping *urskan greaves*.

You can move across ice and through snow at your normal speed, and you gain a +5 bonus on Balance checks made on ice.

Essentia: If you invest essentia in your *urskan greaves*, they protect you from cold damage.

You gain resistance to cold equal to 5 times the number of points of essentia you invest in this soulmeld.

Chakra Bind (Feet)

White fur covers your lower legs and your urskan greaves merge into your flesh.

Strength seems to radiate up from your greaves through your whole frame, lending power to your attacks when you can build up a good running start.

You gain the ability to make a powerful charge.

When you charge, if your melee attack hits, you deal an additional +1d4 points of damage per point of essentia you invest in your *urskan greaves*.

Chakra Bind (Totem)

White fur covers your legs and strength pours through you.

No foe can stand in your way when you put all your strength into your charge.

When you attempt to overrun an opponent, the target cannot choose to avoid you.

You also gain a +2 bonus on your Strength check to knock down your opponent, with an additional +1 for every point of essentia you invest in your *urskan greaves*.

VITALITY BELT

Descriptors: None

Classes: Incarnate

Chakra: Waist

Saving Throw: None

Incarnum forms a stout metallic belt that girds your waist.

The metal gleams silver-blue; links of azure chain bind the plates together.

Life and health well up from this belt into your body.

Like other soulmelds that draw on incarnum as a source of vitality (including *pauldrons of health*, *lifebond vestments*, and *therapeutic mantle*), the *vitality belt* translates the soul energy of incarnum directly into physical energy to empower your body.

While wearing your *vitality belt*, you gain a +4 morale bonus on Constitution checks and Constitution-based skill checks (but not on Fortitude saves).

Essentia: For every point of essentia you invest in your *vitality belt*, you gain bonus hit points equal to your meldshaper level.

These are not temporary hit points and are not depleted first as are temporary hit points.

You can render yourself staggered, unconscious, or even dead by changing the quantity of essentia invested in this soulmeld.

Chakra Bind (Waist)

A large star sapphire adorns the center of your vitality belt, gleaming vibrantly in any light.

Any time you are subjected to an attack that would drain your vitality, the star at the heart of the sapphire dims momentarily, but your health does not suffer.

You are immune to Constitution damage and Constitution drain.

WIND CLOAK

Descriptors: None

Classes: Incarnate, soulborn

Chakra: Shoulders

Saving Throw: See text

A gauzy cloak of incarnum settles over you, swirling about you as a gentle breeze blows through your hair.

A stirring of air at your feet disturbs nearby dust.

The *wind cloak* coaxes the spirit energy of incarnum to swirl around your body, creating a wind that might deflect small objects or even larger airborne projectiles.

The swirling soul energy around you protects you from ranged attacks, absorbing some of the momentum of projectiles and other ranged weapons.

You gain damage reduction 2/magic against ranged weapons.

(This soulmeld doesn't grant you the ability to damage creatures with similar damage reduction).

The damage reduction granted by *wind cloak* applies against all ranged weapons regardless of their size.

Tiny and smaller flying creatures that attempt to enter your space must succeed on a Fortitude save to do so.

Failure means their movement stops adjacent to your space, and any remaining movement left in their action is lost.

Essentia: Every point of essentia invested increases the damage reduction by 2.

For example, a *wind cloak* with 2 points of invested essentia would provide damage reduction 6/magic against ranged weapons.

Chakra Bind (Shoulders)

As arrows fly in, the wind of your soulmeld swirls around, deflecting them away, perhaps even back at your attackers.

Bound to the shoulders chakra, *wind cloak* deflects ranged attacks as if you had the Deflect Arrows feat.

You don't need a free hand to use the feat—the *wind cloak* itself deflects the incoming arrows (or bolts, spears, and so on).

This effect functions even if you are caught flat-footed.

Every point of essentia you invest in your *wind cloak* increases by one the number of arrows you can deflect in a round.

WINTER MASK

Descriptors: Cold

Classes: Totemist

Chakra: Throat (totem)

Saving Throw: See text

You shape incarnum into a snow-white mask resembling the head of a wolf.

A snarling muzzle filled with sharp teeth protrudes from the front of the mask, and eyes like blue ice crystals stare out in defiance. Evil tribes of arctic dwellers particularly revere the winter wolf.

It is the embodiment of winter itself—deadly, fierce, cunning, and unrelenting in its assault on life and warmth. Totemists shape winter masks to claim the destructive power of winter as their own.

Your touch takes on the bitter cold of winter; you can choose to inflict a chilling fatigue on an opponent you touch in combat.

You must make a successful melee touch attack.

The target is fatigued unless it succeeds on a Fortitude save. Creatures resistant or immune to cold are immune to this effect.

Essentia: Your touch attack also deals 1d4 points of nonlethal cold damage for every point of essentia you invest in your winter mask.

Chakra Bind (Throat)

White fur spreads down from your winter mask to cover your throat.

Your mouth is filled with a pleasant cold, like sucking a piece of ice on a hot day.

You gain the ability to breathe a cone of cold.

Once every 1d4 rounds, you can emit a 15-foot-long cone of cold.

Targets in the cone take 2d6 points of cold damage plus 2d6 additional points of damage for every point of invested essentia (Reflex half).

Chakra Bind (Totem)

Your face blends into that of your winter mask, merging with its lupine features.

Your eyes appear in the mask's eye sockets, and they become the pale ice-blue of a winter wolf's eyes.

Your jaws become the powerful maw of a winter wolf as well, and frost clings to the white fur around your muzzle as you breathe.

You gain a bite attack that deals 1d6 points of damage.

You can use this bite either as a primary attack (in which case it uses your full base attack bonus and adds your Strength bonus on damage rolls) or as a secondary attack (with a -5 penalty on the attack roll and applying only half your Strength bonus on your damage roll).

Every point of essentia invested in this soulmeld adds 1d4 points of cold damage to your bite damage.

WORG PELT

Descriptors: None

Classes: Totemist

Chakra: Feet or hands (totem)

Saving Throw: None

You gather worg spirits around you to form a cloaklike garment. It strongly resembles the pelt of a worg, from the top of the beast's head perched atop your own to forelegs extending down your arms and rear legs hanging behind you.

The fur is dark and thick, and glassy red eyes smolder in its face.

Worgs are quintessential hunters—stalking predators, quick runners, and fierce combatants.

Totemists who shape worg pelt soulmelds hope to emulate some or all of these qualities, and sometimes the worg's malicious evil as well.

Your worg pelt grants you a +2 competence bonus on Hide and Move Silently checks.

Essentia: Every point of essentia that you invest in your worg pelt increases the competence bonus on Hide and Move Silently checks by 2.

Chakra Bind (Feet)

The hind legs of your worg pelt fuse into your own legs, lengthening your feet and shins while shortening your thighs, enabling you to run on your toes like a predatory animal.

Your legs are totally covered in the dark gray fur of a worg.

Your base land speed increases by 5 feet, plus an additional 5 feet for every point of essentia you invest in your worg pelt.

Chakra Bind (Hands)

The forelegs of your worg pelt fuse into your own arms, adding weight and bulk to your hands.

Your arms and hands are completely covered in the dark gray fur of a worg.

When you hit with a bite attack—whether it is a bite attack you naturally possess, one granted by binding this soulmeld to your totem chakra, or one granted by another soulmeld, spell, or special effect—you can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity.

If the attempt fails, the opponent cannot react to trip you.

Chakra Bind (Totem)

The head of your worg pelt becomes one with your own head.

Your eyes begin to glow red and replace the glassy eyes of the pelt, while your lower jaw extends to join the upper muzzle of the pelt, granting you a fierce bite attack.

You gain a bite attack that deals 1d6 points of damage.

You can use this bite either as a primary attack (in which case it uses your full base attack bonus and adds your Strength bonus on damage rolls) or as a secondary attack (with a -5 penalty on the attack roll and applying only half your Strength bonus on your damage roll).

Every point of essentia invested in this soulmeld grants you a +1 enhancement bonus on attack rolls and damage rolls with your bite attack.

WORMTAIL BELT

Descriptors: None

Classes: Totemist

Chakra: Waist (totem)

Saving Throw: See text

Incarnum forms a wide belt of thick purple scales around your waist.

Though the belt does not serve as armor (and easily fits around any armor you might wear), it thickens your skin and tints it a faint purple color.

The purple worm is one of the most feared magical beasts, particularly by those who live or adventure far beneath the surface of the earth.

Many have despaired of ever penetrating its thick hide before dying in its gullet or being poisoned by the stinger at the tip of its tail.

This soulmeld, particularly common among totemists in underground communities, is an attempt to emulate the awesome protection and the dangerous power of the purple worm.

You gain a +2 enhancement bonus to your existing natural armor bonus.

(If you do not have natural armor, you have an effective natural armor bonus of +0).

Essentia: The enhancement bonus to your natural armor bonus increases by 1 for every point of essentia you invest in your wormtail belt.

Chakra Bind (Waist)

Rather than forming a belt of purple scales at your waist, the soulmeld shapes plating on the skin of your torso and legs. Dark purple on the back and lighter in front, these scales seem to add to your bulk, and definitely increase your power in melee combat.

You gain the Awesome Blow feat (see page 303 of the *Monster Manual*) and are treated as one size category larger than usual when using it (up to a maximum of Colossal). The save DC to resist your awesome blow is calculated as normal for your soulmelds, rather than being based on the damage you deal.

Chakra Bind (Totem)

A thick, purple-scaled tail emerges from the back of your wormtail belt.

It is long enough that you can reach it around you to attack your foes with the stinger at its end, which drips with poison.

You can use your wormtail belt's stinger to make natural attacks.

You cannot use the stinger as a natural secondary weapon—using the stinger is the only attack you can make in a given round.

You use your full base attack bonus for the attack roll, and the stinger deals 1d6 points of damage.

In addition, the stinger delivers a weakening poison that deals initial damage of 1d4 Strength (no secondary damage).

A successful Fortitude save negates the poison damage.

Every point of essentia you invest in your wormtail belt gives you a +1 enhancement bonus on your attack rolls with the stinger, as well as increasing the poison's save DC as normal.

YRTHAK MASK

Descriptors: Sonic

Classes: Totemist

Chakra: Brow (totem)

Saving Throw: None

You shape incanum into a bizarre mask, basically crocodilian in form.

It lacks eyes entirely, and a weird hornlike protrusion juts from the top and front—resembling the strange yrthak in its overall appearance.

Yrthaks inhabit desolate mountainous regions and are not widely revered by totemists.

Even so, their association with sound, sonic energy, and hearing makes the yrthak mask a powerful soulmeld.

You gain a +4 competence bonus on Listen checks.

Essentia: Every point of essentia that you invest in your yrthak mask increases the competence bonus on Listen checks by 2.

Chakra Bind (Brow)

Your yrthak mask fuses to your forehead, though your mouth still speaks inside the mouth of the mask.

Your vision dims somewhat, but you find yourself alive to the world of sounds around you—including some you had never heard before.

You find that you can discern a creature's location with great accuracy simply by listening to the sounds it makes.

You gain a limited form of blindsense.

You can take a move action to pinpoint the location of every creature within 10 feet of you to which you have line of effect.

The range of this ability increases by 10 feet for every point of essentia you invest in your yrthak mask.

Any creature you cannot see still has total concealment against you, and you still have the normal miss chance when attacking foes with concealment.

Visibility still affects your movement.

You are still denied your Dexterity bonus to Armor Class against attacks from creatures you cannot see.

Even as your other senses are heightened, your visual acuity diminishes.

You take a -4 penalty on Spot checks.

To your benefit, you gain a +4 bonus on saving throws against gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Chakra Bind (Totem)

Your yrthak mask becomes your actual face, and your jaws lengthen into the crocodilian maw of a yrthak.

The mask is too awkward to allow you to make bite attacks, but you can focus sonic energy through the hornlike protrusion on the front of the mask, using it to stab your foes with rays of pure sound.

Once every 2 rounds, you can focus sonic energy into a ray up to 60 feet long.

This is a ranged touch attack that deals 1d6 points of sonic damage to a single target for every point of invested essentia.

SPELLS

BOOK OF EXALTED DEEDS (3.5)

ABJURATION

BASTION OF GOOD

Abjuration [Good]

Level: Apostle of peace 7, cleric 7

Components: V, S, Abstinence

Casting Time: 1 standard action

Range: 20 ft.

Area: 20-ft.-radius spherical emanation centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

A nimbus of light surrounds you, protecting you and those around you from spell effects and the attacks of evil creatures.

The aura excludes all spell effects of up to 3rd level, exactly as a *minor globe of invulnerability* does.

In addition, the nimbus protects creatures within it as a *magic circle against evil* at double strength.

Warded creatures gain a +4 deflection bonus to AC and a +4 resistance bonus on saves against attacks from evil creatures, and they are protected from possession, mental control, and bodily contact by summoned or conjured creatures.

Abstinence Component: You must fast for 24 hours before casting this spell.

CELESTIAL BLOOD

Abjuration [Good]

Level: Apostle of peace 6, cleric 6, Pleasure 6

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: Nonevil creature touched

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes (harmless)

You channel holy power to grant the subject some of the protection enjoyed by celestial creatures.

The subject gains resistance 10 to acid, cold, and electricity, a +4 bonus on saving throws against poison, and damage reduction 10/evil.

Material Component: A vial of holy water, with which you anoint the subject's head.

EMPYREAL ECSTASY

Abjuration

Level: Bard 6, Pleasure 7

Components: V, S, DF

Casting Time: 1 round

Range: 30 ft.

Target: One creature/level

Duration: 1 minute/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Like the *ease pain* spell, *empyrean ecstasy* immediately removes any lingering effects of pain, including penalties imposed by *symbol of pain*, *angry ache*, and similar spells. It neither prevents damage nor blocks other effects not directly related to pain (such as the *recall agony* or *recall pain* psionic power).

The spell also induces a pleasurable fuguelike state that yields a number of additional effects:

First, *empyrean ecstasy* renders its targets immune to mind-affecting spells and effects for the spell's duration, but does not negate mind-influencing effects already in place.

Second, targets of the spell take only half damage from all melee and ranged attacks for the duration of the spell.

Third, the fuguelike state induced by the spell makes it difficult for targets to concentrate on certain tasks.

Creatures in ecstasy take a -4 penalty on all skill checks, and casting a spell while under the influence of *empyrean ecstasy* requires a DC 15 Concentration check.

EXALTED RAIMENT

Abjuration

Level: Sanctified 6

Components: V, DF, Sacrifice

Casting Time: 1 standard action

Range: Touch

Target: Robe, garment, or outfit touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You imbue a robe, priestly garment, or outfit of regular clothing with divine power.

The spell bestows the following effects for its duration:

- +1 sacred bonus to AC per five caster levels (maximum +4 at 20th level)
- Damage reduction 10/evil
- Spell resistance 5 + 1 per caster level (maximum SR 25 at 20th level)
- Reduces ability damage due to spellcasting by 1, to a minimum of 1 point (but does not reduce the sacrifice cost for casting this spell) Only a good-aligned creature gains the benefits of this spell; creatures of nongood alignment can wear the *exalted raiment* but gain no spell benefits from doing so.

Sacrifice: 1d4 points of Strength damage.

GLORIOUS RAIMENT

Abjuration [Good]

Level: Apostle of peace 2, Glory 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Robe, garment, or outfit touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You imbue a robe, priestly garment, or outfit of regular clothing with divine power.

The spell bestows the following effects for its duration:

- +1 sacred bonus to AC per five caster levels (maximum +4 at 20th level)
- Damage reduction 5/evil Only a good-aligned creature gains the benefits of this spell.

Creatures of nongood alignment can wear the *glorious raiment*, but gain no spell benefits from doing so.

GLORY OF THE MARTYR

Abjuration [Good]

Level: Champion of Gwynharwyf 4, paladin 4

Components: V, S, F, DF

Casting Time: 1 standard action

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

Targets: One creature/level

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Like *shield other*, this spell wards the subjects, creating a mystic connection between them and you so that some of their wounds are transferred to you.

The subjects each gain a +1 deflection bonus to AC and a +1 resistance bonus on saves.

All the subjects take only half damage from all wounds and attacks that deal them hit point damage.

The amount of damage not taken by all the warded creatures is taken by you.

Forms of harm that do not involve hit points, such as *charm* effects, temporary ability damage, level draining, and *disintegration*, are not affected.

If a subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage.

When the spell ends, subsequent damage is no longer divided between you and the subjects, but damage already split is not reassigned to the subjects.

If you die while this spell is in effect, the spell ends in a burst of positive energy that restores 1d8 hit points to each subject.

If a subject moves out of range of the spell, that subject's connection to you is severed but the spell continues as long as there is at least one subject remaining and you remain alive.

Focus: A platinum ring (worth at least 50 gp) worn by you and each subject of the spell.

This spell first appeared in *Magic of Faerûn*.

LUMINOUS ARMOR

Abjuration

Level: Sanctified 2

Components: Sacrifice

Casting Time: 1 standard action

Range: Touch

Target: One good creature touched

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell, favored among eladrins visiting the Material Plane, envelops the target in a protective, shimmering aura of light.

The *luminous armor* resembles a suit of dazzling full plate, but it is weightless and does not restrict the target's movement or mobility in any way.

In addition to imparting the benefits of a breastplate (+5 armor bonus to AC), the *luminous armor* has no maximum Dexterity restriction, no armor check penalty, and no chance for arcane spell failure.

Luminous armor sheds light equivalent to a *daylight* spell and counters *darkness* spells of 2nd level or lower with which it comes into contact.

In addition, the *armor's* brightness causes opponents to take a -4 to penalty on melee attacks made against the target.

This penalty stacks with the attack penalty suffered by creatures sensitive to bright light (such as dark elves).

Sacrifice: 1d2 points of Strength damage.

LUMINOUS ARMOR, GREATER

Abjuration

Level: Sanctified 4

This spell functions like *luminous armor*, except that it imparts the benefits of full plate (+8 armor bonus to AC).

Sacrifice: 1d3 points of Strength damage.

MOMENT OF CLARITY

Abjuration

Level: Paladin 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

When you cast this spell and touch a creature that is under the influence of a mind-affecting spell or effect, that creature immediately receives another saving throw against the effect's original DC to break free of the effect.

If the spell or effect did not originally permit a saving throw, this spell has no effect.

PHIERAN'S RESOLVE

Abjuration [Good]

Level: Sanctified 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 20 ft.

Targets: One good creature/level in a 20-ft.-radius burst centered on you

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Phieran's resolve (named after the exalted god of suffering, endurance, and perseverance) was devised to comb a t wielders of vile magic.

This spell grants targets a +4 sacred bonus on saving throws against spells with the evil descriptor.

Sacrifice: 1d3 points of Strength damage.

SACRED HAVEN

Abjuration

Level: Paladin 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You shield one creature in a nimbus of holy light.

The creature gains a +2 sacred bonus to Armor Class.

In addition, while protected by this spell, the creature does not lose its Dexterity bonus to AC when flat-footed.

For the duration of the spell, you gain awareness of the target's health as with the *status* spell, and you need not be able to touch the target to heal it with your lay on hands ability.

Use of the lay on hands ability still requires a standard action, but it can be done at any range provided the target is on the same plane of existence as you.

SHIELD OF THE ARCHONS

Abjuration [Good]

Level: Apostle of peace 7, cleric 7

Components: V, Archon

Casting Time: 1 standard action

Range: Personal

Target: You

Effect: Mobile shield

Duration: 1 round/level

A mystic shield of beneficent energies interposes itself between you and an incoming magical attack.

The shield blocks harmful spells, spell-like abilities, and supernatural abilities.

It can only block one such attack each round, intercepting the first but not any later attacks until your next turn.

Any targeted magical attack that strikes the shield is dissipated, but it has a 5% chance per spell level to shatter the shield as well.

Attacks with no spell level have a 5% chance per 2 caster levels to shatter the shield.

An attack that shatters the shield is dissipated without harming you.

If you are within the area or effect of a harmful spell or effect that is not directly targeted on you, the *shield of the archons* grants you a +4 bonus on your saving throw against the effect.

STARMANTLE

Abjuration

Level: Joy 7, sorcerer/wizard 6

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One living creature touched

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell manifests as a draping cloak of tiny, cascading stars that seem to flicker out before touching the ground.

The cloak forms over the target's existing apparel and sheds light as a torch, although this is not the mantle's primary function.

The *starmantle* renders the wearer impervious to nonmagical weapon attacks and transforms any nonmagical weapon or missile that strikes it into harmless light, destroying it forever.

Contact with the *starmantle* does not destroy magic weapons or missiles, but the *starmantle*'s wearer is entitled to a Reflex saving throw (DC 15) each time he is struck by such a weapon; success indicates that the wearer takes only half damage from the weapon (rounded down).

Material Component: A pinch of dust from a pixie's wing (20 gp).

SUBLIME REVELRY

Abjuration

Level: Cleric 9, Pleasure 9

Components: V, S, DF

Casting Time: 1 round

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

Targets: One creature/level, no two of which can be more than 30 ft. apart

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

Sublime revelry immediately removes any lingering effects of pain, including penalties imposed by *symbol of pain*, *angry ache*, and similar spells.

It does not prevent damage or block other effects not directly related to pain.

The spell also induces a pleasurable fuguelike state that yields the following additional effects:

First, *sublime revelry* renders its targets immune to mind-affecting spells and effects for the spell's duration, as well as suppresses (but not dispels) ones currently in effect.

Second, targets of the spell take only half damage from all melee and ranged attacks for the duration of the spell.

SUNMANTLE

Abjuration

Level: Sanctified 4

Components: S, Sacrifice

Casting Time: 1 standard action

Range: Touch

Target: One creature touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

This spell cloaks the target in a wavering cloak of light that illuminates an area around the target (and dispels darkness) as a *daylight* spell.

However, its ability to generate bright light is not the spell's primary function.

The *sunmantle* grants the target damage reduction 5/-. Furthermore, if the target is struck by a melee attack that deals hit point damage, a tendril of light lashes out at the attacker, striking unerringly and dealing 5 points of damage.

Because of the brilliance of the *sunmantle*, creatures sensitive to bright light (such as dark elves) take the usual attack penalties when in the light radius of the *sunmantle*.

Sacrifice: 1d4 points of Strength damage.

TELEPATHY BLOCK

Abjuration

Level: Bard 5, cleric 5, sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

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

Area: 80-ft.-radius emanation centered on a creature, object, or point in space

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell blocks all telepathic communication within the affected area, making telepathic conversation impossible. The spell can be cast on a point in space, but the effect is stationary.

The spell can be centered on a creature or mobile object, in which case the effect emanates from the creature or object and moves as it moves.

TWILIGHT LUCK

Abjuration [Good]

Level: Sanctified 1

Components: V, Abstinence

Casting Time: 1 standard action

Range: Touch

Target: One nonevil creature touched

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes (harmless)

By means of this spell, the caster can impart the luck of the fey to one nonevil being.

The target gains a +1 luck bonus on all saving throws for the duration of the spell.

Abstinence: The caster must refrain from imbibing alcohol for 3 days prior to casting this spell.

VANISHING WEAPON

Abjuration

Level: Sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 minute/level

Saving Throw: None; see text

Spell Resistance: No

This spell encapsulates a weapon in a faint blue glow.

In addition to dealing normal damage, the weapon dispels on contact any summoned creature or quasireal creature brought into being by a Conjunction (summoning) or Illusion (shadow) spell.

This requires a successful dispel check (1d20 + caster's level) against DC 11 + the level of the caster who summoned or created the creature.

If the *vanishing weapon* is a ranged weapon, the spell's effect is imparted to the weapon's ammunition.

A summoned or quasi-real creature goaded into touching the *vanishing weapon* is also dispelled.

This spell has no effect on called creatures.

VENGEANCE HALO

Abjuration [Good]

Level: Cleric 6, Wrath 6

Components: V, S, DF, Abstinence

Casting Time: 1 standard action

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

Target: One good-aligned creature; see text

Duration: 1 minute/level

Saving Throw: None or Reflex half; see text

Spell Resistance: No

A luminous ring of holy power appears above the head of a good creature and remains in place until the spell expires or the creature is slain (reduced to -10 hp).

If the latter event occurs, the halo discharges an arc of divine energy that deals 1d6 points of damage per caster level (maximum 20d6) to the target's slayer.

The creature subject to the attack can make a Reflex save to reduce the damage by half.

Once the *vengeance halo* unleashes its energy, it disappears and the spell ends.

Abstinence Component: You must abstain from alcohol for 1 week prior to casting this spell.

CONJURATION

ARMAGEDDON

Conjunction (Summoning) [Good]

Level: Sanctified 9

Components: V, S, Sacrifice

Casting Time: 1 standard action

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

Effect: 2 or more summoned creatures, no two of which can be more than 30 ft. apart

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

The caster opens a portal to one of the good-aligned outer planes and calls forth celestials to aid in battle against the most fearsome forces of evil.

The spell takes place over a period of time.

The first round, 2d4 avorals arrive.

Two rounds later, a ghaele eladrin arrives to join the fight.

Two rounds later, an astral deva arrives.

Once these creatures appear, they serve the caster for the duration of the spell.

The spell's duration begins the instant the first celestials appear.

At the end of the spell's duration, all summoned celestials disappear at once.

The celestials only heed the summons if the caster is of good alignment and there are evil foes to fight.

After their arrival, the celestials obey the caster explicitly and never attack her, even if someone else manages to gain control over them.

The caster does not need to concentrate to maintain control over the celestials.

She can dismiss them singly or in groups at any time.

Sacrifice: 1 character level.

BLINDING GLORY

Conjuration (Creation) [Good]

Level: Glory 9, sorcerer/wizard 9

Components: V, S, M/DF

Casting Time: 1 hour

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

Area: 100-ft./level radius spread, centered on you

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

A brilliant radiance spreads from you, brightly illuminating the area.

The light is similar to that created by the *daylight* spell, but no magical darkness counters or dispels it.

Furthermore, evil-aligned creatures are blinded within this light.

Blinding glory brought into an area of magical darkness (or vice versa), including an *utterdark* spell, is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Arcane Material Component: A polished rod of pure silver.

CALL FAITHFUL SERVANTS

Conjuration (Calling) [Good]

Level: Celestial 6, cleric 6, sorcerer/wizard 5

Components: V, S, Abstinence, Celestial

Casting Time: 1 minute

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

Effect: 1d4 lantern archons, coure eladrins, or musteval guardinals

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You call 1d4 lawful good lantern archons from Celestia, 1d4 chaotic good coure eladrins from Arborea, or 1d4 neutral good musteval guardinals from Elysium to your location. They serve you for up to one year as guards, soldiers, spies, or whatever other holy purpose you have.

No matter how many times you cast this spell, you can control no more than 2 HD worth of celestials per caster level.

If you exceed this number, all the newly called creatures fall under your control, and any excess servants from previous castings return to their home plane.

Abstinence Component: The character must abstain from casting Conjuration spells for 3 days prior to casting this spell.

CALL MOUNT

Conjuration (Calling) [Good]

Level: Paladin 2

Components: V

Casting Time: 1 round

Range: 10 ft.

Effect: Your special mount

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

You summon your special mount from the celestial planes where it resides.

This works exactly as your normal, spell-like class ability to summon the creature, except that the duration is shorter and you are not limited in how many times you can call the mount in a day (except by how many times you can cast *call mount*).

You can cast this spell even if you have already called your mount using your class ability on the same day.

CRY OF YSGARD

Conjuration (Calling) [Good]

Level: Sanctified 7

Components: V, Sacrifice

Casting Time: 1 round

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

Effect: Calls 2d4 bariaur defenders of Ysgard

Duration: Instantaneous; see text

Saving Throw: None

Spell Resistance: No

You call 2d4 bariaur defenders of Ysgard (see Chapter 8: Monsters) from the plains of Ysgard to your location.

They serve you for up to a year, and you may dismiss them at any time.

They are intelligent, so you can assign them different tasks. They can refuse to complete a quest or otherwise take on complex burdens without your supervision.

No matter how many times you cast this spell, you can control no more than four bariaur rangers; others are released from service and return to Ysgard immediately. You choose which creatures to release.

Sacrifice: 1d3 points of Strength drain.

DRAGON CLOUD

Conjuration (Calling) [Air]

Level: Sanctified 8

Components: V, S, Sacrifice

Casting Time: 1 round

Range: Special (see text)

Effect: One conjured dragon cloud (see text)

Duration: 1 min. + 1 minute/level

Saving Throw: None

Spell Resistance: No

You must cast this spell outdoors, in a place where clouds are visible.

It calls forth a spirit of elemental air, binds it to a nearby cloud (either a normal cloud or storm cloud), and gives it a dragonlike form.

Upon forming, the dragon-shaped cloud swoops toward you, arriving in 1 minute regardless of the actual distance from you.

(The time it takes to reach you counts toward the spell's duration).

Once it arrives, you can command the dragon cloud like a summoned creature (see the *summon nature's ally I* spell in the *Player's Handbook* for details).

The dragon cloud speaks Auran.

At the end of the spell's duration, the dragon cloud evaporates into nothingness as the bound elemental spirit returns to its home plane.

The dragon cloud cannot pass through liquids or solid objects.

Sacrifice: 1d3 points of Constitution damage.

The dragon cloud has the following statistics:

➤ **Dragon Cloud:** Huge elemental (air, extraplanar, good); HD 21d8+84; hp 178; Init +10; Spd fly 150 ft. (average); AC 26, touch 14, flat-footed 20; Base Atk +15; Grp +30; Atk +20 melee (2d6+10/19–20, bite); Full Atk +20 melee (2d6+7/19–20, bite), +15 melee (2d4+32, claws); Space/Reach 15 ft. across/15 ft.; SA breath weapon; SQ darkvision 60 ft., damage reduction 10/magic, elemental traits; AL N; SV Fort +11, Ref +18, Will +7; Str 25, Dex 23, Con 18, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +19, Spot +19; Dodge, Flyby Attack, Improved Critical (bite), Improved Initiative, Mobility, Spring Attack.

Breath Weapon (Ex): 100-ft.-long line-shaped burst of lightning every 1d4 rounds; 10d6 points of electricity damage; DC 24 Reflex save for half damage.

EASE PAIN

Conjuration (Healing)

Level: Apostle of peace 2, beloved of Valarian 2, cleric 2

Components: S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Ease pain immediately removes any lingering effects of pain, including penalties imposed by *symbol of pain*, *angry ache*, and similar spells.

It does not heal any damage or other effects not directly related to pain.

If the target creature is under some effect that causes continuing damage, the pain is eased only for a moment. *Ease pain* cannot bypass the need for a Concentration check to cast a spell under such circumstances, nor can it allow a creature subject to *death by thorns* to act normally (since the spell's damage is ongoing).

ENERGETIC HEALING

Conjuration (Healing)

Level: Apostle of peace 5, cleric 5, druid 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: One living creature touched

Duration: 10 minutes/level or until discharged

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell converts magical energy damage into healing power.

First, it renders the target immune to one energy type (acid, cold, electricity, fire, or sonic) specified when the spell is cast.

Second, whenever the target is subjected to a magical attack of the selected energy type, he instead heals damage equal to 10% of the damage dealt (rounded down).

For example, a creature protected by *energetic healing* (cold) that would normally take 35 points of cold damage from a *cone of cold* heals 3 points of damage instead.

Once the spell heals a number of hit points equal to 2 per caster level (maximum 30), it is discharged.

This spell does not convert nonmagical energy attacks (such as damage from alchemist's fire) into healing.

ESTANNA'S STEW

Conjuration (Healing)

Level: Cleric 2, druid 2, paladin 2

Components: V, S, F

Casting Time: 1 round

Range: 0 ft.

Effect: Fills pot with healing stew (1 serving/2 levels)

Duration: Instantaneous (see text)

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless)

This spell calls upon Estanna, goddess of hearth and home (described in Chapter 2: Variant Rules), to fill a specially crafted stewpot with a potent healing stew.

The caster must be hold the pot in hand when *Estanna's stew* is cast; otherwise, the spell fails and is wasted.

The spell creates one serving per two caster levels (maximum 5).

A single serving heals 1d6+1 points of damage and requires a standard action to consume.

Any portion of the stew that is not consumed disappears after 1 hour.

The stew can be splashed onto a single undead creature within 10 feet.

If a ranged touch attack succeeds, the undead creature takes 1d6+1 points of damage per serving splashed on it.

The undead creature can apply spell resistance and can attempt a Will save to take half damage.

Focus: An engraved stewpot worth at least 50 gp.

RADIANT FOG

Conjuration (Creation, Good)

Level: Sorcerer/wizard 4

Components: V, S, Abstinence

Casting Time: 1 standard action

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

Effect: Fog that spreads in a 20-ft. radius, 20 ft. high

Duration: 1 minute/level

Saving Throw: Fortitude partial (see text)

Spell Resistance: Yes (see text)

As *solid fog*, but the cloud of fog shimmers with brilliant celestial radiance.

Creatures within the cloud must make successful Fortitude saves or be dazzled, taking a –1 penalty on attack rolls for as long as they remain in the cloud and for 1 minute afterward.

Creatures with light sensitivity or otherwise susceptible to bright light are blinded if they fail their saves.

Sightless creatures are not affected by the radiance.

Spell resistance applies to the reduced movement, melee attack and damage penalties, and dazzling or blinding effects, but not to the concealment provided or the prevention of ranged weapon attacks.

Abstinence Component: You must not have cast a darkness or Necromancy spell within the past 24 hours before casting this spell.

REFRESHMENT

Conjuration (Healing) [Good]

Level: Apostle of peace 3, bard 3, cleric 3, Endurance 3, vassal of Bahamut 3

Components: V, S

Casting Time: 1 standard action

Range: 20 ft.

Target: 20-ft.-radius burst centered on you

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Refreshment channels celestial energy to remove all nonlethal damage the targets have taken, including damage from environmental conditions, starvation and thirst, and related effects as well as damage dealt by nonlethal attacks.

REMOVE ADDICTION

Conjuration (Healing)

Level: Beloved of Valarian 2, cleric 2, druid 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Remove addiction cures all addictions that the target suffers from (see *Drugs in the Book of Vile Darkness* for more information about addictions).

Since the spell's duration is instantaneous, it does not prevent new addiction to the same drug at a later date.

REMOVE NAUSEA

Conjuration (Healing)

Level: Apostle of peace 3, cleric 3

Components: V, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Remove nausea restores to health a creature who is nauseated or sickened.

Remove nausea cures only the nausea or sickening effect, not disease, poison, or any other effects.

SMITE HERETIC

Conjuration

Level: Paladin 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

For the duration of the spell, when using your smite evil class ability against an evil creature with the ability to cast divine spells, you gain a +2 sacred bonus on the attack roll. Furthermore, the attack deals 2 extra points of damage (instead of 1) per paladin level.

VALIANT STEED

Conjuration (Calling) [Good]

Level: Sanctified 6

Components: V, S, Sacrifice

Casting Time: 1 hour

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

Effect: Calls 1 pegasus or unicorn

Duration: Instantaneous; see text

Saving Throw: None

Spell Resistance: No

The caster calls a special servant of the exalted god Valarian—either a pegasus or unicorn—to her location. The creature serves the caster for up to a year, during which time the caster may dismiss it at any time.

It is intelligent, so the caster can assign it complex tasks. Although useful as a mount, it will not undertake a quest or otherwise take on complex burdens beyond the supervision of the caster.

If the caster attempts to conjure another creature using this spell, the one called previously returns to its home.

Sacrifice: 1d3 points of Strength drain.

WARDING GEMS

Conjuration (Healing)

Level: Cleric 5

Components: V, S, M

Casting Time: 1 standard action

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

Effect: 1 gem/3 caster levels

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You cast this spell upon one or more gems, imbuing them with healing energy.

The gems leap from your hand, fly to the target, and begin orbiting the target's head like *ioun stones*.

Each *warding gem* is a receptacle that holds 10 hp.

The target can, as a free action, access the healing energy inside a *warding gem*; the energy is released as a purple-white arc of divine power that unerringly strikes the target, healing 10 points of damage.

The target cannot choose to absorb only a portion of a *warding gem*'s healing power.

A *warding gem* depleted of its healing energy instantly turns to dust.

At the end of the spell's duration, any unspent *warding gems* lose their healing power and fall to the ground; these can be reused for a later spell.

A single creature can have no more than five *warding gems* encircling it at one time.

A *warding gem* has AC 24, hardness 10, and 10 hp; if it's destroyed, any healing power contained within is lost.

Material Components: One 500-gp gem for each *warding gem* created.

DIVINATION

BLESSED SIGHT

Divination

Level: Apostle of peace 3, champion of Gwynharwyf 3, cleric 3, paladin 3, Celestial 3, slayer of Domiel 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

This spell makes your eyes glow with white light and allows you to see evil auras within 120 feet of you.

The effect is similar to a *detect evil* spell, but does not require concentration and discerns aura location and strength more quickly.

You know the location and strength of all evil auras within your sight.

An aura's strength depends on the type and Hit Dice of any evil creature, as noted in the description of the *detect evil* spell in the *Player's Handbook*.

DIVINE INSPIRATION

Divination

Level: Sanctified 1

Components: Sacrifice

Casting Time: 1 standard action

Range: Touch

Target: One creature touched

Duration: 1d4 rounds

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell helps to tip the momentum of combat in the favor of good, granting limited precognitive ability that enables the spell's recipient to circumvent the defenses of evil opponents.

The target of the spell gains a +3 sacred bonus on all attack rolls made against evil creatures.

This bonus does not apply to attacks made against nonevil creatures.

Sacrifice: 1d2 points of Strength damage.

GREATER STATUS

Divination

Level: Apostle of peace 4, cleric 4, Community 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Targets: One creature touched/3 levels

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As *status* (described in the *Player's Handbook*), but you can also cast a limited selection of spells through the link, as if you were touching the target.

You can cast any spell that meets the following conditions:

- Level: 0, 1st, or 2nd
- Range: Touch
- Target: Creature touched
- Saving Throw: Harmless For example, if you become aware (through the *greater status* spell) that one of your linked companions is dying, you can cast *cure moderate wounds* to try to revive her.

MIND BOND

Divination

Level: Paladin 3

Components: V, S, DF

Casting Time: 1 standard action

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

Target: Special mount

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

You temporarily strengthen the mental bond with your special mount, allowing you and your special mount to predict each other's movements and gain a significant edge in combat.

You and your mount gain a +4 flanking bonus on attack rolls (instead of +2) when the two of you are flanking the same opponent.

Furthermore, your mount gains a +1 competence bonus on attack rolls for every three paladin levels you possess (maximum +5) for the duration of the spell as long as it remains within the spell's range.

PATH OF THE EXALTED

Divination

Level: Sanctified 3

Components: V, Abstinence

Casting Time: 1 standard action

Range: Personal

Duration: 1 decision; see text

Path of the exalted allows the caster to consult her deity (or an agent of her deity) to help make a difficult decision.

This decision is usually more complex than a simple morality question.

It may involve strategizing, choosing a particular lead to follow in an investigation, deciding who to help, or other difficult choices.

The deity or agent simply helps the character examine a known situation from a number of different angles and makes a recommendation about the correct path to take. This spell does not reveal unknown factors, but merely helps the caster analyze known elements.

The spell ends when the deity or agent has provided sufficient guidance for the caster to arrive at a decision.

If the caster is out of favor with her deity, this spell may not work until the caster atones.

Abstinence Component: The caster must abstain from casting Divination spells for 24 hours prior to the casting of this spell.

SACRED GUARDIAN

Divination

Level: Apostle of peace 5, cleric 5

Components: V, S, Celestial

Casting Time: 1 standard action

Range: Touch

Target: Object or willing creature touched

Duration: 1 day/level

Saving Throw: None (see text)

Spell Resistance: Yes (harmless)

Celestials use *sacred guardian* to monitor the location and condition of a creature or object that has been placed in their care.

Similar to *status*, this spell makes the caster constantly aware of the target creature or object's precise location and status: whether a creature is unharmed, wounded, disabled, staggered, unconscious, dying, dead, and so on, or whether an object is unharmed, damaged, or destroyed.

Once the spell is cast, the distance between the caster and the subject does not affect the spell, and the spell continues to function even if the subject and caster are on different planes of existence.

If the caster wishes to teleport to the subject's presence, he can do so even if he is not familiar with the location (assuming he has access to teleportation magic).

If the caster casts *screaming* or *greater screaming* on the subject, the subject does not receive a saving throw; unless the subject is warded by a spell or in a location that blocks screaming magic, the spell automatically succeeds.

This spell has no effect on unwilling creatures.

If the target is an attended object, the attending creature must be willing for the object to receive the spell.

TELEPATHY TAP

Divination

Level: Sanctified 3

Components: Sacrifice

Casting Time: 1 standard action

Range: Personal

Area: 10-ft./level-radius emanation

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

You can overhear the telepathic conversations of other creatures within the spell's area.

Telepathy tap does not allow you to detect the uncommunicated thoughts of creatures or understand conversations spoken in languages you do not comprehend.

In an area where numerous telepathic conversations are occurring at the same time, you must specify the creatures you wish to overhear during a given round.

You can separate and decipher the telepathic messages of a number of creatures equal to 1 + your Intelligence bonus.

Telepathy tap does not allow you to overhear the telepathic conversations of creatures protected by a *mind blank* spell, nor does it grant the ability to telepathically communicate with other creatures.

Sacrifice: 1d3 points of Strength damage.

ENCHANTMENT

CHAAV'S LAUGH

Enchantment (Compulsion) [Good, Mind-Affecting]

Level: Cleric 5, Joy 5

Components: V

Casting Time: 1 standard action

Range: 40 ft.

Area: 40-ft.-radius spread centered on you

Duration: 1 minute/level

Saving Throw: Will negates (see text)

Spell Resistance: Yes

You release a joyous, boisterous laugh that strengthens the resolve of good creatures and weakens the resolve of evil creatures.

Good creatures within the spell's area gain the following benefits for the duration of the spell: a +2 morale bonus on attack rolls and saves against fear effects, plus temporary hit points equal to 1d8 + caster level (to a maximum of 1d8+20 at caster level 20th).

Evil creatures within the spell's area that fail a Will save take a -2 morale penalty on attack rolls and saves against fear effects for the duration of the spell.

Creatures must be able to hear the laugh to be affected by the spell.

Creatures that are neither good nor evil are unaffected by *Chaaav's laugh*.

DOLOROUS MOTES

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 4, sorcerer/wizard 3

Components: V, S, Sacrifice

Casting Time: 1 standard action

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

Effect: 1 10-ft. cube/level

Duration: 1 round/level (D)

Saving Throw: Will negates; see text

Spell Resistance: Yes

This spell creates flickering motes of light that cause intense mental anguish.

Creatures inside or passing through a cloud of *dolorous motes* must succeed on a Will save or be dazed for 1 round.

A new save may be made each round.

Leaving and then re-entering a cloud of motes forces a new save.

The caster can create one large cloud of flickering motes or several smaller clouds.

For example, a 5th-level caster could create five separate clouds, each filling a 10-foot cube anywhere within the spell's range.

Conversely, the caster can group one or more 10-foot-cubes together to form larger clouds or barriers.

The affected cubes need not be adjacent to one another, but each cloud is stationary once placed.

Sacrifice: 1d3 points of Wisdom damage.

ELATION

Enchantment [Mind-Affecting]

Level: Bard 2, cleric 2, emissary of Barachiel 2, Joy 2, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: 80 ft.

Targets: Allies in an 80-ft.-radius spread of you

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Your allies become elated, full of energy and joy.

Affected creatures gain a +2 morale bonus to effective Strength and Dexterity, and their speed increases by +5 feet.

Elation does not remove the condition of fatigue, but it does offset most of the penalties for being fatigued.

END TO STRIFE

Enchantment (Compulsion) [Mind-Affecting]

Level: Apostle of peace 9, cleric 9

Components: V, S, DF

Casting Time: 1 standard action

Range: 80 ft.

Area: 80-ft.-radius emanation, centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

This spell creates an invisible aura of divine power around the caster.

All intelligent creatures within the spell's area suddenly become aware that any hostile actions they take will be met with dire consequences.

Any creature in the spell's area that makes an attack takes 20d6 points of damage.

The caster decides whether the spell deals lethal or nonlethal damage but cannot change her mind once the spell is cast.

Creatures with multiple attacks take the damage after every attack they make.

Targets outside the area of the spell may freely attack creatures in the area without taking damage from this spell.

FAERINAAL'S HYMN

Enchantment (Compulsion) [Good, Mind-Affecting]

Level: Bard 2

Components: V

Casting Time: 1 standard action

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

Targets: Up to one evil creature/level

Duration: Concentration

Saving Throw: Will negates

Spell Resistance: Yes

This gentle hymn clouds the minds of evil creatures, causing targets of the spell to forgo attacks of opportunity for the spell's duration.

A target must be able to hear the hymn to be affected by the spell.

HEART'S EASE

Enchantment (Compulsion) [Mind-Affecting]

Level: Beloved of Valarian 3, cleric 3, Pleasure 3

Components: V, S, DF

Casting Time: 1 standard action

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

Targets: One creature/level

Duration: Permanent

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Heart's ease cures emotional wounds in the same way that *heal* wipes away physical ones.

The subjects are cured of any fear effect, despair effect (such as the *crushing despair* spell), or similar mindaffecting condition, excluding charms and compulsions (such as *charm person*, *dominate person*, and similar spells).

It removes any lingering psychological effects of torture (including the increased effectiveness of torture devices, as described in the *Book of Vile Darkness*).

It cures confusion and insanity, restores 2d4 points of Wisdom damage (but not permanent Wisdom drain), and leaves the targets feeling refreshed and at peace.

INQUISITION

Enchantment (Compulsion) [Mind-Affecting]

Level: Sanctified 5

Components: Sacrifice

Casting Time: 1 standard action

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

Target: One creature with an Intelligence of 6 or more

Duration: See text

Saving Throw: Will negates

Spell Resistance: Yes

With this spell, the caster compels the target creature to divulge information it may be hiding.

If the target fails its save, it is forced to reply to the caster's questions (one question per three caster levels), speak truthfully, and not respond in such a way that the answers provided may be misleading.

The questions posed may be answered with a simple yes or no, or they may require a more detailed response.

This spell cannot be used to force the target to divulge information it doesn't know, and the target creature is unable to fabricate lies of any kind while under the spell's hold.

Sacrifice: 1d4 points of Constitution damage.

INSPIRED AIM

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Bard 4, cleric 3, Fey 3, ranger 3

Components: V

Casting Time: 1 standard action

Range: 40 ft.

Targets: Allies with 40-ft.-radius emanation centered on you

Duration: Concentration

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You inspire allies within the spell's area to focus their minds on hitting their intended targets.

All affected allies gain a +2 insight bonus on all ranged attacks.

LASTAI'S CARESS

Enchantment (Compulsion) [Good, Mind-Affecting]

Level: Cleric 2, Pleasure 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One known evil creature touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

Your gentle touch fills the target with tremendous feelings of love and compassion, and has the power to unnerve and debilitate evil creatures.

You must succeed on a melee touch attack to affect an unwilling target.

It has no effect on a creature that you do not know is evil.

An evil creature touched by the spell must wrestle with the pleasant feelings invoked by the spell. Roll on the table below at the beginning of the creature's turn each round to see what condition applies to the subject in that round.

d4	Condition
1	Cowering
2	Frightened
3	Nauseated
4	Shaken

Instead of rolling on the table above, the caster may elect to leave the creature shaken for the duration of the spell.
Material Component: A peach seed.

RAY OF HOPE

Enchantment (Compulsion) [Good, Mind-Affecting]
Level: Apostle of peace 1, bard 1, cleric 1, emissary of Barachiel 1

Components: V, S

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Powerful hope wells up in the subject, who gains a +2 morale bonus on saving throws, attack rolls, ability checks, and skill checks.

Ray of hope counters and dispels *sorrow* (detailed in the *Book of Vile Darkness*).

SPREAD OF CONTENTMENT

Enchantment (Compulsion) [Mind-Affecting]

Level: Cleric 8, Pleasure 8

Components: V, S, M

Casting Time: 1 hour

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

Effect: 10 ft./level-radius spread

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: Yes

This spell has a calming effect on creatures within the spell's area.

Hostile and unfriendly creatures become indifferent, indifferent creatures turn friendly, and friendly creatures become helpful for the spell's duration.

This spell directly counters the effects of the *spread of savagery* spell (described in the *Book of Vile Darkness*).

This spell also calms creatures that have been otherwise magically enraged and forced to attack.

This spell does not calm or otherwise alter the dispositions of summoned creatures.

Material Component: Lammasu's feather.

SWORD OF CONSCIENCE

Enchantment (Compulsion) [Good, Mind-Affecting]

Level: Champion of Gwynharwyf 4, cleric 4, exalted arcanist 4, paladin 4, slayer of Domiel 4

Components: V, DF

Casting Time: 1 standard action

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

Target: One evil creature

Duration: Instantaneous; see text

Saving Throw: Will negates

Spell Resistance: Yes

The target creature, which must be evil, is struck by pangs of conscience and remorse.

The creature instantaneously takes Wisdom and Charisma damage according to the magnitude of its evil.

The creature regains lost abilities normally; they do not automatically return when the spell's duration expires.

This effect is not language-dependent.

Consequences of *Sword of Conscience*

—Wisdom and Charisma Damage—

Creature/Object	1d6	1d8	2d6	2d8
Evil creature ¹ (HD)	10 or lower	11–25	26–50	51+
Evil elemental or undead (HD)	2 or lower	3–8	9–20	21+
Evil outsider (HD)	1 or lower	2–4	5–10	11+
Cleric of an evil deity ² (class levels)	1	2–4	5–10	11+

1 Except for evil elementals, undead, and outsiders, which have their own entries on the table.

2 Some characters who are not clerics may radiate an aura of equivalent power. The class description will indicate whether this applies.

Level: Apostle of peace 1, cleric 1, Celestial 1, exalted arcanist 1, Joy 1, slayer of Domiel 1

Components: V

VISION OF HEAVEN

Enchantment [Mind-Affecting]

Casting Time: 1 standard action

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

Target: One evil creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

Your words allow the target creature the merest glimpse of the blessed joy of the Seven Heavens, spurring the target to a moment of regret for its evil deeds.

For 1 round, the target is dazed.

In addition, the creature is more susceptible to future redemption.

For the next 24 hours, the creature takes a -1 penalty on all Will saves related to redemption (see Chapter 2).

WAGES OF SIN

Enchantment (Compulsion) [Good, Mind-Affecting]

Level: Sorcerer/wizard 6

Components: V, Abstinence

Casting Time: 1 standard action

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

Target: One evil creature/level

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

The affected creatures' own evil thoughts and impulses blossom in their minds into intense suspicion and distrust.

Each subject becomes convinced that its own allies are plotting to kill it at any moment, and attacks the nearest evil creature using whatever attack form (melee or ranged attack, spell, supernatural or spell-like ability) is most effective against that foe, to the best of its knowledge.

Affected creatures do not completely ignore other threats, but attack evil creatures in preference to any other foes.

Abstinence Component: You must refrain from intoxicants and stimulants for one week before casting this spell.

WARCRY

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 3, champion of Gwynharwyf 2, sorcerer/wizard 3

Components: V

Casting Time: 1 standard action

Range: 30 ft.

Effect: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You unleash a tremendous battle cry that causes creatures within a 30-foot cone to cower in fear for 1d4 rounds.

Any creature that fails its Fortitude save loses its Dexterity bonus to AC and can take no actions.

Foes gain a +2 bonus to hit cowering creatures.

YOKE OF MERCY

Enchantment (Compulsion) [Good, Mind-Affecting]

Level: Apostle of peace 2, sorcerer/wizard 2

Components: V, Abstinence

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: No

This spell compels a creature up to 4 HD more than the caster's level to fight in a merciful manner.

Specifically, the creature deals nonlethal damage with its attacks, avoids using damaging spells or spell-like abilities, and does not deliver a coup de grace to a helpless foe.

Abstinence Component: You must not have dealt damage, by spell or any other means, to another living creature within the last 8 hours before casting this spell.

EVOCATION

AMBER SARCOPHAGUS

Evocation

Level: Sorcerer/wizard 7

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 day/level

Saving Throw: None

Spell Resistance: Yes

You infuse an amber sphere with magical power and hurl it toward the target.

If you succeed on a ranged touch attack, the amber strikes the target and envelops it in coruscating energy that hardens immediately, trapping the target within a translucent, immobile amber shell.

The target is perfectly preserved and held in stasis, unharmed yet unable to take any actions.

Within the *amber sarcophagus*, the target is protected against all attacks, including purely mental ones.

The *amber sarcophagus* has hardness 5 and 10 hp per caster level (maximum 200 hp).

If it is reduced to 0 hp, it shatters and crumbles to worthless amber dust, at which point the target is released from stasis (although it is flat-footed until its next turn).

Left alone, the *amber sarcophagus* traps the target for the duration of the spell, then disappears before releasing the target from captive stasis.

Material Component: An amber sphere worth at least 500 gp.

AYAILLA'S RADIANT BURST

Evocation [Good]

Level: Sanctified 2

Components: V, S, Sacrifice

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Fortitude negates (blindness) and Reflex half (shards)

Spell Resistance: Yes

Shards of heavenly light spray from your fingertips, blinding evil creatures in their path for 1 round.

A successful Fortitude save negates the blindness.

The luminous shards also sear the flesh of evil creatures, dealing 1d6 points of damage per two caster levels (maximum 5d6).

A successful Reflex save halves the damage, which is of divine origin.

Sacrifice: 1d2 points of Strength damage.

BOLT OF GLORY

Evocation [Good]

Level: Exalted arcanist 6, Glory 6

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

By casting this spell, you project a bolt of energy from the Positive Energy Plane against one creature.

You must succeed on a ranged touch attack to strike your target.

A creature struck takes varying damage, depending on its nature and home plane of existence:

Creature's Origin	Damage
Material Plane	5d8
Elemental, neutral outsider	5d6
Positive Energy Plane, good outsider	none
Evil outsider, undead creature	10d8
Negative Energy Plane	15d8

BRILLIANT EMANATION

Evocation [Good]

Level: Sanctified 3

Components: Sacrifice

Casting Time: 1 standard action

Range: 100 ft. + 10 ft./level

Area: 100-ft.-radius emanation + 10-ft. radius per level

Duration: 1d4 rounds

Saving Throw: Fortitude partial

Spell Resistance: Yes

This spell causes a divine glow to radiate from any reflective objects worn or carried by the caster, including metal armor.

Evil creatures within the spell's area are blinded unless they succeed on a Fortitude saving throw.

Nonevil characters perceive the brilliant light emanating from the caster, but are not blinded by it and do not suffer any negative effects from it.

Evil characters that make their saving throw are not blinded, but are distracted, taking a -1 penalty on any attacks made within the spell's area for the duration of the spell.

Creatures must be able to see visible light to be affected by this spell.

Sacrifice: 1d3 points of Strength damage.

CELESTIAL BRILLIANCE

Evocation [Good, Light]

Level: Cleric 4, Glory 4, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 1 day/level (D)

Saving Throw: None

Spell Resistance: No

The object touched sheds light brighter than bright sunlight, channeled directly from the celestial realms.

The light extends to a 120-foot radius: bright light to 60 feet and dim light in another 60 feet.

Creatures with light sensitivity take twice the usual penalty when they are within 60 feet of the object.

Undead creatures take 1d6 points of damage each round they are within the bright light.

Evil outsiders, as well as undead creatures that are specifically harmed by sunlight, take 2d6 points of damage each round in the bright light.

Celestial brilliance brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Celestial brilliance counters or dispels any darkness spell of equal or lower level, such as *deeper darkness*.

CONSTRUCTING CHAINS

Evocation [Good]

Level: Sanctified 7

Components: V, S, F, Sacrifice

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You call upon the heavenly powers to bind a creature in writhing chains of scintillating light.

The creature is entangled, taking a -2 penalty on attack rolls and a -4 penalty to effective Dexterity.

Moreover, the chains are anchored to the nearest immobile object (usually the floor), preventing the bound creature from moving.

An entangled creature attempting to cast a spell must succeed on a Concentration check (DC 15 + spell level) or lose the spell.

The *chains* automatically constrict the bound creature for 3d6 points of nonlethal damage per round unless the caster (as a free action) commands the chains not to deal damage during any given round.

The *constricting chains* have AC 20, 5 hp per caster level (maximum 100 hp), and damage reduction 10/magic.

They are immune to energy-based attacks, nonlethal damage, and all spells except *dispel magic* and similar effects. They are not subject to critical hits.

Half of all damage dealt to the chains (rounded down) is transferred to the target.

A successful DC 32 Strength check breaks the *chains* and ends the spell.

An entangled creature can also attempt to escape (requiring 1 minute) with a DC 40 Escape Artist check.

Focus: A small silver chain (10 gp).

Sacrifice: 1d2 points of Strength drain.

CROWN OF BRILLIANCE

Evocation [Good, Light]

Level: Cleric 6

Components: V, S, M, Archon

Casting Time: 1 round

Range: 20 ft.

Area: 20-ft.-radius emanation, centered on you

Duration: 1 round/level

Saving Throw: Fortitude partial

Spell Resistance: Yes

A blazing crown of golden light surrounds your head.

Creatures you engage in melee combat must make successful Fortitude saving throws or be blinded for 1d4 rounds.

Creatures that successfully save, and creatures that have recovered from blindness, are still dazzled for as long as they remain in melee with you.

Creatures with light sensitivity and creatures that are harmed by sunlight (such as vampires) must make a Will save if they are within the area of the spell.

Creatures that fail their saving throws must move outside the area.

Undead within the area take 1d6 points of damage each round they remain in the area.

Material Component: An opal worth at least 100 gp, carried on your person through the duration of the spell.

The opal shatters upon completion of the spell, and the spell ends prematurely if the opal is shattered by other means.

CROWN OF FLAME

Evocation [Good]

Level: Cleric 5, exalted arcanist 5, Glory 5

Components: V, Archon

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius emanation, centered on you

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

You become a blazingly hot beacon of the powers of good, searing all evil outsiders, evil undead, and evil fey within 10 feet of you.

Affected creatures take 2d6 points of damage per round.

CROWN OF GLORY

Evocation [Good]

Level: Glory 8, Herald 8

Components: V, S, M/DF

Casting Time: 1 round

Range: 10 ft./level

Area: 10-ft.-radius/level emanation centered on you

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell temporarily bestows the aura of celestial authority on you, inspiring awe in all lesser creatures who behold your terrible perfection and righteousness.

Creatures with fewer than 8 levels or Hit Dice cease whatever they are doing and turn to face you.

When you speak, your words are treated as a *suggestion* spell, and the listeners telepathically understand you, even if they do not understand your language.

Creatures who make successful saving throws are not awed by you and can continue their actions normally.

Creatures with more than 8 HD are immune to the effect of the spell.

Material Component: An opal worth at least 200 gp, carried on your person.

The opal shatters upon the completion of the spell.

(If it is shattered prematurely, the spell ends).

This spell first appeared in *Defenders of the Faith*.

CURTAIN OF LIGHT

Evocation [Light]

Level: Sanctified 5

Components: V, S, Sacrifice

Casting Time: 1 standard action

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

Effect: Curtain of light whose area is up to one 5-ft. square/level

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: No

An immobile, vertical curtain of brilliant light energy springs into existence.

This barrier cannot pass through spaces occupied by creatures and objects, but it can bend around them.

One side of the curtain, selected by you, sends forth flashes of light, dealing 2d4 points of damage to evil creatures within 10 feet and 1d4 points of damage to evil creatures past 10 feet but within 20 feet.

The curtain deals this damage when it appears and at the start of the caster's turn each round.

In addition, the curtain deals 2d6 points of damage +1 point of damage per caster level (maximum +20) to any evil creature passing through it.

Contact with the curtain deals double damage to undead creatures.

A *curtain of light* can be made permanent with a *permanency* spell.

A permanent *curtain of light* that is destroyed becomes inactive for 10 minutes, and then reforms.

Curtain of light counters any magical darkness spell of 5th level or lower with which it comes into contact.

Any magical darkness spell of 5th level or higher counters *curtain of light*.

The *curtain of light* is impervious to all physical attacks and spells except *antimagic field*, *dispel magic*, *greater dispel magic*, and *Mordenkainen's disjunction*.

Sacrifice: 1d4 points of Strength damage.

DANCING WEB

Evocation [Good]

Level: Cleric 5, druid 5, sorcerer/wizard 4

Components: V, S, M/DF

Casting Time: 1 standard action

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

Area: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half; see text

Spell Resistance: Yes

This spell creates a burst of magical energy that deals 1d6 points per level of nonlethal damage (maximum 10d6). Further, evil creatures that fail their saving throw become entangled by lingering threads of magical energy for 1d6 rounds.

An entangled creature takes a -2 penalty on attack rolls and a -4 penalty to effective Dexterity; the entangled target can move at half speed but can't run or charge.

An entangled creature that attempts to cast a spell must succeed on a DC 15 Concentration check or lose the spell. This spell affects only creatures—objects are unharmed.

Arcane Material Component: A bit of spider's web.

DIAMOND SPRAY

Evocation [Good]

Level: Sanctified 4

Components: V, S, M

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A blast of diamondlike shards springs from your hand and extends outward in a glittering cone.

The cone dazzles evil creatures in the area for 2d6 rounds. The spell also deals 1d6 points of damage per caster level (maximum 10d6).

The damage affects only evil creatures.

A successful Reflex save reduces the damage by half but does not negate the dazzling effect.

Material Component: Diamond dust worth at least 100 gp.

EMERALD BURST

Evocation [Good]

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

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

Area: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You infuse an emerald with magical power and it flies toward your enemies.

The gemstone explodes on impact, releasing a coruscating pulse of green light.

Neutral creatures within the burst are dazed for 1 round.

Evil creatures within the burst are stunned for 1d4 rounds.

Good creatures within the burst are unaffected.

Material Component: Emerald worth at least 1,000 gp.

EXALTED FURY

Evocation [Good]

Level: Sanctified 9

Components: V, Sacrifice

Casting Time: 1 standard action

Range: 40 ft.

Area: 40-ft. radius burst, centered on you

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Uttering a single, awesomely powerful syllable of the Words of Creation, your body erupts in the same holy power that shaped the universe at its birth.

All evil creatures within the area take damage equal to your current hit points +50.

Sacrifice: You die.

You can be raised or resurrected normally.

HAMMER OF RIGHTEOUSNESS

Evocation [Force, Good]

Level: Sanctified 3

Components: V, S, Sacrifice

Casting Time: 1 standard action

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

Effect: Magic warhammer of force

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

A great warhammer of positive energy springs into existence, launches toward a target that you can see within the range of the spell, and strikes unerringly.

The hammer of righteousness deals 1d6 points of damage per caster level to the target, or 1d8 points of damage per caster level if the target is evil.

The caster can decide to deal nonlethal damage instead of lethal damage with the hammer, or can split the damage evenly between the two types.

How the damage is split must be decided before damage is rolled.

The hammer is considered a force effect and has no miss chance when striking an incorporeal target.

A successful Fortitude save halves the damage.

Sacrifice: 1d3 points of Strength damage.

HEAVEN'S TRUMPET

Evocation [Good, Sonic]

Level: Bard 6, cleric 7, emissary of Barachiel 4

Components: S, F, Archon

Casting Time: 1 standard action

Range: 120 ft.

Targets: Foes in a 120-ft.-radius burst centered on you

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You produce a blast of music of utter clarity, piercing beauty, and paralyzing awe.

All foes within 120 feet of you must succeed on a Fortitude save or be paralyzed for 1d4 rounds.

Focus: A masterwork trumpet, which you must blow.

HEAVENLY LIGHTNING STORM

Evocation [Good]

Level: Celestial 7, exalted arcanist 7

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

Area: 10-ft. wide to close range (25 ft. + 5 ft./2 levels)

Targets: Up to one creature per caster level

As *heavenly lightning*, except it has a greater range, can strike more targets, and deals 5d6 points of special celestial electricity damage.

HEAVENLY LIGHTNING

Evocation [Good]

Level: Celestial 5, exalted arcanist 5

Components: V, S

Casting Time: 1 standard action

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

Targets: Up to one creature per 2 caster levels

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You create a leaping bolt of radiant lightning that arcs from one target to the next, avoiding other creatures in its path. Each target struck by an arc takes 3d6 points of special celestial electricity damage.

Creatures normally immune to electricity take full damage from this spell, and the celestial lightning is not subject to being reduced by *protection from energy (electricity)* or similar magic.

LANTERN LIGHT

Evocation [Good, Light]

Level: Cleric 1, paladin 1, sorcerer/wizard 1, vassal of Bahamut 1

Components: S, Abstinence

Casting Time: 1 standard action

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

Effect: Ray

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

Rays of holy light flash from your eyes.

You can fire 1 ray per 2 caster levels, but no more than 1 ray per round.

You must succeed on a ranged touch attack to hit a target.

The target takes 1d6 points of damage from each ray.

Abstinence Component: You must abstain from sexual intercourse for 24 hours before casting this spell.

LEONAL'S ROAR

Evocation [Good, Sonic]

Level: Druid 8

Components: V

Casting Time: 1 standard action

Range: 40 ft.

Targets: Nongood creatures in a 40-ft.-radius spread centered on you

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

This spell has the effect of a *holy word*, and it additionally deals 2d6 points of sonic damage to nongood creatures in the area.

A successful Fortitude saving throw negates the sonic damage, but not the other effects of the spell.

RADIANT SHIELD

Evocation [Electricity, Good]

Level: Sorcerer/wizard 4, Wrath 4

Components: V, S, Abstinence

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

A scintillating aura of white radiance wreathes you and causes damage to each creature that attacks you in melee. The radiance also protects you from electricity attacks.

Any creature striking you with a natural or handheld weapons deals normal damage but also takes 1d6 points of electricity damage + 1 point per caster level (the creature's spell resistance applies).

You take only half damage from electricity-based attacks.

If an electricity-based attack allows a Reflex save for half damage, you take no damage on a successful save.

The radiance is as bright as a *light* spell, casting bright light in a 10-foot radius and shadowy illumination to 20 feet.

Abstinence Component: You must not have cast a darkness or Necromancy spell within the last 24 hours before casting this spell.

RAIN OF BLACK TULIPS

Evocation [Good]

Level: Druid 9

Components: V, S, M

Casting Time: 1 standard action

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

Area: Cylinder (80-ft. radius, 80 ft. high)

Duration: 1 round/level (D)

Saving Throw: None (damage) and Fortitude negates (nausea)

Spell Resistance: Yes

Tulips as black as midnight fall from the sky.

The tulips explode with divine energy upon striking evil creatures, each of which takes 5d6 points of damage.

In addition, evil creatures that fail a Fortitude save are nauseated (unable to attack, cast spells, concentrate on spells, perform any task requiring concentration, or take anything other than a single move action per turn) until they leave the spell's area.

A successful Fortitude save renders a creature immune to the nauseating effect of the tulips, but not the damage.

Material Component: A black tulip.

RAIN OF EMBERS

Evocation [Fire, Good]

Level: Sanctified 7

Components: V, S, Sacrifice

Casting Time: 1 standard action

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

Area: Cylinder (40-ft. radius, 120 ft. high)

Duration: 1 round/level (D)

Saving Throw: Reflex half; see text

Spell Resistance: Yes

This spell causes orange, starlike embers to rain steadily from above.

Each round, the falling embers deal 10d6 points of damage to evil creatures within the spell's area.

Half of the damage is fire damage, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to fire-based attacks, such as that granted by *protection from energy* (fire), *fire shield* (chill shield), and similar magic.

Creatures may leave the area to avoid taking additional damage, but a new saving throw is required each round a creature is caught in the fiery downpour.

A shield provides a cover bonus on the Reflex save, depending on its size: small +2, large +4, tower +7.

A shield spell oriented upward provides a +4 cover bonus on the Reflex save.

A creature using its shield (or shield spell) to block the rain of embers cannot use it for defense in combat.

Sacrifice: 1d2 points of Strength drain.

RAIN OF ROSES

Evocation [Good]

Level: Druid 7

Components: V, S, M

Casting Time: 1 standard action

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

Area: Cylinder (80-ft. radius, 80 ft. high)

Duration: 1 round/level (D)

Saving Throw: None (ability damage) and Fortitude negates (sickening)

Spell Resistance: Yes

Red roses fall from the sky.

Their sharp thorns graze the flesh of evil creatures, dealing 1d4 points of temporary Wisdom damage per round.

A creature reduced to 0 Wisdom falls unconscious as its mind succumbs to horrible nightmares.

In addition, the beautiful rose petals sicken evil creatures touched by them; those that fail a Fortitude save are sickened (–2 penalty on attack rolls, weapon damage rolls, saving throws, ability checks, and skill checks) until they leave the spell's area.

A successful Fortitude save renders a creature immune to the sickening effect of the roses, but not the ability damage caused by their thorns.

Material Component: A red rose.

RIGHTEOUS SMITE

Evocation [Good]

Level: Cleric 7, exalted arcanist 7, Wrath 7

Components: V, S

Casting Time: 1 standard action

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

Area: 20-ft. radius spread

Duration: Instantaneous

Saving Throw: Will partial; see text

Spell Resistance: Yes

You draw down holy power to smite your enemies.

Only evil and neutral creatures are harmed by the spell; good creatures are unaffected.

The spell deals 1d6 points of damage per caster level (maximum 20d6) to evil creatures (or 1d8 points of damage per caster level, maximum 20d8, to evil outsiders) and blinds them for 1d4 rounds.

A successful Will saving throw reduces damage to half and negates the blinding effect.

The spell deals only half damage against creatures that are neither good nor evil, and they are not blinded. They can reduce that damage by half (down to one-quarter of the roll) with a successful Will save.

STARS OF ARVANDOR

Evocation [Force, Good]

Level: Cleric 4, druid 4, ranger 4, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

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

Targets: Up to one creature or object per round

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: Yes

You create one tiny, twinkling star per level (maximum 10 stars).

These minute starbursts orbit your head like *ioun stones*.

As a free action, you can launch one star per round at a target your designate within range.

Alternatively, as a standard action, you may launch up to three stars per round at one or more targets within range. Each star requires its own ranged touch attack roll.

A nonevil target takes 1d8 points of damage, half of which is nonlethal (round down).

Evil targets take 1d8 points of lethal damage instead.

The stars are magical force, so they ignore incorporeality.

STORM OF SHARDS

Evocation [Good]

Level: Sanctified 6

Components: V, S, Sacrifice

Casting Time: 1 standard action

Range: 0 ft.

Area: 80-ft.-radius spread

Duration: Instantaneous

Saving Throw: Fortitude negates (blinding) and Reflex half (shards)

Spell Resistance: Yes

Shards of heavenly light rain down from above.

Evil creatures within the spell's area that fail a Fortitude save are blinded permanently.

The light shards also slice the flesh of evil creatures, dealing 1d6 points of damage per caster level (maximum 20d6).

A successful Reflex save halves the damage, which is of divine origin.

Sacrifice: 1d3 points of Strength drain.

NECROMANCY

AFFLICTION

Necromancy [Good]

Level: Cleric 3, druid 3, sorcerer/wizard 4, Wrath 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Evil creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The subject contracts an affliction selected from the list below, which strikes immediately (no incubation period). Afflictions deal damage only to evil creatures. Any evil creature takes damage equal to that listed plus its Charisma bonus. An evil elemental or evil undead takes an extra 1 point of damage, and an evil outsider or an evil cleric of an evil deity takes an extra 2 points. The DC listed is for the subsequent saves (use *affliction's* normal save DC for the initial saving throw).

Affliction	DC	Damage*
Depraved decadence	18	1d4 Str
Eternal torpor	14	1d6 Dex
Raging desire	15	1d3 Con
Consuming passion	17	1d4 Int
Haunting conscience	16	1d4 Wis
Pride in vain	20	1d6 Cha

* See Chapter 3: Exalted Equipment for more information about afflictions.

BLOOD OF THE MARTYR

Necromancy (Healing) [Good]

Level: Apostle of peace 4, champion of Gwynharwyf 4, cleric 4, paladin 4

Components: V, S

Casting Time: 1 standard action

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

Target: Willing creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You may transfer your own hit points directly to a target creature within range.

You must transfer at least 20 points.

Transferred hit points are damage to you.

The creature takes your transferred hit points as if receiving a *cure wounds* spell and cannot gain more hit points than its maximum allows; any excess points are lost.

This spell transfers only actual hit points, not temporary hit points.

An unconscious target is considered a "willing creature" for purposes of this spell.

DIVINE SACRIFICE

Necromancy

Level: Champion of Gwynharwyf 1, paladin 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level or until discharged

You can sacrifice life force to increase the damage you deal. When you cast the spell, you can sacrifice up to 10 of your hit points.

For every 2 hp you sacrifice, on your next successful attack you deal +1d6 damage, to a maximum of +5d6 on that attack.

Your ability to deal this extra damage ends when you successfully attack or when the spell duration ends.

Sacrificed hit points count as normal lethal damage, even if you have the regeneration ability.

HEALING TOUCH

Necromancy [Good]

Level: Sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You transfer some of your life essence to another creature, healing it.

You may heal up to 1d6 hit points per two caster levels (maximum 10d6), and must decide how many dice to roll when you cast the spell.

You take damage equal to the amount the target is healed.

This spell cannot restore more hit points to a target than your current hit points +10, which is enough to kill you.

LAST JUDGMENT

Necromancy [Death, Good]

Level: Cleric 8, sorcerer/wizard 8, Wrath 8

Components: V, Celestial

Casting Time: 1 round

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

Target: One evil humanoid, monstrous humanoid, or giant/2 levels

Duration: Instantaneous

Saving Throw: Will partial

Spell Resistance: Yes

Reciting a list of the targets' evil deeds, you call down the judgment of the heavens upon their heads.

Creatures that fail their saving throw are struck dead and bodily transported to the appropriate Lower Plane to suffer their eternal punishment.

Creatures that succeed nevertheless take 3d6 points of temporary Wisdom damage as guilt for their misdeeds overwhelms their minds.

This spell affects only humanoids, monstrous humanoids, and giants of evil alignment.

A *true resurrection* or *miracle* spell can restore life to a creature slain by this spell normally.

A *resurrection* spell works only if the creature's body can be recovered from the Lower Planes before the *resurrection* is cast.

PHOENIX FIRE

Necromancy [Fire, Good]

Level: Sanctified 7

Components: V, S, F, Sacrifice

Casting Time: 1 standard action

Range: 15 ft.

Area: 15-ft.-radius spread, centered on you

Duration: Instantaneous (see text)

Saving Throw: Reflex half (see text)

Spell Resistance: Yes (see text)

You immolate yourself, consuming your flesh in a cloud of flame 20 feet high and 30 feet in diameter.

You die (no saving throw, and spell resistance does not apply).

Every evil creature within the cloud takes 2d6 points of damage per caster level (maximum 40d6).

Neutral characters take half damage (and a successful Reflex save reduces that further in half), while good characters take no damage at all.

Half of the damage dealt by the spell against any creature is fire; the rest results directly from divine power and is therefore not subject to being reduced by resistance to fire-based attacks, such as that granted by *protection from energy* (fire), *fire shield* (chill shield), and similar magic.

After 10 minutes, you rise from the ashes as if restored to life by a *resurrection* spell.

Focus: A tail feather from a phoenix, worth 40 gp.

Sacrifice: Your death and the level you lose when you return to life are the sacrifice cost for this spell.

RIGHTEOUS GLARE

Necromancy [Death, Good]

Level: Cleric 7, sorcerer/wizard 7

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You gain a supernatural gaze attack like that of a ghaele eladrin.

Evil creatures with 5 HD or fewer within 60 feet of you must make a successful Will save or die.

Even if the save succeeds, the creature is affected as though by a *fear* spell for 2d10 rounds.

Neutral (neither good nor evil) creatures, and evil creatures with more than 5 HD, must succeed on a Will save or suffer the fear effect.

SANCTIFY THE WICKED

Necromancy [Good]

Level: Sanctified 9

Components: V, S, F, Sacrifice

Casting Time: 1 standard action

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

Target: One evil creature

Duration: See text

Saving Throw: Will negates

Spell Resistance: Yes

This spell tears the foul, corrupted soul from the body of an evil creature and traps it in a diamond receptacle (the spell's focus).

The creature's soulless body instantly withers or molds into dust.

Trapped in the gem, the evil soul undergoes a gradual transformation.

The soul reflects on past evils and slowly finds within itself a spark of goodness.

Over time, this spark grows into a burning fire.

After one year, the trapped creature's soul adopts the alignment of the spell's caster (lawful good, chaotic good, or neutral good).

Once the soul's penitence is complete, shattering the diamond reforms the creature's original body, returns the creature's soul to it, and transforms the whole into a sanctified creature (see Chapter 8: Monsters).

If the diamond is shattered before the soul has found penitence, the evil creature's body and soul are fully restored; the creature's state is just as it was before the spell was cast.

The creature retains the memory of having been trapped in the gem, and it regards the spell's caster as a hated enemy who must be destroyed at all costs.

The diamond receptacle has a hardness of 20 and 1 hit point.

Focus: A flawless diamond worth no less than 10,000 gp.

Sacrifice: 1 character level.

SECURE CORPSE

Necromancy

Level: Cleric 6

Components: V, S, DF

Casting Time: 1 standard action

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

Effect: Stores one creature's corpse in your holy symbol

Duration: 1 day/level (D)

Saving Throw: None

Spell Resistance: No

This spell turns your holy symbol into a magical receptacle capable of holding one creature's corpse.

The corpse must be within range of the spell, in which case it is transformed into divine energy.

The energy is then drawn into the holy symbol, and the corpse is placed in stasis (as the *gentle repose* spell) for the duration of the spell.

The caster can release the corpse from the holy symbol by dismissing the spell.

If the spell ends or is dismissed, or if the holy symbol is destroyed, the contained corpse materializes in a square adjacent to the holy symbol's present or last location.

SICKEN EVIL

Necromancy [Good]

Level: Sanctified 5

Components: V, S, Sacrifice

Casting Time: 1 standard action

Range: Personal

Area: 20-ft.-radius emanation

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: Yes

You emanate a powerful aura that sickens evil creatures within the specified area.

Sacrifice: 1d4 points of Strength damage.

TRANSMUTATION

ASPECT OF THE DEITY

Transmutation [Good]

Level: Apostle of peace 6, exalted arcanist 6, Herald 7
As lesser aspect of the deity, but you take on all the qualities of a celestial creature (see the *Monster Manual* for complete details):

- You take on a shining, metallic appearance.
 - You gain the ability to smite evil once a day.
- Add your Charisma bonus to your attack roll and your character level to your damage roll against an evil foe.
- You gain darkvision out to 60 ft.
 - You gain resistance 20 to acid, cold, and electricity.
 - You gain damage reduction 10/magic.
 - You gain spell resistance 25.

Your creature type does not change (you do not become an outsider).

ASPECT OF THE DEITY, GREATER

Transmutation [Good]

Level: Apostle of peace 9, exalted arcanist 9, Herald 9
As lesser aspect of the deity, except that you take on the qualities of a half-celestial (see the *Monster Manual* for complete details).

You do not gain the spell-like abilities of these creatures. Your creature type changes to outsider for the duration of the spell.

Unlike other outsiders, you can be brought back from the dead if you are killed in this form.

You undergo the following transformations:

- You grow feathered wings that allow you to fly at twice your normal speed (good maneuverability).
- You gain +1 natural armor, or your existing natural armor bonus increases by +1.
- You gain low-light vision.
- You gain immunity to acid, cold, disease, and electricity.
- You gain a +4 racial bonus on your saving throws against poison.
- You gain the following enhancement bonuses to your ability scores: +4 Str, +2 Dex, +4 Con, +2 Int, +4 Wis, +4 Cha.

ASPECT OF THE DEITY, LESSER

Transmutation [Good]

Level: Apostle of peace 4, exalted arcanist 4, paladin 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

When you cast this spell, your body changes into a form that is more like your deity (in a very limited fashion, of course).

You gain a +4 enhancement bonus to your Charisma score.

You also gain acid, cold, and electricity resistance 10.

AXIOMATIC CREATURE

Transmutation

Level: Cleric 8, sorcerer/wizard 8

Components: V, S, M, XP, Archon

Casting Time: 1 round

Range: Touch

Target: One corporeal creature of lawful or neutral alignment that is native to the Material Plane

Duration: Permanent

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell transforms the target into an axiomatic creature—a perfect version of itself.

The spell rids the creature of noticeable flaws, makes its fur or scales appear shinier, and so forth.

Animals touched by this spell become magical beasts, but otherwise the creature's type is unchanged.

If the target has an Intelligence of 2 or less, the spell imbues the target with an Intelligence of 3.

As an axiomatic creature, the target gains the following special attack:

Smite Chaos (Su): Once per day, the target can make a normal attack to deal extra damage equal to its HD total (maximum +20) against a chaotic opponent.

The target gains the following special quality:

Linked Minds (Ex): The target can communicate telepathically with other axiomatic creatures of its type within 300 feet.

If one in the group is not flat-footed, none of them are, and no axiomatic creature in the group is considered flanked unless they all are.

The target also gains darkvision with a range of 60 feet, spell resistance equal to double its HD (maximum 25), and resistance to cold, electricity, fire, and sonic attacks based on its HD, as shown below:

Target's HD	Cold, Electricity, Fire, and Sonic Resistance
1–3	5
4–7	10
8–11	15
12+	20

Material Component: A diamond wand worth at least 10,000 gp.

XP Cost: 1,000 XP.

BLINDING BEAUTY

Transmutation [Good]

Level: Beloved of Valarian 4, bard 4, druid 4, Fey 4, ranger 4

Components: V, S, Abstinence

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You gain the physical beauty of a nymph, with some of the supernatural accompaniment.

All humanoids within 60 feet of you who look directly at you must succeed on a Fortitude save or be blinded permanently as though by the *blindness* spell.

During the duration of the spell, you can suppress or resume this effect as a free action, while remaining stunningly attractive.

Abstinence Component: You must abstain from sexual intercourse for one week before casting this spell.

CELESTIAL ASPECT

Transmutation [Good]

Level: Sanctified 3

Components: V, Sacrifice

Casting Time: 1 standard action

Range: Touch

Target: One creature touched

Duration: 1 minute/level

Saving Throw: Fortitude negates (harmless); see text

Spell Resistance: Yes (harmless)

The target can assume one of several celestial traits, chosen from selection below.

As a free action, the target can choose a different celestial trait, but the target cannot change traits more than once during a given round.

Armblade of the Sword Archon: One of the target's arms reshapes into a blade that functions as a +1 *flaming longsword* or +1 *holy longsword* (caster's choice).

The caster may also choose to create a short sword version instead of the normal longsword-sized blade.

The target cannot be holding anything in the affected arm, and the armblade cannot be disarmed or sundered.

Eyes of the Firre: Red flames fill the target's eyes.

Once per round, as a standard action, the target can deal 2d6 points of fire damage to any single creature or object within 60 feet, simply by gazing at it (no attack roll required).

Horns of the Cervidal: Ramlike horns sprout from the target's head.

The target can charge an opponent with its deadly horns. In addition to the normal benefits and hazards of a charge, this tactic allows the creature to make a single gore attack that deals 1d8 points of damage plus 1-1/2 times the target's Strength modifier.

Any summoned or called creature struck by the horns is dismissed instantly.

Wings of the Astral Deva: Angelic wings sprout from the target's back, allowing the target to fly at a speed of 100 feet (good).

Although these attributes change the target's appearance, other celestials do not recognize the target as a celestial being (unless the target happens to be one).

If the creature tries to disguise itself as a celestial, consult the *Player's Handbook* for the appropriate Disguise check DC.

Sacrifice: 1d3 points of Strength damage.

CHANNEL CELESTIAL

Transmutation [Good]

Level: Sanctified 7

Components: V, DF, Abstinence, Sacrifice

Casting Time: 1 standard action

Range: Touch

Target: You and 1 willing celestial

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You invite a celestial creature to occupy your body, as described in the section on Celestial Channeling in Chapter 2.

The celestial must be present when you cast the spell, it must be willing, and it cannot have more than 12 HD.

It need not have the innate spell-like ability to channel its power through mortals; this spell bestows that ability upon the celestial.

If you channel a celestial that was summoned to the Material Plane by means of a *summon monster* or similar spell, the channeling ends when the duration of the summoning spell ends, regardless of any remaining duration on the *channel celestial* spell.

Abstinence Component: You must abstain from intoxicants and stimulants for 24 hours before casting this spell.

You must not be the subject of any other spell at the time you cast this spell.

You must not be suffering from any ability damage, ability drain, or energy drain at the time you cast this spell, including the effects of any previously cast sanctified spell.

Sacrifice: 1d3 points of Strength and Dexterity damage.

CHANNEL GREATER CELESTIAL

Transmutation [Good]

Level: Sanctified 9

As *channel celestial*, but the celestial you channel may have up to 24 HD.

Abstinence Component: You must abstain from intoxicants and stimulants for one week before casting this spell.

You must not be the subject of any other spell at the time you cast this spell.

You must not be suffering from any ability damage, ability drain, or energy drain at the time you cast this spell, including the effects of any previously cast sanctified spell.

Sacrifice: 1d6 points of Strength and Dexterity damage.

CONVERT WAND

Transmutation

Level: Cleric 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Wand touched

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This spell temporarily transforms a magic wand of any type into a healing wand with the same number of charges remaining.

At the end of the spell's duration, the wand's original effect is restored, and any charges that were depleted remain so.

The spell level of the wand determines how powerful a healing instrument the wand becomes:

Spell Level	New Wand Type
1st	Wand of cure light wounds
2nd	Wand of cure moderate wounds
3rd	Wand of cure serious wounds
4th	Wand of cure critical wounds

For example, a 10th-level cleric can transform a *wand of lightning bolt* (3rd-level spell) into a *wand of cure serious wounds* for 10 minutes.

DISTILLED JOY

Transmutation

Level: Joy 3, sorcerer/wizard 3

Components: V, S, F

Casting Time: 1 day

Range: Touch

Target: One living creature

Duration: Permanent

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

You draw forth the material essence of joy from a creature experiencing great bliss.

This physical manifestation of joy, called ambrosia, can be used in the creation of good magic items, as a special spell component, or as a druglike substance (with no addictive qualities).

The Celestial Hebdomad, the rulers of the Seven Heavens, subsist entirely on ambrosia.

The caster draws ambrosia from the target and contains it within a tiny receptacle, such as a vial.

Ambrosia can only be drawn from a blissful creature; how the creature achieves this state of bliss can vary from one individual to the next.

For example, *distilled joy* can be cast on a deliriously lovestruck character, a dryad dreaming near her tree, an artist crafting his life's masterpiece, or a character experiencing a moment of rapture or undiluted sexual pleasure.

Good spellcasters can use ambrosia in magic item creation. Each dose provides the equivalent of 2 experience points needed to create the item.

A dose of ambrosia can also be used as an optional spell component (see Chapter 3).

A living creature that drinks a dose of ambrosia experiences a soothing sensation that wipes away minor aches and pains, takes the edge off grief and sadness, and cures 1 point of damage.

These positive sensations and emotions persist for 1d4+1 hours.

Focus: A vial or similar container in which to contain the ambrosia.

ELADRIN FORM

Transmutation [Good]

Level: Sorcerer/wizard 7

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

You assume the form of an incorporeal globe of eldritch colors, 5 feet in diameter.

In this form, you can fly at a speed of 150 feet with perfect maneuverability and can pass through walls and other solid objects.

You can use any spell-like or psionic abilities you possess, but you cannot cast spells or make physical attacks.

The globe form is incorporeal, and you have no Strength score while in that form.

While incorporeal, you can be harmed only by other incorporeal creatures, +1 or better magic weapons, psionics, spells, spell-like abilities, or supernatural abilities.

You are immune to all nonmagical attack forms.

Even when hit by spells or magic weapons, you have a 50% chance to ignore any damage from a corporeal source (except for positive energy, negative energy, force effects, or attacks made with ghost touch weapons).

ENERGIZE POTION

Transmutation

Level: Cleric 3, druid 3, sorcerer/wizard 2, Wrath 2

Components: V, S, M

Casting Time: 1 standard action

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

Effect: 10-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This spell transforms a magic potion into a volatile substance that can be hurled out to the specified range.

The spell destroys the potion and releases a 10-foot-radius burst of energy at the point of impact.

The caster must specify the energy type (acid, cold, electricity, fire, or sonic) when the spell is cast.

The potion deals 1d6 points of damage (of the appropriate energy type) per spell level of the potion (maximum 3d6).

For example, a *potion of displacement* transformed by this spell deals 3d6 points of damage.

An energized potion set to deal fire damage ignites combustibles within the spell's burst radius.

Material Component: A magic potion.

EYES OF THE AVORAL

Transmutation

Level: Apostle of peace 1, beloved of Valarian 1, cleric 1, druid 1, ranger 1, sorcerer/wizard 1

Components: S

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains an avoral's sharp eyesight, receiving a +8 racial bonus on Spot checks for the duration of the spell.

PERFECT SUMMONS

Transmutation [Good]

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

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

Area: 40-ft.-radius spread

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You create an area in which only good creatures can be magically summoned.

No matter what a later caster attempts to summon, he actually summons a good version (a celestial beast rather than a fiendish one, for example) or a good equivalent (an archon rather than a formian).

If the summoner was attempting to summon a neutral or evil creature, the good creature that appears is not bound to obey the commands of the summoner or attack his enemies.

Instead, it deals with the summoner as it sees fit—possibly attacking an evil caster.

The summoning spell cannot be dismissed, though it can be dispelled.

A *perfect summons* spell can also be dispelled normally.

Perfect summons counters and dispels *distort summons* (which appears in *Book of Vile Darkness*), and vice versa.

QUICKSHIFT

Transmutation [Good]

Level: Cleric 6, sorcerer/wizard 6

Components: V, S, Celestial

Casting Time: 1 round

Range: Personal

Target: You

Duration: 1 round/level

For the duration of this spell, the caster's *teleport* or *greater teleport* spell-like ability is quickened (as if enhanced with the *Quickened Spell* feat).

This spell has no effect on other spells or spell-like abilities.

REMOVE FATIGUE

Transmutation

Level: Apostle of peace 4, cleric 4, Pleasure 4

Components: S

Casting Time: 10 minutes

Range: Touch

Target: Up to one living creature touched per two levels

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The creatures you touch gain the benefits of 8 hours of restful sleep.

If a subject was fatigued, the fatigue and its penalties are removed.

If a subject was exhausted, the exhaustion becomes fatigue, but the subject only needs to rest for 1 more hour to eliminate the fatigue.

If a subject was already well rested, it does not need to rest or sleep during the next 24 hours.

Arcane spellcasters must still rest their minds for 8 hours in order to prepare or ready their spells.

RESTORE SOUL'S TREASURE

Transmutation

Level: Sanctified 8

Components: Sacrifice

Casting Time: 1 round

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

Target: Disintegrated remains of one item

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

If the target of this spell has lost a valuable item as the result of the spell *soul's treasure lost* (described in the *Book of Vile Darkness*), this spell restores that item.

This spell must be cast within 4 hours of the destruction of the item.

Upon completion of the casting, the disintegrated item returns to the possession of the original owner in the condition it was in before being disintegrated.

Sacrifice: 1d4 points of Constitution drain.

SECOND WIND

Transmutation

Level: Paladin 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

For the duration of the spell, the target can perform long-term strenuous activity as though it had the *Endurance* feat.

SILVERED CLAWS

Transmutation

Level: Druid 1, ranger 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: One living creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell allows the target to treat all of its natural attacks as silvered weapons.

The spell affects slam attacks, fist or claw attacks, bite attacks, and any other natural weapons the target creature possesses.

The spell does not change an unarmed strike's damage from nonlethal damage to lethal damage, however.

Silvered claws can be made permanent with a *permanency* spell.

SILVERED WEAPON

Transmutation

Level: Paladin 1, ranger 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One weapon or projectile touched

Duration: 1 round/level

Saving Throw: Fortitude negates (object, harmless)

Spell Resistance: Yes (object, harmless)

This spell transforms a single weapon or projectile you are holding into a silvered weapon.

The weapon may be magical, masterwork, or nonmagical, but it must be in hand when the spell is cast.

You can't cast this spell on a natural weapon, such as an unarmed strike (instead, see *silvered claws*).

The spell cannot be cast on more than one weapon or on multiple projectiles.
If the weapon targeted by the spell is made of another special material (cold iron or adamantine, for example), it loses the benefits of its original special material for the spell's duration.
Silvered weapon can be made permanent with a *permanency* spell.

SPEAR OF VALARIAN

Transmutation

Level: Beloved of Valarian 4, druid 5, ranger 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One nonmagical weapon touched

Duration: 1 round/level (D)

Saving Throw: Fortitude negates (object, harmless)

Spell Resistance: Yes (object, harmless)

The *spear of Valarian* spell transforms one nonmagical weapon into a shimmering silver spear.

You must be carrying the weapon and have it drawn for the spell to work.

The shimmering spear functions as a +1 *silvered spear*.

Against magical beasts, the weapon becomes a +3 *silvered spear* that deals +2d6 points of bonus damage (as the bane special property).

If the *spear of Valarian* is sundered, the original weapon breaks as the spell suddenly ends.

If the wielder relinquishes the spear, willingly or not, it immediately reverts to its previous state and the spell ends.

SUSTAIN

Transmutation

Level: Apostle of peace 4, cleric 4, Endurance 4

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: Up to one living creature touched/two levels

Duration: 6 hours/level

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell instantly relieves the negative effects of hunger and thirst and allows the targets to go without food or water for the duration of the spell, suffering no ill effects from the deprivation.

An affected creature can eat or drink normally without difficulty.

When the spell ends, the creatures must resume normal eating and drinking habits, but do not feel any adverse effects from the missed meals.

The size of the creature is not a factor; a Tiny lizard and a Colossal dragon are both fully nourished by the spell.

Material Component: A flask of warm wine and a loaf of bread.

TOMB OF LIGHT

Transmutation [Good]

Level: Cleric 7, sorcerer/wizard 7

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: Evil extraplanar creature touched

Duration: Concentration

Saving Throw: Fortitude partial

Spell Resistance: Yes

When you cast this spell, you attempt to draw out the impure substance of an evil extraplanar creature and replace it with your own pure substance.

The spell is draining for you to cast, but it is deadly to evil outsiders and other extraplanar creatures with the taint of evil.

When you touch the target creature, it must make a Fortitude saving throw.

If it succeeds, it is unaffected by the spell.

If it fails, its skin becomes translucent and faintly radiant and the creature is immobilized, standing helpless.

The subject is aware and breathes normally, but cannot take any physical actions, even speech.

It can, however, execute purely mental actions (such as using a spell-like ability).

The effect is similar to *hold person*.

Each round you maintain the spell, the creature must attempt another Fortitude save.

If it fails the save, it takes 1d6 points of permanent Constitution drain.

Each round you maintain the spell, however, you take 1d6 points of nonlethal damage.

If you fall unconscious, or if the creature succeeds at its Fortitude save, the spell ends.

Material Component: A pure crystal or clear gemstone worth at least 50 gp.

TOUCH OF ADAMANTINE

Transmutation

Level: Cleric 6, druid 6, sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 minute/level

Saving Throw: Will negates (object, harmless)

Spell Resistance: Yes (object, harmless)

This spell grants one weapon the properties of an adamantine weapon.

The weapon gains a +1 enhancement bonus on attack rolls (as though it was a masterwork weapon) and bypasses hardness when striking objects or sundering weapons, ignoring hardness less than 20.

The affected weapon also has one-third more hit points than normal for the duration of the spell.

You can't cast this spell on a natural weapon, such as an unarmed strike.

A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell.

If the weapon is made of another special material (cold iron or silver, for example), it loses the benefits of its original special material for the spell's duration.

Touch of adamantine cannot be made permanent with a *permanency* spell.

UNEARTHLY BEAUTY

Transmutation [Good]

Level: Druid 8, Fey 8

As *blinding beauty*, but at any time during the duration of the spell, you can evoke an additional effect as a free action. When you choose, any creature within 30 feet of you that is looking directly at you must succeed on a Will save or die.

Abstinence Component: You must abstain from sexual intercourse for one month before casting this spell.

WINGED MOUNT

Transmutation

Level: Paladin 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Special mount touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

This spell causes your mount to sprout giant, feathery white wings.

The wings grant the mount a fly speed of 60 feet, with good maneuverability.

The mount is slowed as normal for weight carried, barding worn, and environmental factors.

BOOK OF VILE DARKNESS (3.0)

ABJURATION

FLESH ARMOR

Abjuration [Evil]

Level: Asn 4

Components: V, S, M, F

Casting Time: 1 action

Range: Personal

Target: Caster

Duration: 10 minutes/level or until discharged

Prior to casting *flesh armor*, the caster flays the skin from a creature of his size and lays it upon his own flesh, wearing it like clothing or armor.

Once the caster casts *flesh armor*, his skin develops resistance to blows, cuts, stabs, and slashes.

The caster gains damage reduction 10/+1.

Once the spell has prevented a total of 5 points of damage per caster level (maximum 50 points), it is discharged, and the skin slowly rots, shedding in patches like the skin of a molting snake.

Material Component: A bit of flesh torn from the caster's body during the casting (dealing 1 point of damage).

Focus: The entire freshly harvested skin of another creature of the caster's size.

IMPOTENT POSSESSOR

Abjuration

Level: Demonologist 4, Sor/Wiz 6

Components: V, S

Casting Time: 1 action

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

Target: One possessing creature

Duration: Permanent (D)

Saving Throw: Will negates

Spell Resistance: Yes

The caster renders one creature that can possess or inhabit other creatures, or a creature that can move its mind out of its body, powerless within the host it currently inhabits.

Potential targets include possessing demons, malevolent ghosts, and a caster currently using a *magic jar* spell.

The only action the subject can take is to leave the body it currently inhabits.

This spell, in conjunction with *imprison possessor*, is one of the best ways to deal with a possessing fiend.

IMPRISON POSSESSOR

Abjuration

Level: Demonologist 4, Sor/Wiz 5

Components: V, S

Casting Time: 1 action

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

Target: One possessing creature and its host

Duration: Permanent (D)

Saving Throw: Will negates

Spell Resistance: Yes

The caster traps one creature that can possess or inhabit other creatures, or one that can move its mind out of its body, within the creature it currently inhabits.

Potential targets include possessing demons, malevolent ghosts, and a caster currently using a *magic jar* spell.

The possessing creature cannot leave the body it is currently in, whether or not it is its own, by any means.

PSYCHIC POISON

Abjuration [Evil]

Level: Clr 4, Sor/Wiz 4

Components: V, S, M/DF

Casting Time: 10 minutes

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

Area: 50-ft.-radius spread, or one single object or creature that can fit in that area

Duration: 1 hour/level

The caster taints an area, creature, or object so that anyone casting a mindaffecting or divination spell at the creature or object or within the area is subject to a psychic poison (see Table 3-6).

The caster may choose any psychic poison for which he meets the minimum level requirement.

Arcane Material Component: A bit of humanoid brain tissue.

SNARE ASTRAL TRAVELER

Abjuration

Level: Clr 6, Sor/Wiz 6

Components: V, S

Casting Time: 1 action

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

Target: One astral creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell allows the caster to attract and capture an astral creature, as someone using the *astral projection* spell. If such a creature is within range at the time of casting and fails its saving throw, it is brought instantly before the caster and held motionless and visible for the spell's duration. Spellcasters generally follow *snare astral traveler* with a more lasting restraint, such as *trap the soul*. If more than one astral creature is within range, the closest creature is affected. If that creature makes its saving throw, the next closest creature must make a save. This continues until one creature fails its save or all have succeeded.

SUSPEND DISEASE

Abjuration
Level: Clr 1, Drd 1, Sor/Wiz 1
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 24 hours
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
This spell keeps a disease already infecting the subject from harming him for that day. The disease is in no way cured, and the subject cannot make a save to throw off the disease. Casters who intend to cast spells with a disease component find this spell particularly useful.
Material Component: A drop of bile.

UNHEAVENED

Abjuration [Evil]
Level: Sor/Wiz 2
Components: V, S, Drug
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 10 minutes/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
The caster grants one creature a +4 profane bonus on saving throws made against any spell or spell-like effect from a good outsider. This protection manifests as a black and red nimbus of energy visible around the subject. All celestial beings can identify an *unheavened* nimbus on sight.
Drug Component: Vodare.

CONJURATION

ABYSSAL MIGHT

Conjuration (Summoning) [Evil]
Level: Blk 3, Clr 4, Demonologist 3, Sor/Wiz 4
Components: V, S, M, Demon
Casting Time: 1 action
Range: Personal

Target: Caster

Duration: 10 minutes/level

The caster summons evil energy from the Abyss and imbues himself with its might. The caster gains a +2 enhancement bonus to Strength, Constitution, and Dexterity. The caster's existing spell resistance improves by +2.
Material Component: The heart of a dwarf child.

ALERT BEBILITH

Conjuration (Calling) [Evil]

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

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

Effect: One bebilith

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Check Result	Outcome
9 or lower	Bebilith and demon both attack caster.
10–12	Bebilith ignores demon and attempts to grab another random creature (possibly caster) within 100 feet of where it appeared. It tries to grab the creature, then retreat to the Abyss to feed, never returning.*
13–18	Bebilith flees without taking action.
19–21	Demon flees, and bebilith attempts to grab another random creature (possibly caster) within 100 feet of where it appeared. It tries to grab the creature, then retreat to the Abyss to feed, never returning.*
22–30	Demon flees, and 1 round later the bebilith starts hunting for it.
31 or higher	Bebilith grabs demon, and the two disappear.* The demon is never seen again.

*Bebilith attempts to start a grapple with its target. On a successful grapple check, bebilith and its victim are both affected by the bebilith's *plane shift* ability (this ability allows the bebilith to take a creature with it, which it can't otherwise do).

When in the presence of a demon, the caster conjures a bebilith—a demon that hunts other demons—to kill or chase off the original demon.

This spell is a risky proposition, however.

To determine the effect of the spell, subtract the Hit Dice of the demon from 12 (the HD of the bebilith), add the result to a caster level check, and consult the above table. If this spell is cast while not in the presence of a demon, the bebilith acts as if the caster level check result was a 10.

Material Component: A bit of demon's flesh and a lump of iron.

APOCALYPSE FROM THE SKY

Conjuration (Creation) [Evil]

Level: Corrupt 9

Components: V, S, M, Corrupt

Casting Time: 1 day

Range: Personal

Area: 10-mile radius/level, centered on caster

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

The caster calls upon the darkest forces in all existence to rain destruction down upon the land.

All creatures and objects in the spell's area take 10d6 points of fire, acid, or sonic damage (caster's choice).

This damage typically levels forests, sends mountains tumbling, and wipes out entire populations of living creatures.

The caster is subject to the damage as well as the corruption cost.

Material Component: An artifact, usually one of good perverted to this corrupt use.

Corruption Cost: 3d6 points of Constitution damage and 4d6 points of Wisdom drain.

Just preparing this spell deals 1d3 points of Wisdom damage, with another 1d3 points of Wisdom damage for each day it remains among the caster's prepared spells.

BLACK BAG

Conjuration (Creation) [Evil]

Level: Asn 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Touch

Effect: A black leather bag

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

This spell creates a bag full of knives, scalpels, and other small torture implements.

If the implements are removed from the bag by anyone other than the caster, or if they leave the caster's possession after he removes them, they disintegrate after 1 round.

The bag and its magically created contents weigh only 1 pound.

Evil magic items, including items that deal unholy damage, and items with an evil spell as a prerequisite for their creation can be placed in the bag as if it had 10 cubic feet of space.

These additional items add no weight to the bag.

Nonevil items added to the black bag fall through as if the bag had no bottom, so they cannot be stored in the bag.

Material Component: A strip of black leather soaked in the blood of a willing masochist.

CALL DRETCH HORDE

Conjuration (Calling) [Evil]

Level: Demonologist 3, Mortal Hunter 4, Sor/Wiz 5

Components: V, S, Soul

Casting Time: 1 minute

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

Effect: 2d4 dretches

Duration: One year

Saving Throw: None

Spell Resistance: No

The caster calls 2d4 dretches from the Abyss to where she is, offering them the soul that she has prepared.

In exchange, they will serve the caster for one year as guards, slaves, or whatever else she needs them for.

They are profoundly stupid, so the caster cannot give them more complicated tasks than can be described in about ten words.

No matter how many times the caster casts this spell, she can control no more than 2 HD worth of fiends per caster level.

If she exceeds this number, all the newly called creatures fall under the caster's control, and any excess from previous castings become uncontrolled.

The caster chooses which creatures to release.

CALL LEMURE HORDE

Conjuration (Calling) [Evil]

Level: Mortal Hunter 4, Sor/Wiz 5

Components: V, S, Soul

Casting Time: 1 minute

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

Effect: 3d4 lemures

Duration: One year

Saving Throw: None

Spell Resistance: No

The caster calls 3d4 lemures from the Nine Hells to where he is, offering them the soul that he has prepared.

In exchange, they will serve the caster for one year as guards, slaves, or whatever else he needs them for.

They are nonintelligent, so the caster cannot give them more complicated tasks than can be described in about five words.

No matter how many times the caster casts this spell, he can control no more than 2 HD worth of fiends per caster level.

If he exceeds this number, all the newly called creatures fall under the caster's control, and any excess from previous castings become uncontrolled.

The caster chooses which creatures to release.

CALL NIGHTMARE

Conjuration (Calling) [Evil]

Level: Demonologist 4, Sor/Wiz 5

Components: V, S, Soul

Casting Time: 1 minute

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

Effect: One nightmare

Duration: One week

Saving Throw: None

Spell Resistance: No

The caster calls a nightmare from the Lower Planes to where she is, offering it the soul that she has prepared.

In exchange, the nightmare serves the caster for one week as a mount or guard, although if the nightmare moves more than 150 feet away from her, it immediately returns whence it came.

Multiple castings of this spell replace the previous nightmare with a new one.

CLOUD OF THE ACHAIERAI

Conjuration (Creation) [Evil]

Level: Clr 6, Demonologist 4

Components: V, S, Disease

Casting Time: 1 action

Range: Personal

Area: 10-ft.-radius spread

Duration: 10 minutes/level

Saving Throw: Fortitude partial

Spell Resistance: Yes

The caster conjures a choking, toxic cloud of inky blackness.

Those other than the caster within the cloud take 2d6 points of damage.

They must also succeed at a Fortitude save or be subject to a *confusion* effect for the duration of the spell.

Disease Component: Soul rot.

DEATH BY THORNS

Conjuration (Creation) [Evil, Death]

Level: Corrupt 7

Components: V, S, Corrupt

Casting Time: 1 action

Range: Touch

Targets: Up to three creatures, no two of which can be more than 15 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

The caster causes thorns to sprout from the insides of the subject creatures, which writhe in agony for 1d4 rounds, incapacitated, before dying.

A *wish* or *miracle* spell cast on a subject during this time can eliminate the thorns and save that creature.

Creatures that succeed at their Fortitude saving throws are still incapacitated for 1d4 rounds in horrible agony, taking 1d6 points of damage per round.

At the end of the agony, however, the thorns disappear.

Corruption Cost: 1d3 points of Wisdom drain.

DROWN

Conjuration (Creation) [Evil]

Level: Sor/Wiz 3

Components: V

Casting Time: 1 action

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

Target: One humanoid

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The subject's lungs fill with water if the subject fails a Fortitude saving throw.

To avoid drowning, the subject can hold his breath (see The Drowning Rule in Chapter 3 of the DUNGEON MASTER's Guide).

The subject gains a new save (to expel the water) every 2 rounds after the first.

While holding his breath with water-filled lungs, a character cannot talk or cast spells with verbal components, and he takes a -2 circumstance penalty on attack rolls, saving throws, ability checks, and skill checks.

EVIL WEATHER

Conjuration (Creation) [Evil]

Level: Corrupt 8

Components: V, S, M, XP, Corrupt (see below)

Casting Time: 1 hour

Range: Personal

Area: 1-mile/level radius, centered on caster

Duration: 3d6 minutes

Saving Throw: None

Spell Resistance: No

The caster conjures a type of evil weather.

It functions as described in Chapter 2 of this book, except that area and duration are as given for this spell.

To conjure violet rain, the caster must sacrifice 10,000 gp worth of amethysts and spend 200 XP.

Other forms of evil weather have no material component or experience point cost.

Corruption Cost: 3d6 points of Constitution damage.

EXTRACT DRUG

Conjuration (Creation)

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

Components: V, S, F

Casting Time: 1 minute

Range: Touch

Effect: One dose of a drug

Duration: Permanent

The caster infuses a substance with energy and creates a magical version of a drug.

The magical version manifests as greenish fumes that rise from the chosen focus.

The fumes must then be inhaled as a standard action within 1 round to get the drug's effects.

The type of drug extracted depends on the substance used.

	Drug	Effect
Material	Extracted	on Focus
Metal	Baccaran	Metal's hardness drops by 1.
Stone	Vodare	Stone's hardness drops by 1.
Water	Sannish	Water becomes brackish and foul.
Air	Mordayn vapor	Foul odor fills the area (up to 50-ft. radius) for 1 hour.
Wood	Mushroom powder	Wood takes on a permanent foul odor

There may be other drugs that can be extracted with rarer substances, at the DM's discretion.

Focus: 15 lb. or 1 cubic foot of the material in question.

HELL'S POWER

Conjuration (Creation) [Evil]

Level: Blk 3, Clr 4, Sor/Wiz 4

Components: V, S, M, Devil

Casting Time: 1 action

Range: Personal

Target: Caster

Duration: 10 minutes/level

The caster summons evil energy from the Nine Hells and bathes himself in its power.

The caster gains a +2 deflection bonus to Armor Class, as well as an upgrade of his existing damage reduction by +1 (DR 10/+1 becomes DR 10/+2, for example).

Material Component: The heart of an elf child.

NETHER TRAIL

Conjuration (Creation)

Level: Sor/Wiz 1

Components: S, M

Casting Time: 1 action

Range: Touch

Effect: A trail 20 ft. long/level

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: No

The caster creates a handful of invisible, nigh-intangible powder that attracts creatures from the Lower Planes.

The caster can sprinkle this powder in a trail on the ground.

Evil outsiders who come within 10 feet of any portion of this trail and fail their saving throws follow the trail as if affected by a compulsion effect.

Compelled fiends will follow a *nether trail* even into danger. For example, the trail could lead to a trap, a holy spell effect, or even a prison cell.

If the danger is obvious, such as a *blade barrier*, the compelled creatures get another saving throw to resist.

A compelled creature only follows the trail to its end. So, if the trail leads to the edge of a cliff, the fiend goes to the edge of the cliff and no farther.

If a creature encounters the trail in the middle, it instinctively senses which direction is forward and which is backward.

When the evil outsider reaches the end of the trail, the compulsion effect ends, and the creature cannot be affected by this particular *nether trail* again.

The trail can be obscured and destroyed by anyone who can see invisible objects.

It takes a standard action to destroy 10 feet of trail, but an evil outsider must make its saving throw first.

Material Component: A urine-soaked holy symbol, which crumbles into the powder that creates the *nether trail*.

PHANTASMAL THIEF

Conjuration (Creation)

Level: Greed 8, Wiz/Sor 8

Components: V, S, M

Casting Time: 1 action

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

Effect: One object

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

An invisible force, not unlike an *unseen servant*, comes into being where the caster wishes.

On the caster's turn, this force steals objects from others as she inaudibly directs it to (a free action).

A *phantasmal thief* can only steal from creatures.

It cannot break into locked chests or steal unattended objects.

A *phantasmal thief* has a Hide bonus of +20 (useful against those who can see invisible creatures) and a Move Silently bonus of +20.

If a *phantasmal thief* goes undetected, it can steal any object a creature possesses but is not carrying or wearing.

Even objects in a *bag of holding* can be stolen.

It can only steal objects, bring objects to the caster, or put them back where they came from.

It can take no other actions.

A *phantasmal thief* takes 1 round to steal an object and another round to bring it to the caster.

A *phantasmal thief* can only hold one object at a time; the object becomes invisible in the grasp of the *phantasmal thief*.

The *phantasmal thief* cannot take an item if the thief is detected by the creature it's trying to steal from (usually by a Listen or Spot check).

However, the thief, however, can repeat the attempt next round.

It cannot be harmed in any way, although it can be dispelled.

A *phantasmal thief* can also steal an object from a creature's hand.

It does this as if it had the Improved Disarm feat and a +20 Strength bonus.

If a *phantasmal thief* is used in this way, it disappears after it brings the stolen object to the caster.

Material Component: A spool of green thread.

SPORES OF THE VROCK

Conjuration (Creation) [Evil]

Level: Clr 2, Demonologist 1

Components: V, S, M/DF

Casting Time: 1 full round

Area: 5-ft.-radius, centered on caster

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The caster summons a mass of spores that fill the area around him.

The spores deal 1d8 points of damage to all creatures within 5 feet other than the caster.

Then they penetrate the skin and grow, dealing an additional 1d2 points of damage each round for 10 rounds.

At the end of this time, a tangle of viny growths covers each subject.

A *delay poison* spell stops the spores' growth for its duration. Bless, *neutralize poison*, or *remove disease* kills the spores, as does sprinkling the victim with a vial of holy water.

Arcane Material Component: The feathers of an avian creature with an Intelligence score of at least 3 (a harpy, achaierai, or similar creature).

THOUSAND NEEDLES

Conjuration (Creation) [Evil]

Level: Pain 5.

Clr 6

Components: V, S, M

Casting Time: 1 action

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

Target: One living creature

Duration: 1 minute/level

Saving Throw: Fortitude partial

Spell Resistance: Yes

A thousand needles surround the subject and pierce his flesh, worming through armor or any type of protection, although creatures with damage reduction are immune to this spell.

The subject takes 2d6 points of damage immediately and takes a -4 circumstance penalty on attack rolls, saving throws, skill checks, and ability checks for the rest of the spell's duration.

A successful Fortitude save reduces damage to half and negates the circumstance penalty.

Material Component: A handful of needles, all of which have drawn blood.

UTTERDARK

Conjuration (Creation) [Evil]

Level: Darkness 8, Demonic 8, Sor/Wiz 9

Components: V, S, M/DF

Casting Time: 1 hour

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

Area: 100-ft./level radius spread, centered on caster

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

Utterdark spreads from the caster, creating an area of cold, cloying magical darkness.

This darkness is similar to that created by the *deeper darkness* spell, but no magical light counters or dispels it.

Furthermore, evil-aligned creatures can see in this darkness as if it were simply a dimly lighted area.

Arcane Material Component: A black stick, 6 inches long, with humanoid blood smeared upon it.

WALL OF CHAINS

Conjuration (Creation)

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

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

Effect: A wall whose area is up to one 5-ft. square/level (S) (see text)

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

The caster causes a flat, vertical wall of woven, spiked chains 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 cannot be conjured so that it occupies the same space as a creature or another object.

It must always be a flat plane, though the caster can shape its edges to fit the available space.

A wall of chains is 1 inch thick per four caster levels. The caster can double the wall's area by halving its thickness.

Each 5-foot square of the wall has 20 hit points per inch of thickness and hardness 10.

A section of wall brought to 0 hit points is breached.

If a creature tries to break through the wall, the DC for the Strength check is 20 +2 per inch of thickness.

Creatures who use a Strength check to breach the wall take 1d6 points of damage from the spikes and barbs covering the chains.

Material Component: A single link from an iron chain.

WALL OF DEADLY CHAINS

Conjuration (Creation)

Level: Sor/Wiz 4

Saving Throw: Reflex half As wall of chains, except as noted above, and the wall sports loose lengths of spiked chain that strike anyone within 5 feet of the wall.

Those within that area take 3d6 points of damage each round.

WALL OF EYES

Conjuration (Creation) [Evil]

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

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

Effect: A wall whose area is up to one 5-ft. square/level (S) (see text)

Duration: Instantaneous

Saving Throw: Will negates (see text)

Spell Resistance: No

The caster causes a flat, vertical wall of living, glistening eyes of all different sizes and types 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 cannot be conjured so that it occupies the same space as a creature or another object.

It must always be a flat plane, though the caster can shape its edges to fit the available space.

A wall of eyes is 1 inch thick per four caster levels.

The caster can double the wall's area by halving its thickness.

Each 5-foot square of the wall has 10 hit points per inch of thickness and hardness 5.

A section of wall brought to 0 hit points is breached.

If a creature tries to break through the wall, the DC for the Strength check is 15 +2 per inch of thickness.

Any creature touching the wall must succeed at a Will saving throw or be held motionless as if affected by a *hold monster* spell.

The wall magically consumes held creatures after 10 rounds, disintegrating them and adding more eyes to its mass.

At any time, from any distance (even across planes), the caster can take a standard action to look through the wall of eyes, seeing in all directions from the wall as if she were actually standing there.

Material Component: A single humanoid eye.

WALL OF OOZE

Conjuration (Creation)

Level: Clr 5, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 action

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

Effect: A wall whose area is up to one 5-ft. square/level (S) (see text)

Duration: Concentration + 1 round/level

Saving Throw: Fortitude partial (see text)

Spell Resistance: No

The caster causes a flat, vertical wall of festering, stinking organic ooze to bubble 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 cannot be conjured so that it occupies the same space as a creature or another object.

It must always be a flat plane, though the caster can shape its edges to fit the available space.

A wall of ooze is 1 inch thick per four caster levels.

The caster can double the wall's area by halving its thickness.

Each 5-foot square of the wall has 50 hit points per inch of thickness and hardness 0.

A section of wall brought to 0 hit points is breached.

If a creature tries to break through the wall, the DC for the Strength check is 15 +2 per inch of thickness.

Any creature touching the wall takes 2d6 points of acid damage per round from the corrosive, burning nature of the ooze.

Only the surrounding material that the wall initially is conjured to touch—such as the floor or an adjoining wall—is immune to this damage.

Furthermore, a creature that touches the wall must succeed at a Fortitude saving throw or be paralyzed by the ooze.

The wall then consumes the creature in 1d6 rounds, digesting it and adding the creature's full normal hit point total to its own.

Arcane Material Component: A bit of an ochre jelly or gray ooze.

DIVINATION

ABSORB MIND

Divination [Evil]

Level: Corrupt 3

Components: V, S, F, Corrupt

Casting Time: 1 action

Range: Personal

Target: Caster

Duration: 1 minute/level

The caster eats at least a portion of the brain of another creature's corpse.

By doing so, she gains the creature's memories and knowledge to some degree, so that she has a 25% chance of recalling any important fact known to the creature—family history, recent events, the general layout of the creature's stomping grounds, details about the creature's death, important plans, passwords, magic item command words, and similar tidbits.

Skills, feats, spells, and other such knowledge cannot be obtained in this fashion.
Once the caster rolls to determine whether she recalls a fact, she cannot attempt to recall that fact again.
After the duration expires, the caster no longer has the ability to recall new facts.
Focus: A fresh or preserved (still bloody) 1-ounce portion of another creature's brain.
Corruption Cost: 2d6 points of Wisdom damage.

DEMONCALL

Divination [Evil]
Level: Blk 2, Demonic 2, Demonologist 2
Components: V, S, M
Casting Time: 1 action
Range: Personal
Target: Caster
Duration: Instantaneous
The caster taps into the forbidden knowledge of demons, giving her a +10 profane bonus on any one check (made immediately) involving Knowledge (arcana), Knowledge (the planes), or Knowledge (religion).

DEVIL'S EYE

Divination [Evil]
Level: Blk 2, Clr 3, Diabolic 2, Sor/Wiz 3
Components: V, S
Casting Time: 1 action
Range: Personal
Target: Caster
Duration: 1 minute/level
The caster gains the visual acuity of a devil.
He can see not only in darkness, but also in magical darkness, with a range of 30 feet.

EYES OF THE ZOMBIE

Divination [Evil]
Level: Clr 2, Sor/Wiz 3
Components: V, S, F
Casting Time: 30 minutes
Range: Personal
Effect: Caster and one zombie
Duration: 1 hour/level (D)
Saving Throw: None
Spell Resistance: Yes
The caster replaces his eyes with the eyes of a zombie, allowing him to see through the zombie's eye sockets and control its actions directly.
The zombie must be one that the caster animated.
The magic of this spell allows the caster to remove his eyes (dealing 1d6 points of damage to him from the pain, but no permanent damage to his eyes) and take a zombie's eyes that he has removed and soaked in a special bath of brackish water.
The caster's eyes are preserved by the spell while he controls the zombie and perceives the world through it.
The caster's body remains motionless and is subject to harm normally.
When the spell ends, the caster's eyes automatically return to him.
Focus: Zombie eyes and a pint of brackish water.

FIENDISH CLARITY

Divination [Evil]
Level: Clr 7, Demonic 7, Sor/Wiz 7
Components: V, S
Casting Time: 1 action
Range: Personal
Target: Caster
Duration: 10 minutes/level
The caster develops the senses of a powerful fiend.
He has darkvision to a range of 60 feet.
The caster can see in magical darkness as if it were normal darkness.
He can see invisible creatures and objects as if he had a *see invisibility* spell cast on him.
The caster can *detect good* at will.

GLIMPSE OF TRUTH

Divination [Evil]
Level: Sor/Wiz 3
Components: V, S, Drug
Casting Time: 1 action
Range: Personal
Target: Caster
Duration: 1 hour
The caster sees through the veil of reality to pose a single question to nameless malevolent entities that exist beyond normal consciousness.
The question must be posed such that the answer is a simple yes or no.
The answer given is correct 75% of the time.
Answers the DM deems too obscure are never revealed.
The spell, at best, provides information to aid character decisions.
In cases where a one-word answer would be misleading, the DM can give a short answer instead (five words or less).
Drug Component: Mordayn vapor.

IDENTIFY TRANSGRESSOR

Divination [Evil]
Level: Clr 4
Components: V, S, Drug, Location
Casting Time: 10 minutes
Range: Personal
Target: Caster
Duration: Instantaneous
The caster is able to divine the answer to a single question, as long as the answer is a single person's name.
Thus, the question must be a "who?" type question.
For example, "Who broke into the temple last night and stole the wand of inflict moderate wounds?" Questions that cannot be answered with a single name are not answered at all.
The base chance for a correct answer is 70% + 1% per caster level.
The DM adjusts the chance if unusual circumstances require it (precautions against divination spells have been taken, for example).
The caster knows if he didn't get a correct answer, unless specific magic yielding false information is at work.
As with *augury* or *divination*, multiple *identify transgressor* spells about the same question by the same caster use the

same die roll result as the first spell and yield the same answer each time.

Drug Component: Vodare.

Location Component: An area under the effect of a *desecrate* or *unhallow* spell.

ENCHANTMENT

ADDICTION

Enchantment

Level: Asn 1, Brd 2,Clr 2, Sor/Wiz 2

Components: V, S, Drug

Casting Time: 1 action

Range: Touch

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The caster gives the subject an addiction to a drug (see the Drugs section of Chapter 3 for descriptions of drugs and information on addiction).

A caster of less than 5th level can force the subject to become addicted to any drug with a low addiction rating. A 6th- to 10th-level caster can force addiction to any drug with a medium addiction rating, and an 11th- to 15th-level caster can force addiction to a drug with a high addiction rating.

Casters of 16th level or higher can give the subject an addiction to a drug with an extreme addiction rating.

Drug Component: The chosen drug for the addiction.

DRUG RESISTANCE

Enchantment

Level: Clr 1, Sor/Wiz 1

Components: V, M

Casting Time: 1 action

Range: Touch

Target: One living creature

Duration: 1 hour/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The creature touched is immune to the possibility of addiction to drugs.

He still experiences the negative and positive effects of drugs during the spell's duration.

This spell does not free the target from the effects of an addiction already incurred.

If the spell ends before the effects of a drug wear off, the normal chance for addiction applies.

Material Component: Three drops of pure water.

ENTICE GIFT

Enchantment [Mind-Affecting]

Level: Greed 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

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

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

The caster enchants a creature so that it feels suddenly compelled to give her what it is holding when she casts the spell.

On the creature's next action, it moves as close to the caster as it can get in a single round and offers her the object as a standard action.

This spell allows the caster to act out of turn and accept the "gift" if the creature reaches her to hand the caster the object (assuming she has a free hand and can carry the object).

The subject defends itself normally and acts however it wishes on subsequent rounds, including attempting to get the object back if desired.

If the subject is prevented from doing as the spell compels, the spell is wasted.

For example, if the subject is paralyzed and cannot move or drop the item, nothing happens.

EVIL EYE

Enchantment [Evil]

Level: Mortal Hunter 2, Sor/Wiz 3

Components: S

Casting Time: 1 action

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

Target: One creature

Duration: Instantaneous (see text)

Saving Throw: Will negates

Spell Resistance: Yes

The caster focuses malevolent wishes through her gaze and curses someone with bad luck.

The subject takes a -4 luck penalty on all attack rolls, saves, and checks.

The spell ends at the next sunrise, when dismissed, when a *remove curse* is cast on the subject, or when the caster takes at least 1 point of damage from the subject.

FORBIDDEN SPEECH

Enchantment [Evil, Mind-Affecting]

Level: Corrupt 5

Components: V, S, Corrupt

Casting Time: 1 minute

Range: Touch

Target: 1 living creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

The caster makes it impossible for a single creature to speak about a single topic.

The topic should be as narrow as possible for the spell to work properly.

An appropriate topic might be events that occurred while the creature was in captivity, the whereabouts and names of tormentors, the secret location of a hidden treasure, the password into a guarded compound, the command word of a magic item, or the explanation behind some major occurrence.

Invalid topics include verbal components of spells, a creature's whole life history, or anything too broad for a reasonable definition of a single topic.

Whether a topic is too broad is up the DM, who can double the corruption cost and have the spell automatically fail if the caster persists in attempting an invalid topic. Thus, this can be a dangerous spell to attempt. The affected creature cannot communicate regarding the topic in any way.

Speech becomes gibberish, writing is reduced to an indecipherable scrawl, gestures are impossible, and even telepathy (including *detect thoughts*) is scrambled. The creature has not forgotten the information, however, and it can be a maddening occurrence for the creature to be unable to communicate information that might be of life-and-death importance to friends and allies.
Corruption Cost: 1d6 points of Strength damage.

HEARTACHE

Enchantment [Evil, Mind-Affecting]

Level: Clr 1, Mortal Hunter 1

Components: V, S, DF

Casting Time: 1 action

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

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

The caster fills the subject with heart-wrenching sorrow that renders it incapacitated for 1 round.

The subject cannot move or take actions and is helpless for that round.

MASOCHISM

Enchantment [Evil]

Level: Asn 3, Blk 3, Clr 3, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: Caster

Duration: 1 round/level

For every 10 points of damage the caster takes in a given round, he gains a +1 luck bonus on attack rolls, saving throws, and skill checks made in the following round. The more damage the caster takes, the greater the luck bonus.

It's possible to get a luck bonus in multiple rounds if the caster takes damage in more than one round during the spell's duration.

Material Component: A leather strap that has been soaked in the caster's blood.

MINDRAPE

Enchantment [Evil, Mind-Affecting]

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

The caster enters the mind of a creature, learning everything that creature knows.

The caster can erase or add memories as she sees fit and alter emotions, opinions, and even alignment. When the caster is done, she can leave the creature insane (as described in the *insanity* spell) or seemingly unaffected, without any memory of the intrusion.

Severe changes to personality and changes to alignment can be corrected by a *break enchantment* spell (although an *atonement* spell might be needed as well, depending on circumstances).

Alterations to memories and subtler thoughts can be restored only through use of a *miracle* or *wish*.

MORALITY UNDONE

Enchantment [Evil, Mind-Affecting]

Level: Brd 5, Clr 5, Corruption 4, Mortal Hunter 4

Components: V, S, M/DF

Casting Time: 1 action

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

Target: One nonevil creature

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

The caster turns one creature evil.

The chaotic/neutral/lawful component of the subject's alignment is unchanged.

The subject retains whatever outlook, allegiances, and outlooks it had before, so long as they do not conflict with the new alignment.

Otherwise, it acts with its new selfish, bloodthirsty, cruel outlook on all things.

For example, a wizard might not immediately turn on her fighter companion for no apparent reason, particularly in the middle of a combat when they're fighting on the same side.

But she might try to steal the fighter's bag of gems, even using applicable spells (*charm person*, *suggestion*, and *invisibility*, for instance) against her friend.

She might even eventually decide to betray or attack her friend if there is some potential gain involved.

Using this spell in conjunction with a spell such as *dominate person* or *suggestion* is particularly useful, because it changes what acts are against a subject's nature.

Arcane Material Component: A powdered holy symbol.

PLAGUE OF NIGHTMARES

Enchantment [Evil, Mind-Affecting]

Level: Corrupt 8

Components: V, S, F, Corrupt

Casting Time: 1 action

Range: Touch

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The caster can give the subject demon-haunted dreams so vivid and frightening that sleep provides no rest and the subject eventually turns to suicide.

The caster must have a chunk of flesh from the target and succeed at a touch attack when she casts *plague of nightmares*.

If the target fails the Fortitude save, the spell begins to take effect.

Thereafter, the caster must chant for 12 hours per week and pay the corruption cost each week to maintain the spell. The subject begins to feel the effect of this spell the next time he sleeps, as nightmares of evil gods and demons plague him.

These nightmares continue each night, and each night the subject takes 1d4 points of Charisma damage and gains no natural healing for that day.

When the subject reaches 0 Charisma, he enters a trance in which he mentally offers his soul to a demon to be devoured.

That night the subject dies and is beyond even a *true resurrection* spell.

The subject gets a new saving throw each day to resist the spell, and one success is enough to end the nightmares.

If the spell ultimately succeeds, the focus disappears, alerting the caster that the subject is dead.

Focus: A fresh or preserved (still bloody) 1-ounce portion of another creature's flesh.

Corruption Cost: 1d6 points of Strength damage, taken all at once at the end of each week.

SACRIFICIAL SKILL

Enchantment [Evil]

Level: Asn 2, Clr 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: Caster

Duration: 1 minute/level

The caster gains a +5 bonus on all Knowledge (religion) checks that have to do with sacrifices made to evil gods.

See Sacrifices in Chapter 2 for the Knowledge (religion) check DCs required to gain boons from evil gods.

Material Component: A lock of hair taken from an unwilling humanoid.

SADISM

Enchantment [Evil]

Level: Asn 3, Blk 3, Clr 3, Pain 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: Caster

Duration: 1 round/level

For every 10 points of damage the caster deals in a given round while under the effect of this spell, she gains a +1 luck bonus on attack rolls, saving throws, and skill checks in the next round.

The more damage the caster deals, the greater the luck bonus.

It's possible to get a luck bonus for multiple rounds if she deals damage in more than one round during the spell's duration.

Material Component: A leather strap that has been soaked in human blood.

SAP STRENGTH

Enchantment [Evil]

Level: Clr 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The caster drains the personal wellbeing from the subject, who becomes exhausted.

After 1 hour of complete rest, characters become fatigued rather than exhausted.

A fatigued character becomes exhausted again if she does something else that would normally cause fatigue.

After 8 hours of complete rest, fatigued characters are no longer fatigued.

Material Component: A long needle and a tiny glass bottle.

SORROW

Enchantment [Evil, Mind-Affecting]

Level: Brd 1, Clr 1

Components: V, S, M

Casting Time: 1 action

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

Target: One living creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Grief and sadness overcome the subject.

She takes a -3 morale penalty on all attack rolls, saving throws, ability checks, and skill checks.

Material Component: A tear.

SPREAD OF SAVAGERY

Enchantment [Evil]

Level: Bestial 8, Clr 9

Components: V, S, M/DF

Casting Time: 1 hour

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

Area: 10-ft./level radius spread

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

All living creatures within the area become hostile to anyone not affected by the spell, whether in or out of the area, and regardless of alignment or former association.

They are likely to attack such creatures, although they retain their intellect and thus retreat or avoid opponents obviously too powerful for them to overcome.

Affected creatures are likely to continue with their normal activities until presented with someone not affected by the spell.

Subjects of *spread of savagery* can identify unaffected creatures by sight through an instinctive, supernatural sense granted by the spell.

Arcane Material Component: Three drops of brain fluid from a beast.

STUPOR

Enchantment [Mind-Affecting]

Level: Asn 1, Clr 1, Sor/Wiz 1

Components: S, M

Casting Time: 1 minute

Range: Touch

Area: One helpless creature

Duration: 1 hour/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

The caster places one creature already helpless in a clouded, confused state that does not allow the subject to think clearly or take actions.

The effect is similar to being drugged.

The subject can be moved and even forced to walk on her own if dragged along, but she is unaware of what is going on around her.

Material Component: A puffball mushroom.

WAVE OF GRIEF

Enchantment [Evil, Mind-Affecting]

Level: Brd 2, Clr 2

Components: S, M

Casting Time: 1 action

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

Area: Cone

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

All within the cone when the spell is cast are overcome with sorrow and grief.

They take a -3 morale penalty on all attack rolls, saving throws, ability checks, and skill checks.

Material Component: Three tears.

EVOCATION

CIRCLE OF NAUSEA

Evocation [Evil]

Level: Clr 3, Drd 2

Components: V, S, F

Casting Time: 1 action

Range: Personal

Area: An emanation extending in a 20-ft.-radius around a 2-ft.-radius circle on the ground with the caster in the center

Duration: 1 minute/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

Evil energy bursts in all directions from the spell's origin, filling the area with pain.

Everyone in the spell's area must succeed at a Fortitude saving throw or take a -2 penalty on all attack rolls, saving throws, and skill checks.

Those who succeed at the saving throw must make a new saving throw each round if they remain in the area.

The pain lasts as long as the spell does.

The caster stands in the circle, which must be prepared ahead of time by inscribing a circle on the ground and putting a stone on the circle at each of the four cardinal directions.

Creating this circle takes 1 hour, but once created it may be reused any number of times.

If anyone attempts to cross the circle during the spell's duration, she must succeed at a Fortitude saving throw or

be nauseated until the spell ends, unable to take actions other than a single move or move-equivalent action.

Nauseated characters cannot cross the circle.

If someone breaches the circle without becoming nauseated, the spell ends.

CRUSHING FIST OF SPITE

Evocation [Evil, Force]

Level: Sor/Wiz 9

Components: V, S, M, Disease

Casting Time: 1 action

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

Area: 5-ft.-radius cylinder, 30 ft. high

Duration: 1 round/level

Saving Throw: Reflex half or Reflex negates (see text)

Spell Resistance: Yes

A fist of darkness appears 30 feet above the ground and begins smashing down with incredible power.

All creatures and objects within the area take 1d6 points of damage per caster level (maximum 20d6).

A successful Reflex saving throw reduces damage by half.

Each round, as a free action, the caster can direct the fist to another area within range, where it smashes downward again.

It continues to attack the same area unless otherwise directed.

The fist does not need to strike the ground.

It can attack airborne targets as well.

Airborne targets that succeed at a Reflex save take no damage and are forcibly ejected from the spell's area.

Material Component: A severed hand from a good-aligned humanoid cleric.

Disease Component: Festering anger.

DAMNING DARKNESS

Evocation [Darkness, Evil]

Level: Clr 4, Darkness 4, Sor/Wiz 4

Components: V, M/DF

Casting Time: 1 action

Range: Touch

Target: Object touched

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

This spell is similar to *darkness*, except that those within the area of darkness also take unholy damage.

Creatures of good alignment take 2d6 points of damage per round in the darkness, and creatures neither good nor evil take 1d6 points of damage.

As with the *darkness* spell, the area of darkness is a 20-foot radius, and the object that serves as the spell's target can be shrouded to block the darkness (and thus the damaging effect).

Damning darkness counters or dispels any light spell of equal or lower level.

Arcane Material Component: A dollop of pitch with a tiny needle hidden inside it.

DARKBOLT

Evocation [Darkness, Evil]

Level: Clr 2, Darkness 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

The caster makes a ranged touch attack against a foe, launching a bolt of cold darkness from his left hand. The bolt deals 1d8 points of damage per two caster levels (maximum 5d8).

Half the damage is cold, and the other has no specific type. When struck, the foe must also succeed at a Fortitude save or be stunned for 1 round, overwhelmed by the evil charge of the *darkbolt*.

DARKLIGHT

Evocation [Darkness]

Level: Asn 2, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One creature or object touched

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

The caster makes one creature or object radiate special darkness called *darklight* in a 5-foot-radius sphere. This spell is most useful in a large, naturally dark area. Within the *darklight* sphere, creatures that can normally see in the light can see, even though there is no light. Only creatures and objects in the sphere can be seen, and only creatures in the sphere can see within the sphere, unless other observers can naturally see in the dark. Thus, while two creatures in the sphere can see each other, a creature standing outside the sphere can neither see the creatures in the sphere (assuming it doesn't have darkvision), nor can it be seen by them. A creature with darkvision standing outside the sphere could see those within the sphere, but those inside could not discern the creature. The *darklight* spell's sphere is invisible in normal light and does not function in magical darkness.

DREAD WORD

Evocation [Evil]

Level: Demonologist 3, Sor/Wiz 3

Components: V

Casting Time: 1 action

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

Target: One creature of good alignment

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The caster speaks a single unique word of pure malevolence—a powerful utterance from the Dark Speech (see Chapter 2).

The word is so foul that it harms the very soul of one that hears it.

The utterance of a *dread word* causes one subject within range to take 1d3 points of Charisma drain.

The power of this spell protects the caster from the damaging effects of both hearing and knowing the word. To attempt to speak this unique word without using this spell means instant death (and no effect, because the caster dies before she gets the entire word out).

FLESH RIPPER

Evocation [Evil]

Level: Clr 3, Mortal Hunter 3

Components: V, S, Undead, Fiend

Casting Time: 1 action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

The caster evokes pure evil power in the form of a black claw that flies at the target.

If a ranged touch attack roll succeeds, the claw deals 1d8 points of damage per caster level (maximum 10d8).

On a critical hit, in addition to dealing double damage, the wound bleeds for 1 point of damage per round until it is magically healed.

HELLFIRE STORM

Evocation [Evil]

Level: Diabolic 7

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

Area: 20-ft.-radius spread

As *hellfire*, except in area and range and that the spell deals 5d6 points of special diabolic fire damage.

HELLFIRE

Evocation [Evil]

Level: Diabolic 4

Components: V, S

Casting Time: 1 action

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

Area: 5-ft.-radius spread

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

The caster creates a small explosion of brimstone and fire that deals 3d6 points of special diabolic fire damage.

The diabolic flames are not subject to being reduced by *protection from elements (fire)*, *fire shield (chill shield)*, or similar magic.

LOVE'S PAIN

Evocation [Evil, Mind-Affecting]

Level: Corrupt 3

Components: V, S, Corrupt

Casting Time: 1 action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

The caster blasts a lancelike projectile of greenish-black energy from his hand, striking a single foe as a ranged touch attack.

The energy does not harm the subject.

Instead, the subject's closest friend or dearest loved one is wracked with pain and takes 1d6 points of damage for every two caster levels (maximum 10d6).

There is no limit to the distance between the caster and the loved one, and the loved one gets no saving throw or spell resistance.

If the loved one is within an *antimagic field*, the spell has no effect.

It may take DMs and players a moment to determine who the subject's dearest loved one is.

The DM determines this for nonplayer characters (NPCs).

It is rare (but possible) that no individual qualifies.

In that case, the subject takes the damage.

Corruption Cost: 1d6 points of Intelligence damage.

MIRROR SENDING

Evocation

Level: Mortal Hunter 3, Sor/Wiz 4

Components: V, S, F

Casting Time: See text

Range: See text

Target: One living creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

The caster sends her image through a mirror into another mirror or mirrored surface that the chosen target looks into.

The caster casts the spell, then stares into her mirror until the target sees his reflection in another mirror, or until the caster tires and gives up.

The caster can see the subject and his surroundings in her mirror whenever the subject looks at his mirror.

From the subject's perspective, the caster appears to be staring out of the mirror, replacing the subject's own reflection or appearing right behind him (caster's choice).

The caster can have her image say up to one word per caster level before it disappears, if she chooses.

The image remains for only 1 round.

Subjects not expecting a *mirror sending* can be greatly unnerved by this spell.

Focus: A mirror of finely wrought and highly polished silver costing not less than 1,000 gp.

The mirror must be at least 2 feet by 4 feet.

SONG OF FESTERING DEATH

Evocation [Evil]

Level: Brd 2

Components: V

Casting Time: 1 action

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

Target: One living creature

Duration: Concentration

Saving Throw: Fortitude negates

Spell Resistance: Yes

The caster sings a wailing ululation, requiring a successful Perform (singing) check (DC 20).

If the Perform check succeeds and the target fails a Fortitude saving throw, the subject's flesh bubbles and festers into pestilent blobs, dealing the subject 2d6 points of damage each round.

If the subject dies, she bursts with a sickening pop as steamy gore spills onto the ground.

STUNNING SCREECH

Evocation [Evil, Sonic]

Level: Brd 3, Demonologist 2

Components: V, S, M, Drug

Casting Time: 1 action

Range: 30 ft.

Targets: All creatures within range

Duration: 1 round

Saving Throw: Fortitude negates

Spell Resistance: Yes

The caster emits a piercing screech like that of a vrock demon.

Every creature within the area is stunned for 1 round.

Material Component: Feather of a large bird or a vrock.

Drug Component: Mushroom powder.

VILE LANCE

Evocation [Evil]

Level: Blk 4, Clr 3, Mortal Hunter 3, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Effect: One shortspear

Duration: 10 minutes/level

Vile lance creates a weapon of blackness that the caster (and only the caster) can wield with proficiency.

The caster can throw it, but if he does, the spell ends after the ranged attack is resolved.

The *vile lance* is treated in all ways like a +2 *shortspear*, except that the damage dealt is vile damage.

Arcane Material Component: A bone fragment of a good-aligned creature.

WERE-DOOM

Evocation [Evil, Chaos]

Level: Bestial 9, Clr 9, Drd 9

Components: V, S, M

Casting Time: 1 minute

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

Area: 50-ft./level radius

Duration: 24 hours

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell must be cast at night.

Lycanthropy infects 1d4 humanoid creatures in the area, designated randomly.

These creatures immediately change into their animal or hybrid forms (their choice) and begin savagely attacking all around them.

To determine the type of lycanthropy that afflicts a subject, roll on the following table.

d%	Lycanthrope Type
01–25	Wererat
26–60	Werewolf
61–80	Wereboar
81–00	Weretiger

See the Lycanthrope template in the *Monster Manual* for more information on lycanthropy, including how to cure it.
Material Component: A bit of a lycanthrope's fur or skin.

WHIRLWIND OF TEETH

Evocation [Evil]

Level: Bestial 7, Sor/Wiz 7

Components: V, S, M/DF

Casting Time: 1 action

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

Area: 5-ft./level radius cylinder 10 ft./level high

Duration: 1 round/level

Saving Throw: Reflex half

Spell Resistance: Yes

The caster creates an opaque area of swirling energy in the form of roaring, screeching mouths full of teeth.

Anyone within the area takes 1d8 points of damage for every two caster levels (maximum 10d8) from the magically created biting mouths and tearing teeth.

The whirlwind moves as the caster mentally directs (as a free action), with a speed of 40 feet.

Arcane Material Component: A handful of bloody teeth.

WRETCHED BLIGHT

Evocation [Evil]

Level: Clr 7

Components: V, S

Casting Time: 1 action

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

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Fortitude partial (see text)

Spell Resistance: Yes

The caster calls up unholy power to smite his enemies.

The power takes the form of a soul-chilling mass of clawing darkness.

Only good and neutral (not evil) creatures are harmed by the spell.

The spell deals 1d8 pts. of damage per caster level (maximum 15d8) to good creatures and renders them stunned for 1d4 rounds.

A successful Fortitude save reduces damage to half and negates the stunning effect.

The spell deals only half damage to creatures that are neither evil nor good, and they are not stunned.

Such creatures can reduce the damage in half again (down to one-quarter of the roll) with a successful Reflex save.

ILLUSION

CRUEL DISAPPOINTMENT

Illusion (Phantasm) [Fear, Mind-Affecting, Evil]

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Will disbelief (if interacted with) and Will negates (see text)

Spell Resistance: Yes

The next time the subject of this spell attempts an action that requires a die roll to determine success, the action fails. However, the spell creates the phantasmal image in the subject's mind that the action succeeded.

The subject behaves accordingly for 1 round.

During the next round, the phantasm fades and the subject now realizes that he was fooled.

If the subject fails a second Will save, he then takes a –4 morale penalty on attack rolls, saves, and checks for 1d6+1 rounds afterward.

CURSE OF THE PUTRID HUSK

Illusion (Phantasm) [Fear, Mind-Affecting, Evil]

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

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

Target: One creature

Duration: 1 round + 1d10 minutes

Saving Throw: Will negates

Spell Resistance: Yes

This illusion forces the subject to believe his flesh is rotting and falling off his body, and that his internal organs are spilling out.

If the target fails his saving throw, he is dazed (and horrified) for 1 round.

On the following round, he falls unconscious for 1d10 minutes, during which time he cannot be roused normally.

FALSE SENDING

Illusion (Glamer)

Level: Clr 5, Sor/Wiz 6

Components: V, S, M/DF

Casting Time: 10 minutes

Range: See text

Target: One creature

Duration: 1 round (see text)

Saving Throw: Will negates

Spell Resistance: Yes

The caster contacts a particular creature with whom she is familiar and sends a short message of twenty-five words or less to the subject.

The subject is convinced that the sender of the message is someone other than the caster, as specified by the caster.

The caster must be also familiar with the false sender.

The subject can answer in like manner immediately.

Creatures with Intelligence scores as low as 1 can understand the sending, though a subject's ability to react is limited normally by its Intelligence.

Even if the sending is received, the subject creature is not obligated to act upon it in any manner.

If the creature in question is not on the same plane of existence as the caster, there is a 5% chance that the sending does not arrive.

(Local conditions on other planes may worsen this chance considerably, at the option of the DM).

Arcane Material Component: A short piece of corroded copper wire.

REALITY BLIND

Illusion (Phantasm) [Evil, Mind-Affecting]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

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

Target: One creature

Duration: Concentration (see below)

Saving Throw: Will negates

Spell Resistance: Yes

This spell overwhelms the target with hallucinations, causing him to be blinded and stunned if he fails the save. The subject can attempt a new saving throw each round to end the spell.

Even after the subject succeeds at the save or the caster stops concentrating, the subject is plagued with nightmares every night.

The nightmares prevent the subject from benefiting from natural healing.

These nightmares continue until the caster dies or the subject succeeds at a Will saving throw, attempted once per night.

This nightmare effect is treated as a curse and thus cannot be dispelled.

It is subject to *remove curse*, however.

Material Component: A 2-inch-diameter multicolored disk of paper or ribbon.

UNNERVING GAZE

Illusion (Phantasm)

Level: Demonologist 1, Mortal Hunter 1, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

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

Target: One humanoid creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

The caster makes his face resemble one of the opponent's departed loved ones or bitter enemies.

The subject takes a -1 morale penalty on attack rolls for the duration of the spell.

NECROMANCY

ABSORB STRENGTH

Necromancy [Evil]

Level: Corrupt 4

Components: V, S, F, Corrupt

Casting Time: 1 action

Range: Personal

Target: Caster

Duration: 10 minutes/level

The caster eats at least a portion of the flesh of another creature's corpse, thereby gaining one-quarter of the creature's Strength score as an enhancement bonus to the caster's Strength score, and one-quarter of the creature's Constitution score as an enhancement bonus to the caster's Constitution.

Focus: A fresh or preserved (still bloody) 1-ounce portion of another creature's flesh.

Corruption Cost: 2d6 points of Wisdom damage.

ANGRY ACHE

Necromancy

Level: Asn 1, Clr 1, Pain 1

Components: V, S

Casting Time: 1 action

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

Target: One living creature

Duration: 1 minute/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

The caster temporarily strains the subject's muscles in a very specific way.

The subject feels a sharp pain whenever she makes an attack.

All her attack rolls have a -2 circumstance penalty for every four caster levels (maximum penalty -10).

BONEBLADE

Necromancy [Evil]

Level: Blk 2, Clr 3

Components: V, S, F, Undead

Casting Time: 1 action

Range: Touch

Effect: One bone that becomes a blade

Duration: 10 minutes/level

The caster changes a bone at least 6 inches long into a longsword, short sword, or greatsword (caster's choice).

This weapon has a +1 enhancement bonus on attacks and damage for every five caster levels (at least +1, maximum +4).

Furthermore, this blade deals an extra +1d6 points of damage to living targets and an additional +1d6 points of damage to good-aligned targets.

This spell confers no proficiency with the blade, but the caster doesn't need to be the one wielding the blade for it to be effective.

Focus: A 6-inch-long bone.

BONEBLAST

Necromancy [Evil]

Level: Blk 1, Clr 2

Components: V, S, M, Undead

Casting Time: 1 action

Range: Touch

Target: One creature that has a skeleton

Duration: Instantaneous

Saving Throw: Fortitude half or Fortitude negates (see text)

Spell Resistance: Yes

The caster causes some bone within a touched creature to break or crack.
The caster cannot specify which bone.
Because the damage is general rather than specific, the target takes 1d3 points of Constitution damage.
A Fortitude save reduces the Constitution damage by half, or negates it if the full damage would have been 1 point of Constitution damage.
Material Component: The bone of a small child that still lives.

CHARNEL FIRE

Necromancy [Evil]

Level: Clr 5

Components: V, S

Casting Time: 1 minute

Range: Touch

Effect: One corpse

Duration: Instantaneous

Saving Throw: None (Will negates for undead)

Spell Resistance: No (Yes for undead)

With sinister flame and brimstone, the caster completely consumes one dead body so that absolutely nothing remains.

A creature whose body is destroyed by a *charnel fire* spell can only be brought back to life through a *true resurrection* spell.

If this spell is cast upon a corporeal undead, the creature gets a Will saving throw, and the caster must overcome its spell resistance (if any).

If the undead creature fails its save, it is destroyed forever.

CLUTCH OF ORCUS

Necromancy [Evil]

Level: Clr 3

Components: V, S

Casting Time: 1 action

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

Target: One humanoid

Duration: Concentration (see text)

Saving Throw: Will negates (see text)

Spell Resistance: No

The caster creates a magical force that grips the subject's heart (or similar vital organ) and begins crushing it.

The victim is paralyzed (as if having a heart attack) and takes 1d3 points of damage per round.

Each round, the caster must concentrate to maintain the spell.

In addition, a conscious victim gains a new saving throw each round to stop the spell.

If the victim dies as a result of this spell, his chest ruptures and bursts, and his smoking heart appears in the caster's hand.

CONSUME LIKENESS

Necromancy [Evil]

Level: Corrupt 6

Components: V, S, F, Corrupt

Casting Time: 1 action

Range: Personal

Target: Caster

Duration: Permanent

The caster can take on the appearance and form—including clothing and equipment—of a corporeal humanoid that is freshly dead.

The caster assumes the form of the creature as it looked when it lived.

The caster must eat the flesh of the corpse whose form is to be assumed as he casts the spell.

Once the spell is complete, the caster can assume the new likeness at will.

By changing to this new form, the caster's body can undergo a limited physical transmutation, including adding or subtracting one or two limbs, and his weight can be changed up to one-half.

If the form selected has wings, the caster can fly at a speed of 30 feet with poor maneuverability.

If the form has gills, he can breathe underwater.

The caster cannot assume the likeness of something that is a different size than he is.

The caster's attack bonuses, natural armor bonus, and saves do not change.

The spell does not confer special abilities, attack forms, defenses, ability scores, or mannerisms of the chosen form. If the caster takes damage or dies, he automatically reverts to his normal form.

The caster can also take a standard action to voluntarily assume his normal form.

If the caster uses this spell to create a disguise, he gets a +10 bonus on his Disguise check.

Focus: A fresh or preserved (still bloody) 1-ounce portion of another creature's flesh.

Corruption Cost: 2d6 points of Wisdom drain.

DANCE OF RUIN

Necromancy [Evil]

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

Components: V, S

Casting Time: 1 full round

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

Area: Spread centered on caster

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

To cast this spell, the caster dances wildly and chants.

After she finishes her dance, a wave of crackling energy flashes outward up to the extent of the range.

All nondemon creatures within the area take 2d20 points of damage.

DEATH GRIMACE

Necromancy [Evil]

Level: Asn 1, Blk 1, Sor/Wiz 1

Components: S

Casting Time: 1 action

Range: Touch

Target: One corpse

Duration: Permanent

Saving Throw: None

Spell Resistance: No

The caster marks a corpse with a particular magical "signature", thus identifying himself (truthfully or falsely) as the murderer.

Some assassins use this signature as a sort of calling card, while others use it as a way to prove that they earned their pay.

The signature can take many forms: a specific expression on the face of the corpse (hence the name of the spell), an actual rune, a word written on the corpse's flesh, a discoloration of one eye, and so on.

ECTOPLASMIC ENHANCEMENT

Necromancy [Evil]

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 full round

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

Target: One incorporeal undead/level

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

The undead affected by this spell gain a +1 deflection bonus to Armor Class, +1d8 temporary hit points, a +1 enhancement bonus on attack rolls, and a +2 bonus to turn resistance.

Each of these enhancements increases by +1 for every three caster levels.

So a 12th-level caster grants a +5 deflection bonus to AC, an extra 1d8+4 temporary hit points, a +5 enhancement bonus on attack rolls, and a +6 bonus to turn resistance.

ETERNITY OF TORTURE

Necromancy [Evil]

Level: Pain 9

Components: V, S, DF

Casting Time: 1 action

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

Target: One creature

Duration: Permanent

Saving Throw: Fortitude partial

Spell Resistance: Yes

The subject's body is twisted and warped, wracked forever with excruciating pain.

The subject is rendered helpless, but—as long as the spell continues—it is sustained and has no need for food, drink, or air.

The subject does not age—all the better to ensure a true eternity of unimaginable torture.

The subject takes 1 point of drain to each ability score each day until all scores are reduced to 0 (except Constitution, which stays at 1).

The subject cannot heal or regenerate.

Lastly, the subject is completely unaware of its surroundings, insensate to anything but the excruciating pain.

A single Fortitude saving throw is all that stands between a target and this horrible spell.

However, even if the saving throw is successful, the target still feels terrible (but temporary) pain.

The target takes 5d6 points of damage immediately and takes a -4 circumstance penalty on attack rolls, saving throws, skill checks, and ability checks for 1 round per level of the caster.

GRIM REVENGE

Necromancy [Evil]

Level: Sor/Wiz 4

Components: V, S, Undead

Casting Time: 1 action

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

Target: One living humanoid

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The hand of the subject tears itself away from one of his arms, leaving a bloody stump.

This trauma deals 6d6 points of damage.

Then the hand, animated and floating in the air, begins to attack the subject.

The hand attacks as if it were a wight (see the *Monster Manual*) in terms of its statistics, special attacks, and special qualities, except that it is considered Tiny and gains a +4 bonus to AC and a +4 bonus on attack rolls.

The hand can be turned or rebuked as a wight.

If the hand is defeated, only a *regenerate* spell can restore the victim to normal.

GUTWRENCH

Necromancy [Evil, Death]

Level: Sor/Wiz 8

Components: V, S, Undead

Casting Time: 1 action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

The innards of the target creature roil.

If the target fails its saving throw, its intestines burst forth, killing it.

The intestines fly toward the caster and are absorbed into her form, granting her 4d6 temporary hit points and a +4 enhancement bonus to Strength.

If the target's save is successful, it takes 10d6 points of damage instead.

A creature with no discernible anatomy is unaffected by this spell.

IMPRISON SOUL

Necromancy [Evil]

Level: Clr 7

Components: V, S, M, F

Casting Time: 1 action (see text)

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: No

By casting *imprison soul*, the caster places the subject's soul in a receptacle, such as a gem, ring, or some other minuscule object, leaving the subject's body lifeless.

While trapped, the subject takes 1d4 points of Constitution damage per day until dead or freed.

The rituals to prepare the receptacle require three days.

Destroying or opening the receptacle ends the spell, releasing the soul.

To cast the spell, the receptacle must be within spell range and the caster must know where it is.

The caster must also know the name of the target.

Material Component: A portion of the target's body (a fingernail, a strand of hair, or some other small part).

Focus: A Tiny or smaller object to be the receptacle for the subject's soul.

LIQUID PAIN

Necromancy

Level: Pain 4, Sor/Wiz 4

Components: V, S, F

Casting Time: 1 day

Range: Touch

Target: One living creature

Duration: Permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

Over the course of one day, the caster takes a subject already in great pain—wracked with disease, the victim of torture, or dying of a wound, for example—and captures its pain in liquid form.

This physical manifestation of agony can be used to create magic items or enhance spells (see Pain as Power in Chapter 2).

It can also be used as a potent drug.

Focus: A jar, vial, or other container for the liquid pain.

PESTILENCE

Necromancy [Evil]

Level: Clr 8, Drd 7

Components: V, S, Disease

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The subject contracts a particularly terrible and contagious disease, which strikes immediately with no incubation period.

The caster infects the subject with a sickness that deals 1d4 points of Constitution drain each day until the subject dies. The subject may attempt a new saving throw each day, but she must succeed at two saves in a row to rid herself of the disease (as with most diseases).

However, the disease, once unleashed, continues to spread. For the first day of the sickness, anyone touching the subject must succeed at a Fortitude saving throw or fall victim to the same malady.

That victim in turn becomes contagious on the first day of her own affliction.

Disease Component: Any disease.

POWER LEECH

Necromancy [Evil]

Level: Corrupt 5

Components: V, S, Corrupt

Casting Time: 1 action

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

Target: One living creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

The caster creates a conduit of evil energy between himself and another creature.

Through the conduit, the caster can leech off ability score points at the rate of 1 point per round.

The other creature takes 1 point of drain from an ability score of the caster's choosing, and the caster gains a +1 enhancement bonus to the same ability score per point drained during the casting of this spell.

In other words, all points drained during this spell stack with each other to determine the enhancement bonus, but they don't stack with other castings of *power leech* or with other enhancement bonuses.

The enhancement bonus lasts for 10 minutes per caster level.

Corruption Cost: 1 point of Wisdom drain.

POX

Necromancy [Evil]

Level: Corruption 6, Drd 6, Pain 6

Components: V, S, DF

Casting Time: 1 action

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

Targets: Up to one living creature/level, no two of which can be more than 10 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

Subjects take 1d4 points of Constitution drain.

Their skin breaks out in lesions and takes on a pale yellow pallor.

PRESERVE ORGAN

Necromancy

Level: Clr 0, Drd 0, Sor/Wiz 0

Components: V, S, DF

Casting Time: 10 minutes

Range: Touch

Effect: One organ

Duration: 24 hours

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes

The caster preserves a single severed organ from a living creature so that it does not decay or rot.

Evil casters use preserved organs as material spell components.

There are ritual uses for body parts as well.

The organ is kept in the exact state it was in when the spell was cast.

If a heart is still beating and bloody, for example, then it remains that way.

RED FESTER

Necromancy [Evil]

Level: Corrupt 3

Components: V, S, Corrupt

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The subject's skin turns red and blisters.

The blisters quickly turn into oozing wounds.

Furthermore, the subject's sense of self becomes strangely clouded, diminishing her self-esteem.

The subject takes 1d6 points of Strength damage and 1d4 points of Charisma damage.

Corruption Cost: 1d6 points of Strength damage.

SHRIVELING

Necromancy [Evil]

Level: Clr 3, Sor/Wiz 2

Components: V, S, Disease

Casting Time: 1 action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

The caster channels dark energy that blasts and blackens the subject's flesh.

The subject takes 1d4 points of damage per caster level (maximum 10d4).

Disease Component: Soul rot.

SLOW CONSUMPTION

Necromancy [Evil]

Level: Clr 1, Sor/Wiz 2

Components: V, S, Location

Casting Time: 10 minutes

Range: Touch

Target: One living creature

Duration: Permanent (see below)

Saving Throw: Fortitude negates

Spell Resistance: Yes

The caster absorbs the life force and physical form from a living subject and uses it for himself.

The victim must be rendered helpless to cast this spell upon her.

For that day, the caster heals at twice the normal natural rate and does not need to eat.

The subject, on the other hand, does not heal naturally that day and takes 1 point of Constitution damage.

As long as the caster touches the subject once per day, he gains the benefits and the subject takes the Constitution damage.

If the caster does not touch the subject within 24 hours of the last time he touched her, the spell ends.

Villains often use this spell on prisoners, who are sometimes sustained by *lesser restoration* spells so they can serve for years as evil sustenance.

Location Component: An area under the effect of a *desecrate* or *unhallow* spell.

SOUL SHACKLES

Necromancy [Evil]

Level: Brd 5, Sor/Wiz 5

Components: V, S, F, Location

Casting Time: 1 action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: None (see text)

Spell Resistance: Yes

The caster draws out the soul of a dead creature and imprisons it within a specially made talisman.

The subject must have had the talisman in his possession when he died, or the spell cannot function.

Henceforth, if the talisman is in the caster's possession, she can call forth the soul of the subject and question it about what it knew in life for up to 1 round/level each day, asking one question per round.

The soul looks as it did in life, including the clothing and equipment it had with it on the day it died.

Answers are clear, complete, and precise.

If the subject is hostile, or if the answer to the question was an important secret to it in life, the subject gains a Will saving throw.

A successful saving throw indicates that the spell ends and the soul departs to the afterlife.

Focus: The talisman that will be the receptacle for the soul.

Location Component: An area under the effect of a *desecrate* or *unhallow* spell.

STEAL LIFE

Necromancy [Evil]

Level: Sor/Wiz 8

Components: V, S, Location

Casting Time: 1 action

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

Target: One living humanoid

Duration: Concentration

Saving Throw: Fortitude negates

Spell Resistance: Yes

The caster taps into the life force of a subject and drains it away, adding it to her own.

Each round the caster concentrates, she deals 1 point of ability score drain to the subject.

Although the caster can choose which ability score to drain, she must choose a different ability score to drain in each round and cannot choose a score already drained until she has drained all the others equally, at which point the process starts over.

Thus, if the caster drains 1 point of Strength, she must choose another ability in the next round and cannot choose Strength again until she has drained 1 point each of Constitution, Dexterity, Intelligence, Wisdom, and Charisma.

Then, the caster can drain a second point of Strength (or any other ability), but not a third until she has drained a second point from all the other ability scores.

If the caster casts this spell on the night of a full moon, she becomes effectively one week younger for every point she drains.

(Her age is reduced, but memories and abilities acquired during that week are not lost).

Otherwise, the subject takes the ability score drain, but the caster gains nothing.

The subject withers and shrivels as the caster drains its ability scores.

When the subject's Constitution score reaches 0, the subject becomes a horrid, dry husk and cannot be further drained.

If the caster dies while concentrating on this spell, all the subject's lost ability score points are immediately regained.

Location Component: An area under the effect of a *desecrate* or *unhallow* spell.

STOP HEART

Necromancy [Evil]

Level: Asn 4, Clr 4, Sor/Wiz 5

Components: S, Drug

Casting Time: 1 action

Range: Touch

Area: One living humanoid or animal

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

Channeling hatred and spite, the caster calls upon dark power to give the subject a massive heart attack. The subject suddenly drops to -8 hit points, then -9 hit points at the end of this round.

If someone immediately makes a successful Heal check (DC 15) or somehow gives the subject more hit points, she stabilizes.

Otherwise, at the end of the next round, the subject reaches -10 hit points and dies.

Drug Component: Baccaran.

UNLIVING WEAPON

Necromancy [Evil]

Level: Clr 3

Components: V, S, M

Casting Time: 1 full round

Range: Touch

Targets: One undead creature

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes an undead creature to explode in a burst of powerful energy when struck for at least 1 point of damage, or at a set time no longer than the duration of the spell, whichever comes first.

The explosion is a 10-foot-radius burst that deals 1d6 points of damage for every two caster levels (maximum 10d6).

While this spell can be an effective form of attack against an undead creature, necromancers often use *unliving weapon* to create undead capable of suicide attacks (if such a term can be applied to something that is already dead).

Skeletons or zombies with this spell cast upon them can be very dangerous to foes that would normally disregard them.

Material Component: A drop of bile and a bit of sulfur.

WAVE OF PAIN

Necromancy [Evil]

Level: Brd 6, Pain 7

Components: S, M

Casting Time: 1 action

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

Area: Cone

Duration: 1 round/2 levels

Saving Throw: Fortitude negates

Spell Resistance: Yes

All living creatures within the cone are overcome with pain and suffering.

They are stunned for the duration of the spell.

A creature with no discernible anatomy is unaffected by this spell.

Material Component: A needle.

WITHER LIMB

Necromancy [Evil]

Level: Clr 2, Mortal Hunter 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

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

Target: One humanoid creature with limbs

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

The caster chooses to wither either the arms or the legs of the subject.

Withered legs force a character to fall prone and make it impossible for her to move more than 5 feet per round.

Withered arms make it impossible for a character to use objects or cast spells with somatic components, and the subject must drop anything she was holding.

At the end of the spell's duration, the limbs return to normal.

WRACK

Necromancy [Evil]

Level: Clr 3, Mortal Hunter 3, Pain 3, Sor/Wiz 4

Components: V, S

Casting Time: 1 action

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

Area: One humanoid creature

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

The subject is wracked with such pain that he doubles over and collapses.

His face and hands blister and drip fluid, and his eyes cloud with blood, rendering him blind.

For the duration of the spell the subject is considered helpless and cannot take actions.

The subject's sight returns when the spell's duration expires.

Even after the spell ends, the subject is still visibly shaken and takes a -2 penalty on attack rolls, saves, and checks for 3d10 minutes.

TRANSMUTATION

ABERRATE

Transmutation [Evil]

Level: Sor/Wiz 1

Components: V, S, Fiend

Casting Time: 1 action

Range: Touch

Target: One living creature

Duration: 10 minutes/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

The caster transforms one creature into an aberration. The subject's form twists and mutates into a hideous mockery of itself.

The subject's type changes to aberration, and it gains a +1 natural armor bonus to AC (due to the toughening and twisting of the flesh) for every four levels the caster has, up to a maximum of +5.

BEFOUL

Transmutation [Evil]

Level: Clr 8, Corruption 8

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Area: Water in a volume of 100 ft./level by 100 ft./level by 10 ft./level (S)

Duration: Permanent (see text)

Saving Throw: None (see text)

Spell Resistance: No

The caster makes water (or other liquid) foul and mildly poisonous.

All creatures with 1 HD or less that are in the water at the time of casting die immediately.

Anyone drinking this water must succeed at a Fortitude saving throw or take 1d4 points of Constitution damage. Any creature immersed in this water must make a saving throw as if drinking it.

If the caster affects only part of a larger body of water, the befouled water mixes with the pure water.

If the entire body of water is no more than four times the size of the affected area, all the water in the body of water is befouled 24 hours later, but the damage from drinking or swimming in the water is only 1d2 points of Constitution damage.

If the body of water is more than four times the affected area but less than twenty times the affected area, after 24 hours all of the water tastes foul.

If the entire body is larger than twenty times the affected area, the fouled water mixes with the clean water and loses all effect after 24 hours.

Material Component: A dead fish and a drop of poison.

BESTOW GREATER CURSE

Transmutation

Level: Brd 6, Clr 7, Demonologist 3, Sor/Wiz 8

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

The caster places a curse on the creature touched, choosing one of the following three effects:

- One ability score is reduced to 1, or two ability scores take –6 penalties (to a minimum score of 1).
- –8 penalty on attack rolls, saving throws, ability checks, and skill checks.

- Each turn, the subject has a 25% chance to act normally; otherwise, he takes no action.

A player may invent a new curse, but it should be no more powerful than those listed above, and the Dungeon Master (DM) has final say on the curse's effect.

A *greater curse* cannot be dispelled, nor can it be removed with a *break enchantment*, *limited wish*, or *remove curse* spell.

A *miracle* or *wish* spell removes the *greater curse*, and any particular *greater curse* can be removed if the subject performs some deed that the caster designates. The deed must be something that the subject can accomplish within one year (assuming he undertakes it immediately).

For example, the deed might be "Slay the dragon under Castle Bluecraft", or "Climb the tallest mountain in the world".

The cursed victim can have help accomplishing the task, and in some cases another character can lift the curse (see the Curses section of Chapter 2 for guidelines).

BESTOW WOUND

Transmutation

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

If the caster is wounded, she can cast this spell and touch a living creature.

The creature takes the caster's wounds as damage, either 1 point of damage per caster level or the amount needed to bring the caster up to her maximum hit points, whichever is less.

The caster heals that much damage, as if a *cure* spell had been cast on her.

Material Component: A small eye agate worth at least 10 gp.

BODAK BIRTH

Transmutation [Evil]

Level: Clr 8

Components: V, S, F, Drug

Casting Time: 1 minute

Range: Touch

Target: Caster or one creature touched

Duration: Instantaneous

Saving Throw: None (see text)

Spell Resistance: No

The caster transforms one willing subject (which can be the caster) into a bodak.

Ignore all of the subject's old characteristics, using the bodak description in the *Monster Manual* instead.

Before casting the spell, the caster must make a miniature figurine that represents the subject, then bathe it in the blood of at least three Small or larger animals.

Once the spell is cast, anyone that holds the figurine can attempt to mentally communicate and control the bodak, but the creature resists such control with a successful Will saving throw.

If the bodak fails, it must obey the holder of the figurine, but it gains a new saving throw every day to break the control.

If the figurine is destroyed, the bodak disintegrates.

Focus: Figurine of subject, bathed in animal blood.

Drug Component: Agony.

CHEAT

Transmutation [Evil]

Level: Brd 1, Wiz/Sor 1

Components: V, S, F

Casting Time: 1 action

Range: Personal

Target: Caster

Duration: 1 minute/level or until used

Saving Throw: None

Spell Resistance: No

At one point during the duration of this spell, the caster can alter the probability of a game of chance.

This spell can only affect nonmagical games, such as those using cards or dice.

It cannot affect a game involving magic, nor a magic item involved in a game of chance (such as a *deck of many things*). Whenever a roll is made to determine the outcome of the game, the caster may force a reroll of the outcome and take the better of the two rolls.

For example, Darkon is playing a game called dragonscales, which he has a 1 in 4 chance of winning.

The DM secretly rolls 1d4 and tells the player that Darkon lost.

Darkon, under the effect of a *cheat* spell, can have the DM reroll.

The spell alters probability, so there is no subterfuge that another character could notice (except for the casting of the spell itself).

To even an astute observer, it appears that the caster is just lucky.

Focus: A pair of dice made from human bones.

CLAWS OF THE BEBILITH

Transmutation [Evil]

Level: Corrupt 5

Components: V, S, Corrupt

Casting Time: 1 action

Range: Personal

Target: Caster

Duration: 10 minutes/level

The caster gains claws that deal damage based on her size (see below) and can catch and tear an opponent's armor and shield.

If the opponent has both armor and a shield, roll 1d6: A result of 1–4 indicates the armor is affected, and a result of 5–6 affects the shield.

The caster makes a grapple check whenever she hits with a claw attack, adding to the opponent's roll any enhancement bonus from magic possessed by the opponent's armor or shield.

If the caster wins, the armor or shield is torn away and ruined.

Caster Size	Claw Damage
Fine	—
Diminutive	1
Tiny	1d2
Small	1d3
Medium-size	1d4
Large	1d6
Huge	1d8
Gargantuan	2d2
Colossal	2d8

Corruption Cost: 1d6 points of Dexterity damage.

CLAWS OF THE SAVAGE

Transmutation [Evil]

Level: Bestial 4, Blk 4, Clr 4, Drd 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One creature

Duration: 10 minutes/level

The caster grants one creature two long claws that replace its hands, tentacle tips, or whatever else is appropriate.

The claws deal damage based on the creature's size.

Creature Size	Claw Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium-size	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

The creature can make attacks with both claws as if it were proficient with them.

Just as with a creature that has natural weapons, the subject takes no penalty for making two claw attacks.

The subject is treated as armed.

Furthermore, these claws gain a +2 enhancement bonus on attack and damage rolls.

If the creature already has claws, those claws gain a +2 enhancement bonus on attack and damage rolls, and the claws' damage increases as if the creature were two size categories larger.

DANCING CHAINS

Transmutation

Level: Demonologist 3, Sor/Wiz 4

Components: V, S

Casting Time: 1 action

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

Targets: One chain per level within range

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

The caster can control one chain per level as a standard action, making the chains dance or move as she wishes. In addition, the caster can increase the chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as spiked chains that use the caster's normal ranged attack bonus on attack rolls or grapple checks (treat each chain as Medium-size when grappling). The caster can climb a chain she controls at normal speed without making a Climb check.

DEMON WINGS

Transmutation [Evil]

Level: Blk 3, Demonic 3, Demonologist 3

Components: V, S

Casting Time: 1 action

Range: Personal

Target: Caster

Duration: 10 minutes/level

Massive, batlike wings grow from the caster's back.

With these wings, the caster can fly at his normal land speed, with average maneuverability.

The caster can carry his normal carrying capacity, and greater burdens affect his fly speed as they would affect his land speed.

DEMONFLESH

Transmutation [Evil]

Level: Blk 1, Demonic 1, Demonologist 1

Components: V, S

Casting Time: 1 action

Range: Personal

Target: Caster

Duration: 1 minute/level

The caster grows the thick, leathery flesh of a demon, gaining a +1 natural armor bonus to Armor Class for every five caster levels (at least +1, maximum +4).

This spell has no effect if the caster is an evil outsider.

DESPOIL

Transmutation [Evil]

Level: Clr 9

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Area: 100-ft./level radius

Duration: Instantaneous

Saving Throw: Fortitude partial (plants) or Fortitude negates (other living creatures)

Spell Resistance: Yes

The caster blights and corrupts a vast area of land.

Plants with 1 HD or less shrivel and die, and the ground cannot support such plant life ever again.

Plants with more than 1 HD must succeed at a Fortitude saving throw or die.

Even those successful on their saves take 5d6 points of damage.

All living creatures in the area other than plants (and the caster) must succeed at a Fortitude saving throw or take 1d4 points of Strength damage.

Unattended objects, including structural features such as walls and doors, grow brittle and lose 1 point of hardness (to a minimum of 0), then take 1d6 points of damage.

Only the effects of multiple *wish* or *miracle* spells can undo the lasting effects of this spell.

Material Component: Corpse of a freshly dead or preserved (still bloody) living creature.

DEVIL'S EGO

Transmutation [Evil]

Level: Diabolic 3

Components: V, S

Casting Time: 1 action

Range: Personal

Target: Caster

Duration: 1 minute/level

The caster gains an enhancement bonus to Charisma of 1d4+1 points.

Furthermore, the caster is treated as an outsider with regard to what spells and magical effects can affect her (rendering a humanoid caster immune to *charm person* and *hold person*, for example).

DEVIL'S TAIL

Transmutation [Evil]

Level: Diabolic 1

Components: V, S

Casting Time: 1 action

Range: Personal

Target: Caster

Duration: 1 minute/level

The caster grows a 3-foot-long tail.

The tail is thin, black or red, and it ends in a spike.

The caster can use this tail to make melee attacks using his attack bonus, dealing a base 1d4 points of damage, plus one-half his Strength bonus.

If the caster takes a full attack action, he can use both the tail and his normal melee attacks, but all attacks have a -2 penalty.

DEVIL'S TONGUE

Transmutation [Evil]

Level: Corrupt 2

Components: S, Corrupt

Casting Time: 1 action

Range: Personal

Target: Caster

Duration: 1 minute/level

The caster's tongue lengthens and strengthens, allowing her to make grapple or disarm attacks with a reach of 15 feet.

Attempts to grapple or disarm with her tongue do not provoke attacks of opportunity.

Otherwise, they are handled normally.

Corruption Cost: 1d6 points of Wisdom damage.

DISTORT SUMMONS

Transmutation [Evil]

Level: Demonologist 3, Sor/Wiz 4

Components: V, S

Casting Time: 1 action

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

Area: 50-ft.-radius spread

Duration: 1 hour/level

The caster creates an area in which only evil creatures can be magically summoned.

No matter what a later caster attempts to summon, he actually summons an evil version (a fiendish beast rather than a celestial one, for example) or an evil equivalent (a devil rather than a formian).

If the summoner was attempting to summon a good or neutral creature, the evil creature that appears does not obey the commands of the summoner or attack his enemies.

Instead, it attacks the summoner, and the spell that summoned the evil creature cannot be dismissed.

A *distort summons* spell can be dispelled normally, however.

DISTORT WEAPON

Transmutation [Evil]

Level: Blk 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Weapon touched

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This spell makes a weapon strike true against good foes.

Any threat of a critical hit against a good foe is automatically confirmed, without a roll.

The weapon can also harm good creatures that have damage reduction, as if the weapon had a +1 enhancement bonus.

Individual arrows or bolts can be altered, but altered projectile weapons (such as bows) don't confer the benefit to the projectiles they shoot.

This spell has no effect on any magic weapon that already has a special ability related to critical hits, such as a keen or vorpal weapon.

EYE OF THE BEHOLDER

Transmutation [Evil]

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 action

Range: Personal

Target: Caster

Duration: 1 round/level

One of the caster's eyes grows out of her head on an eyestalk, becoming like that of a beholder.

Due to the mobility of the eye, the caster gains a +2 circumstance bonus on Spot checks.

More important, the eye has one of the beholder's eye powers, determined randomly.

The caster can use this power as a standard action during the spell's duration.

Each type of eye produces an effect identical to that of a spell cast by a 13th-level caster, but it follows the rules for a ray (see *Aiming a Spell* in Chapter 10 of the *Player's Handbook*).

All of these effects have a range of 150 feet and a save DC of 18.

Roll 1d10 to see which eye the caster gains.

1d10 Eye Effect

- 1 *Charm Person:* Target must make a Will save or be affected as though by the spell.
- 2 *Charm Monster:* Target must make a Will save or be affected as though by the spell.
- 3 *Sleep:* As the spell, except that it affects one creature with any number of Hit Dice. Target must make a Will save to resist.
- 4 *Flesh to Stone:* Target must make a Fortitude save or be affected as though by the spell.
- 5 *Disintegrate:* Target must make a Fortitude save or be affected as though by the spell.
- 6 *Fear:* As the spell, except that it targets one creature. Target must make a Will save or be affected as though by the spell.
- 7 *Slow:* As the spell, except that it affects one creature. Target must make a Will save to resist.
- 8 *Inflict Moderate Wounds:* As the spell, dealing 2d8+10 points of damage (Will half).
- 9 *Finger of Death:* Target must make a Fortitude save or be slain as though by the spell. The target takes 3d6+13 points of damage if his save succeeds.
- 10 *Telekinesis:* The eye can move objects or creatures that weigh up to 325 pounds, as though with a *telekinesis* spell. Creatures can resist the effect with a successful Will save.

FANGS OF THE VAMPIRE KING

Transmutation [Evil]

Level: Corrupt 2

Components: S, Corrupt

Casting Time: 1 action

Range: Personal

Target: Caster

Duration: 1 minute/level

The caster grows vampirelike fangs that allow him to make bite attacks with an attack bonus of +10 plus the caster's Strength modifier.

The caster's bite attack deals 1d6 points of damage and 1 point of Constitution damage.

Corruption Cost: 1d6 points of Strength damage.

FIENDISH QUICKENING

Transmutation

Level: Clr 6, Sor/Wiz 6

Components: V, S, Fiend

Casting Time: 1 full round

Range: Personal

Target: Caster

Duration: 1 round/level

For the duration of this spell, the caster's *teleport* or *teleport without error* spell-like ability is quickened.

This means that the caster can teleport as a free action and still have time during the round to attack and/or move.

The caster can use his quickened *teleport* or *teleport without error* once per round.

This spell does not affect *teleport* spells in any way, only the spell-like ability of fiends to teleport themselves.

GRAZ'ZT'S LONG GRASP

Transmutation [Evil]

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Personal

Target: Caster

Duration: 10 minutes/level

The caster causes one of her hands to detach from her arm. She can control the hand by thought alone as a free action.

It can fly at a speed of 20 feet (perfect maneuverability).

On casting the spell, the caster takes 2d4 points of damage, but she is healed by the same amount when the hand returns to her arm (unless it is destroyed or otherwise prevented from reaching her arm before the end of the spell).

The damage heals normally.

As long as the spell lasts, the floating hand can deliver any spell with a range of touch that the caster can cast.

The spell gives the caster a +2 bonus on her melee touch attack with the disembodied hand, which functions as if it were attached to her.

The hand can flank targets as a creature can.

The hand can punch opponents (as a normal unarmed attack with a +2 attack bonus), or it can grasp things and move them (with the caster's normal Strength).

The hand can make grapple attacks, but it is considered Tiny.

If the hand goes beyond the spell's range, if the caster can no longer see it, or if she is not directing it, the hand attempts to return to her on its own, reattaching to the end of the wrist.

The hand has improved evasion (half damage on a failed Reflex save and no damage on a successful save), the caster's save bonuses, and AC 22.

The caster's Intelligence modifier applies to the hand's AC as if it were the hand's Dexterity.

The hand has 2d4 hit points, the same number that the caster lost in creating it.

HEARTCLUTCH

Transmutation [Evil]

Level: Clr 5

Components: V, S, Disease

Casting Time: 1 action

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

Target: The heart of one creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

The caster holds forth his empty hand, and the still-beating heart of the subject appears within it.

The subject dies in 1d3 rounds, and only a *heal*, *regenerate*, *miracle*, or *wish* spell will save it during this time.

The target is entitled to a Fortitude saving throw to survive the attack.

If the target succeeds at the save, it instead takes 3d6 points of damage +1 point per caster level from general damage to the chest and internal organs.

(The target might die from damage even if it succeeds at the saving throw).

A creature with no discernible anatomy is unaffected by this spell.

Disease Component: Soul rot.

LAHM'S FINGER DARTS

Transmutation [Evil]

Level: Corrupt 2

Components: V, S, Corrupt

Casting Time: 1 action

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

Targets: Up to five creatures, no two of which can be more than 15 ft. apart

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

The caster's finger becomes a dangerous projectile that flies from her hand and unerringly strikes its target.

The dart deals 1d4 points of Dexterity damage.

Creatures without fingers cannot cast this spell.

The dart strikes unerringly, even if the target is in melee or has partial cover or concealment.

Inanimate objects (locks, doors, and so forth) cannot be damaged by the spell.

For every three caster levels beyond 1st, the caster gains an additional dart by losing an additional finger: two at 4th level, three at 7th level, four at 10th level, and the maximum of five darts at 13th level or higher.

If the caster shoots multiple darts, she can have them strike a single creature or several creatures.

A single dart can strike only one creature. The caster must designate targets before checking for spell resistance or damage. Fingers lost to this spell grow back when the corruption cost is healed, at the rate of one finger per point of Strength damage healed. *Corruption Cost:* 1 point of Strength damage per dart, plus the loss of one finger per dart. A hand with one or no fingers is useless.

NO LIGHT

Transmutation

Level: Brd 1, Clr 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

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

Area: 20-ft.-radius spread

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

The caster creates an area of darkness.

Normal light sources cannot illuminate the area, but darkvision allows a creature to see within the area.

Light counters *no light* (and vice versa), leaving whatever light conditions normally prevail in the overlapping areas of the spells.

Higher-level light spells counter and dispel *no light*.

RAPTURE OF RUPTURE

Transmutation [Evil]

Level: Corrupt 7

Components: V, S, Corrupt

Casting Time: 1 action

Range: Touch

Target: One living creature touched per level

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

With this spell, the caster's touch deals grievous wounds to multiple targets.

After *rapture of rupture* is cast, the caster can touch one target per round until she has touched a number of targets equal to her caster level.

The same creature cannot be affected twice by the same *rapture of rupture*.

A creature with no discernible anatomy is unaffected by this spell.

When the caster touches a subject, his flesh bursts open suddenly in multiple places.

Each subject takes 6d6 points of damage and is stunned for 1 round; a successful Fortitude save reduces damage by half and negates the stun effect.

Subjects who fail their Fortitude save continue to take 1d6 points of damage per round until they receive magical healing, succeed at a Heal check (DC 20), or die.

If a subject takes 6 points of damage from *rapture of rupture* in a single round, he is stunned in the following round.

Corruption Cost: 1 point of Strength damage per target touched.

RESONATING RESISTANCE

Transmutation

Level: Clr 5, Mortal Hunter 4, Sor/Wiz 5

Components: V, Fiend

Casting Time: 1 action

Range: Personal

Target: Caster

Duration: 1 minute/level

The caster improves his spell resistance.

Each time a foe attempts to bypass the caster's spell resistance, it must make a spell resistance check twice. If either check fails, the foe fails to bypass the spell resistance.

The caster must have spell resistance as an extraordinary ability for *resonating resistance* to function.

Spell resistance granted by a magic item or the *spell resistance* spell does not improve.

ROTTING CURSE OF URFESTRA

Transmutation [Evil]

Level: Corrupt 3

Components: V, S, Corrupt

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The subject's flesh and bones begin to rot.

The subject takes 1d6 points of Constitution damage immediately, and a further 1d6 points of Constitution damage every hour until the subject dies or the curse is removed with a *wish*, *miracle*, or *remove curse* spell.

Corruption Cost: 1d6 points of Strength damage.

SEETHING EYEBANE

Transmutation [Evil, Acid]

Level: Corrupt 1

Components: V, S, Corrupt

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

The subject's eyes burst, spraying acid upon everyone within 5 feet.

The subject is blinded and takes 1d6 points of acid damage. Those sprayed take 1d6 points of acid damage (Reflex save for half).

Creatures without eyes can't be blinded, but they might take acid damage if someone nearby is the subject of *seething eyebane*.

Corruption Cost: 1d6 points of Constitution damage.

SERPENTS OF THEGGERON

Transmutation [Evil]

Level: Corrupt 3

Components: S, Corrupt

Casting Time: 1 action

Range: Personal

Target: Caster

Duration: 1 minute/level

The caster's arms turn into serpents that can be used as natural weapons.

The serpents provide the caster with 10-foot reach.

They have an attack bonus of +10 (plus caster's Strength modifier) and they deal 1d8 points of damage (plus her Strength modifier).

If the caster hits with a serpent, she has poisoned her foe.

The poison deals 1d6 points of Strength damage immediately and another 1d6 points of Strength damage 1 minute later.

Each instance of damage can be negated by a successful Fortitude save (DC 16).

As a full attack action, the caster can strike with both serpents at her full attack bonus.

Corruption Cost: 1d6 points of Intelligence damage.

SLASH TONGUE

Transmutation [Evil]

Level: Clr 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

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

Target: One living creature with a tongue

Duration: 1 round

Saving Throw: Fortitude negates

Spell Resistance: Yes

The subject's tongue gets a thin cut.

The subject takes 1 point of damage and takes a -1 penalty on attack rolls, saving throws, skill checks, and ability checks on the following round due to the annoying pain.

SOUL'S TREASURE LOST

Transmutation

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates (object)

Spell Resistance: Yes

With a harsh word of power and a shake of her fist, the caster targets a single creature.

The spell ascertains the most valuable object currently in the subject's possession and disintegrates it.

This spell will not affect an artifact, but destroys the next most valuable object instead.

Material Component: A crushed ruby worth at least 500 gp.

SPIDER HAND

Transmutation

Level: Clr 1, Drd 1

Components: V, S

Casting Time: 1 action

Range: Personal

Target: Caster's hand

Duration: Concentration (up to 1 minute/level)

The caster detaches his hand, which transforms into a Small monstrous spider (see the *Monster Manual*) that he controls.

The caster can see through its eyes, and it can travel up to 20 feet per level away from him.

If the spider is killed or prevented from returning to the caster, his hand is restored when the spell ends, but he takes 1d6 points of damage.

If the caster directs the spider to return to his arm (a move-equivalent action), then lets the spell end, he takes no damage.

SPIDER LEGS

Transmutation

Level: Clr 2

Components: V, S, F

Casting Time: 1 action

Range: Personal

Target: Caster

Duration: 1 minute/level

The caster grows four long spider legs from the sides of her torso.

She can use these legs to move at a speed of 30 feet, no matter what the caster's normal speed is, as long as she carries less than her maximum load.

The caster can also use the extra legs to climb on vertical surfaces or even traverse ceilings as well as a spider does, with her hands completely free.

The caster has a climb speed of 15 feet.

A creature with a Strength score of at least 20 +1 per caster level can pull the caster off a wall or ceiling.

TONGUE OF BAALZEBUL

Transmutation [Evil]

Level: Clr 1

Components: V, S, M, Drug

Casting Time: 1 full round

Range: Personal

Target: Caster

Duration: 1 hour/level

The caster gains the ability to lie, seduce, and beguile with a devil's skill.

He gains a +2 competence bonus on Bluff, Diplomacy, and Gather Information checks.

Material Component: A tongue from any creature capable of speech.

Drug Component: Mushroom powder.

TONGUE SERPENTS

Transmutation [Evil]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: Caster

Duration: 1 hour/level or until discharged

The caster's tongue becomes a little but powerful serpent that he may spit up to 30 feet away.

This serpent then makes a bite attack using the caster's melee attack bonus and dealing damage as a Tiny viper (see the *Monster Manual*).

The caster may create one such serpent for every four caster levels, spitting each one as a standard action. At the end of the spell's duration, the serpents become bloody bits of organic matter.
Material Component: A serpent's tongue.

TONGUE TENDRILS

Transmutation [Evil]

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: Caster

Duration: 1 hour/level or until discharged

The caster's tongue becomes a powerful tendril that she may spit up to 30 feet away.

This tendril wraps around a target, lashing it to something if possible.

The tendril makes a grapple attack using the caster's melee attack bonus, dealing no damage but starting a grapple as a Small creature with a Strength score of 20.

If the tendril wins the grapple check, it wraps around a limb or whatever is appropriate for the foe, lashing it to any nearby object.

Each tendril has AC 14, 10 hit points, and a break DC of 24.

The caster may create up to one such tendril for every four caster levels, spitting each one as a standard action.

At the end of the spell's duration, the tendrils become bloody bits of organic matter.

Material Component: A serpent's tongue.

TOUCH OF JUIBLEX

Transmutation [Evil]

Level: Corrupt 3

Components: V, S, Corrupt

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The subject turns into green slime over the course of 4 rounds.

If a *remove curse*, *polymorph other*, *heal*, *greater restoration*, *limited wish*, *miracle*, or *wish* spell is cast during the 4 rounds of transformation, the subject is restored to normal but still takes 3d6 points of damage.

Corruption Cost: 1d6 points of Strength damage.

CHAMPIONS OF RUIN (3.5)

ABJURATION

BATTLE LINE

Abjuration

Level: Initiate of Gruumsh 2

Components: V, S, DF

Casting Time: 1 standard action

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

Area: Up to two contiguous 5-ft. squares/level, maximum 10 squares (S)

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: See text

By means of this spell you draw a visible, unholy "line in the sand" that causes a feeling of dread and hesitation in all creatures that cross it.

Any creature entering the affected area must make a Will save or become shaken.

A creature that successfully saves cannot be affected again by the same spellcaster's *battle line* spells for 24 hours.

MANTLE OF THE SLIME LORD

Abjuration

Level: Initiate of Ghaunadaur 7

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Effect: Nimbus of divine energy

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

This spell causes a glossy nimbus of energy to surround you.

This barrier looks like a gelatinous layer of thick, dirty water to observers, but it does not hinder you in the least. While the mantle is active, nonintelligent oozes will not attack you unless you attack them.

In addition, you gain immunity to poison, sleep effects, paralysis, polymorph, and stunning effects.

Lastly, when a critical hit or sneak attack is scored on you, there is a 75% chance that the critical hit or sneak attack is negated and damage is instead rolled normally.

NODE LOCK

Abjuration

Level: Sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

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

Target: One node

Duration: Permanent

Saving Throw: None

Spell Resistance: No

A *node lock* spell cast upon a node magically "locks" it against others who might wish to use its power.

You can affect a node whose class is equal to one-half your caster level or less.

For any caster except you, a *node lock* adds +15 to each Spellcraft DC associated with the use of the node's standard powers.

In addition, the node cannot be detected by a *locate node* spell.

A successful *dispel magic* breaks a *node lock*.

Special: You must have the Node Spellcasting feat to cast this spell.

CONJURATION

ARROWSPLIT

Conjuration (Creation)

Level: Assassin 3, ranger 3, justice of weald and woe 3

Components: V, M

Casting Time: 1 swift action

Range: Touch

Target: One masterwork arrow or bolt

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This spell is cast upon a masterwork arrow or bolt, causing it to split in mid-flight into $1d4+1$ identical masterwork arrows or bolts.

All the missiles strike the same target, and you must make a separate attack roll for each missile.

The arrow or bolt must be fired during the same round the spell is cast, or the magic dissipates and is lost.

The projectile is destroyed even if it misses its target.

Material Component: Masterwork arrow or bolt.

BEDEVIL

Conjuration (Summoning) [Evil]

Level: Blackguard 3, sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 round

Range: See text

Duration: 1 day/level (D)

Saving Throw: No

Spell Resistance: Yes

You summon a mischievous spirit and send it to bedevil your enemy.

The spirit seeks out its assigned victim wherever she might be, as long as she is on the same plane as you when you cast the spell.

It then proceeds to irritate and annoy her through a variety of manifestations.

The victim of a *bedevil* spell finds herself constantly seeing movement out of the corner of her eye.

Her sleep is frequently interrupted by bed shaking and blanket shifting and the sounds of voices that fade upon waking.

When spellcasting, she suffers a variety of minor irritations that threaten to disrupt her spells, and she constantly feels haunted and watched.

The result of this bedevilment is that she takes a -1 penalty on all ability checks, skill checks, and Will saving throws and has a 5% chance of arcane spell failure (which stacks with any spell failure chance from armor worn).

Detect evil cast upon the subject of this spell reveals the presence of the bedeviling spirit, while *protection from evil* keeps the spirit from adversely affecting the victim.

A *dispel evil* spell destroys the mischievous spirit, but *remove curse* or similar magic has no effect on it.

Material Components: A tiny iron statuette of a devil or imp, plus either a drop of the intended victim's blood or one personal article belonging to the intended victim.

NODE DOOR

Conjuration (Teleportation)

Level: Druid 3, sorcerer/wizard 3

Components: V

Casting Time: 1 standard action

Range: Varies; see text

Target: You and touched objects or other touched willing creatures

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Spell Resistance: No and Yes (object)

You instantly transfer yourself from your current node to any other node of the same type that you have visited.

You always arrive at the exact spot desired—whether by simply visualizing the area or by describing your destination (for example, “the Shadow Weave node in the garden at the Temple of Old Night”).

After using this spell, you can't take any other actions until your next turn.

If you arrive in a node that is already partially occupied by a newly added object, you arrive in the closest clear space in that node.

If the node is completely filled or has been destroyed by any means, you bounce to the next closest node of the same type (determined randomly or by the DM).

Each such “bounce” deals 2d6 points of damage to you and any who accompany you.

You can bring along objects as long as their weight doesn't exceed your maximum load.

You can also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels; a Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth.

All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

As with all spells for which the range is personal and the target is you, you need not make a saving throw, nor is spell resistance applicable to you.

Only objects held or in use (attended) by another person receive saving throws and spell resistance.

Special: You must have the Node Spellcasting feat to cast this spell.

NODE GENESIS

Conjuration (Creation)

Level: Sorcerer/wizard 9

Components: V, S, XP

Casting Time: 1 tenday (8 hours/day)

Range: Touch

Effect: One Class 1 node with a 10-ft. radius

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

When you cast this spell, the arcane energies reroute local ley lines and telluric currents, precipitating the creation of a Class 1 node (you determine the type when you cast the spell).

The new node is centered on and emanates from a point on the ground you touch.

The rough boundary of the new node can cross any type of terrain or empty space, and can cross different types of materials.

You have some leeway in determining the initial shape of your node's outer boundary—it doesn't have to be a perfect sphere.

The newly generated node retains its Class 1 status for one year.

Thereafter, its diameter increases at rate of 20 feet per year, until it eventually reaches a diameter equal to 20 feet per the caster level you possessed at the time of casting.

When the node's diameter reaches the low end of the range for the next higher class (see Table 5–1 on page 96), its class increases by +1.

For example, a Class 1 node becomes Class 2 when its diameter reaches 40 feet, and Class 3 when its diameter reaches 120 feet.

Nodes you create with this spell are automatically considered *node locked* by you.

They are otherwise just like natural nodes and subject to destruction in the same ways.

XP Cost: 5,000 XP.

Special: You must have the Node Spellcasting feat to cast this spell.

POCKET CAVE

Conjuration (Creation)

Level: Initiate of Gruumsh 5

Components: V, S, DF

Casting Time: 1 standard action

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

Effect: Extradimensional cave, up to two 10-ft. cubes/level (S)

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

You conjure up an extradimensional cave that has a single entrance on the plane from which the spell was cast.

You can only cast this spell on a surface made of rock or some form of earth.

The entry point looks like a dark cave entrance that is 4 feet wide and 8 feet high.

Only those you designate can enter the cave, and the portal is shut and made invisible behind you when you enter.

You can open it again from your side at will.

Creatures entering the cave will find themselves in a dark, wet cavern.

The place contains enough oxygen to sustain as many creatures as can fit in the area for the duration of the spell. Edible fungus grows along the walls, and condensation drips down one wall into a pool of fresh, clean water that never seems to run dry.

External conditions such as weather do not affect the pleasant atmosphere of the cave, and nothing except the designated creatures can pass through the portal in either direction.

At the end of the spell's duration, all within the *pocket cave* return to the spot where they entered the cave or else to the nearest open space, if that spot is occupied.

SHADOW TRAP

Conjuration (Summoning) [Shadow]

Level: Cleric 7, sorcerer/wizard 7

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Duration: 1 hour/level (D)

Saving Throw: Reflex half

Spell Resistance: Yes

With this spell, you place a magic trap on any object that casts a shadow.

If the object is disturbed in any way that causes its shadow to shift (for instance, if it or a nearby light source is moved), a bound greater shadow (see *Monster Manual* page 221) emerges from the object's shadow to attack the nearest living creature.

The shadow can be turned or destroyed as normal; otherwise, it remains for a number of rounds equal to your caster level.

If the trapped object resides in a place that has no shadows, the trap does not trigger, although the spell remains in effect.

Material Component: A sheet of black cloth large enough to drape over the warded object.

SLIME HURL

Conjuration (Creation)

Level: Initiate of Ghaunadaur 5

Components: V, S, DF

Casting Time: 1 standard action

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

Effect: Three globs of green slime

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You conjure and hurl three roughly spherical globs of dark green slime.

You must succeed on a ranged touch attack to strike a target with a slime glob (roll separately for each glob, using your best ranged attack bonus).

Any creature struck by a glob is coated in a patch of green slime (see *Dungeon Master's Guide* page 76) and begins to experience its effects immediately.

You can hit a creature with multiple globs, each of which must be dealt with separately.

The conjured green slime does not disappear automatically and must be destroyed in the normal way.

DIVINATION

LOCATE NODE

Divination

Level: Cleric 3, druid 2, sorcerer/wizard 2

Components: V, S, F/DF

Casting Time: 1 standard action

Range: 1 mile/level; see text

Area: Circle, centered on you, with a radius of 1 mile/level; see text

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

You sense the direction of any node within range.

You can choose to locate the nearest node, the closest node of a particular type, or a specific node you have visited before; in the latter case, the range is 2 miles/level and the area is a circle, centered on you, with a radius of 2 miles/level.

The spell is blocked by even a thin sheet of lead, and it cannot detect nodes protected by a *node lock* spell.

Arcane or Divine Focus: A pebble found in a node.

ENCHANTMENT

ANATHEMA

Enchantment (Compulsion)

Level: Cleric 9, druid 9

Components: V, S, F, DF

Casting Time: 1 round

Range: Unlimited

Target: One creature of the same faith as the spellcaster

Duration: Permanent

Saving Throw: None

Spell Resistance: No

You can permanently break the divine link between your deity and a lower-level cleric, druid, ranger or paladin of your faith, or upon a common worshiper.

The spell has no effect on spellcasters of a faith other than your own.

You can pronounce an *anathema* upon any character of your faith, no matter where he is, even if on a different plane.

You cannot pronounce an *anathema* against someone who is already dead.

Some deities do not allow an *anathema* to be pronounced against the innocent or against their chosen, while others grant their high-level clerics free use of this most terrible of divine curses.

An individual under *anathema* can no longer cast divine spells or call upon the power of his god to turn or command undead, heal, harm, smite, shape change, or use any other divine power associated with his character class.

An ordinary worshiper placed under *anathema* is not allowed to take advantage of any of the faith's services, such as healing, naming, marrying, or burial of the dead.

Anyone who dies while under *anathema* is barred from entry into his deity's plane just as though he had never declared allegiance to a god.

His soul is condemned to eternally writhe in the Wall of the Faithless.

On a more personal level, the *anathema* spell marks the subject as accursed with regard to others of the faith.

They are not allowed to speak to him, look at him, or even acknowledge his existence.

The common members of the faith are only aware that the subject is under *anathema* if so informed by the church hierarchy; however, clerics, paladins, druids and rangers of the faith can automatically detect an *anathema* effect simply by looking at the subject.

The effect is permanent until lifted, either by the original spellcaster, or by a cleric of the same faith, of a higher level than the caster, who casts an *atonement* spell upon the subject.

The subject of an *anathema* can also remove its effect by changing his divine allegiance (see *Changing Deities*, page 233 of the *FORGOTTEN REALMS Campaign Setting*).

Focus: The subject's name must be inscribed in a book or scroll especially consecrated for this purpose and detailing the crimes (real or imagined) for which the subject is being condemned.

The book is not consumed in the process.

ENRAGE ANIMALS

Enchantment (Compulsion) [Mind-Affecting]

Level: Druid 1, ranger 1

Components: V, S

Casting Time: 1 standard action

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

Targets: Animals within 30 ft. of each other

Duration: 1 minute/level

Saving Throw: Will negates; see text

Spell Resistance: Yes

This spell incites and enrages animals, making them hostile and vicious.

Only ordinary animals (those with Intelligence scores of 1 or 2) can be affected by this spell.

The maximum number of Hit Dice of animals you can affect is equal to 2d4 + your caster level.

A dire animal or an animal trained only to attack on order is allowed a saving throw; other animals are not.

For example, a ranger could enrage a normal bear or wolf with little trouble, but it's more difficult to drive a trained guard dog into a frenzy so that it attacks its master.

The affected creatures attack the nearest creature, including any other creatures affected by this spell.

LOVE'S LAMENT

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 3

Components: V

Casting Time: 1 standard action

Range: 60 ft.

Effect: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

With this spell, you create a cone of music that draws upon the sadness, guilt, and despair of those within its area of effect.

All creatures in the area take a -4 penalty on Listen checks for 1 round.

In addition, those who fail to save against *love's lament* are reminded of all their lost loves and disappointments in life. The music seizes upon these feelings and magnifies them, so that the victims of the spell take 1d6 points of Wisdom damage and are nauseated for 1d4 rounds.

REMORSELESS CHARM

Enchantment (Compulsion) [Evil, Mind-Affecting]

Level: Bard 5, cleric 6, sorcerer/wizard 6

Components: V, S, M

Casting Time: 1 standard action

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

Duration: See text

Saving Throw: Will negates

Spell Resistance: Yes

This spell eliminates normal inhibitions and silences the subject's conscience.

Under its effects, a good creature might commit acts of extraordinary evil without any feelings of remorse. For instance, a paladin who strives to never destroy a foe that has surrendered might decide that she's better off meting out justice immediately and killing the enemy. This spell affects the target's norms and expectations; for example, once affected, a good-aligned target might be willing to attack his friends when urged to do so through a *suggestion*.

This would not eliminate his need to atone, according to the tenets and punishments prescribed by his faith or law. The compulsion is permanent until broken by a *break enchantment* spell or similar magic, or until it is removed by the spellcaster.

Material Component: One piece of masterwork artwork of at least 1,000 gp in value.

The artwork must depict acts of debauchery or evil that are titillating and fascinating, not disturbing or revolting.

The spell is cast upon the artwork, which is then revealed to the subject of the spell, triggering its effects.

The enchantment on the artwork lasts for 1 day per spellcaster level, much like a *symbol*, until it is viewed and its magical effect is triggered.

SYMPHONIC NIGHTMARE

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 6

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 day/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

A creature targeted by this spell loses the ability to dream during sleep or rest.

Rather, in place of dreams, the target's slumbering mind is filled with the sounds of a discordant orchestra.

After the victim's first attempt to sleep, he incurs a -2 penalty on all Wisdom-based skill checks.

This penalty persists as long as the *symphonic nightmare* effect maintains its hold on him.

This spell affects all creatures that sleep or enter sleeplike trances; creatures without the need to sleep are effectively immune.

In addition, the creature's sleep is now haunted.

It can no longer gain complete rest from sleeping or resting.

The target does not regain hit points or heal ability damage naturally, nor is it able to prepare spells if doing so requires a full night's rest.

The creature is, however, now immune to the *dream* and *nightmare* spells, as well as to other effects that cause nightmares (such as the night hag's dream haunting ability).

The caster can lift the effect of this curse at will, but it is otherwise difficult to remove a *symphonic nightmare* before its duration expires.

A *remove curse* cast at a higher caster level than the *symphonic nightmare* spell removes it, as does a successful *break enchantment*.

Otherwise, a *wish* or *miracle* is required to lift the curse.

Focus: A small statue of an opened skull within which is arranged a miniature orchestra.

The quality of this component must be extraordinary, giving it a value of at least 1,000 gp.

EVOCATION

DARKFLAME ARROW

Evocation

Level: Assassin 3, justice of weald and woe 3, ranger 3

Components: V, M

Casting Time: 1 swift action

Range: Touch

Target: One masterwork arrow or bolt

Duration: Instantaneous; see text

Saving Throw: None

Spell Resistance: Yes

This spell is cast upon a masterwork arrow or bolt, engulfing its head in black fire.

The arrow deals normal damage and wreaths the target in black flame that deals an extra 2d6 points of damage.

The black flames continue to engulf the victim for 2 more rounds, dealing 2d6 points of damage each subsequent round (at the start of your turn), and they cannot be extinguished (although they can be dispelled).

The arrow or bolt must be fired during the same round the spell is cast, or the magic dissipates and is lost.

Creatures with immunity or resistance to fire take full damage from the black flames.

The projectile is destroyed even if it misses its target.

Material Component: Masterwork arrow or bolt.

MARK OF THE UNFAITHFUL

Evocation

Level: Cleric 7, druid 7

Components: V, S, F

Casting Time: 1 round

Range: Unlimited

Target: One creature

Duration: Permanent

Saving Throw: None

Spell Resistance: Yes

You permanently place a mark upon a character or creature that identifies it as an enemy of the faith.

Anyone of your faith who encounters the bearer of a *mark of the unfaithful*, even if he is disguised, *altered*, or *polymorphed*, feels a natural hostility toward that person and gains a +6 circumstance bonus on Sense Motive checks made against the marked creature.

This hostility might not induce the viewer to attack, but he certainly will not be inclined to trust or believe anything the marked one says.

Clerics, paladins, druids and rangers of the faith can automatically detect the *mark* simply by looking at the subject.

A *mark of the unfaithful* is permanent until dispelled or removed by a cleric of the same faith, of higher level than the caster, who casts an *atonement* spell upon the subject.

Focus: The subject's name must be inscribed in a book or scroll especially consecrated for this purpose and detailing

the crimes (real or imagined) for which the subject is being marked.

SCOURGE OF FORCE

Evocation [Force]

Level: Sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

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

Effect: One tendril of force plus one additional tendril per three caster levels (maximum four)

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

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

One or more whiplike tendrils of force spring from your hand and lash targets within range.

Make a melee touch attack for each tendril using your highest attack bonus.

If a tendril hits, it deals 1d8 points of force damage plus 1 point of force damage per two caster levels (maximum 1d8+5).

You can lash a target with multiple tendrils.

SLASHING DARKNESS

Evocation

Level: Clr 3

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A hissing, hurtling ribbon of pure darkness flies from your hand.

A creature struck by this ray of darkness takes 1d8 points of damage per two caster levels (maximum 5d8).

An undead creature instead heals 1d8 points of damage per two caster levels (maximum 5d8).

NECROMANCY

NECROTIC SKULL BOMB

Necromancy

Level: Cleric 5, sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 swift action

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

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You imbue a humanoid skull with negative energy and hurl it.

The skull detonates on impact, releasing the negative energy contained within.

All creatures in the spell's area, except for undead, gain 1d4 negative levels (see Energy Drain, page 308 of the *Monster Manual*, for details about negative levels).

Assuming a creature survives the effect of the spell, it regains lost levels after a number of hours equal to your caster level (maximum 15 hours).

Usually, negative levels have a chance of draining a creature's levels, but the negative levels from *necrotic skull bomb* don't last long enough to do so.

An undead creature in the spell's area gains 1d4×5 temporary hit points for 1 hour.

Material Component: A humanoid skull.

RAVAGE

Necromancy [Evil]

Level: Cleric 7

Components: V, S, DF

Casting Time: 1 standard action

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

Area: 10-ft.-radius cylinder, 40 ft. high

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

A terrible column of swirling black energy engulfs creatures and rips at their bodies and souls.

All living creatures within the spell's area take 1d6 points of vile damage per two caster levels (maximum 10d6).

Unlike regular damage, vile damage can only be healed by magic cast within the area of a *consecrate* or *hallow* spell.

SHADOW ARROW

Necromancy

Level: Assassin 4, justice of weald and woe 4, ranger 4

Components: V, M

Casting Time: 1 swift action

Range: Touch

Target: One masterwork arrow or bolt

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This spell is cast upon a masterwork arrow or bolt, transforming it into pure black shadow.

Make a ranged touch attack with the missile instead of a normal ranged attack.

Instead of dealing normal damage, a *shadow arrow* deals 1d6 points of Strength damage.

The arrow or bolt must be fired during the same round the spell is cast, or the magic dissipates and is lost.

The projectile is destroyed even if it misses its target.

Material Component: Masterwork arrow or bolt.

TVASH-PRULL'S BONEFIDDLE

Necromancy

Level: Bard 2

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature that has a skeleton or exoskeleton

Duration: Concentration, up to 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

You call up a ghostly fiddle bow in the air above the targeted creature.

This bow immediately descends into the subject's body and begins to saw back and forth against its skeleton.

Although the music produced is eerily beautiful, it causes intense pain and anguish to the victim.

In each round of the duration, the victim takes 1d6 points of sonic damage and has a -20 penalty on all Move Silently checks; the sonic damage is considered to be continuous damage for the purposes of disrupting spellcasting.

As a standard action, you can move the *bonefiddle* to another creature in range, but the new target gains a saving throw to resist the spell.

If a target ever makes its saving throw, the *bonefiddle* vanishes and the spell ends.

The spell's effects continue even if the target moves so you no longer have line of sight or line of effect to it, but you cannot shift the *bonefiddle* to a new target unless you have both line of sight and line of effect to the current target and to the intended target.

Material Component: A miniature silver fiddle worth at least 30 gp.

TRANSMUTATION

AIR BREATHING

Transmutation

Level: Cleric 3, druid 3, sorcerer/wizard 3

Components: S, M/DF

Casting Time: 1 standard action

Range: Touch

Duration: 2 hours/level; see text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creatures can breathe air freely.

Divide the duration evenly among all the creatures you touch.

The spell does not make creatures unable to breathe water.

Air breathing dispels and counters *water breathing*.

Arcane Material Component: A short reed or piece of straw.

BLOODFREEZE ARROW

Transmutation

Level: Assassin 4, ranger 4, justice of weald and woe 4

Components: V, M

Casting Time: 1 swift action

Range: Touch

Target: One masterwork arrow or bolt

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

This spell is cast upon a masterwork arrow or bolt, transforming its head into blue ice.

In addition to taking normal damage from the missile, the target takes 2d6 points of cold damage and is paralyzed.

A successful Fortitude save negates the paralysis, and the target can make a new save each round (at the start of the caster's turn).

Material Component: Masterwork arrow or bolt.

BLOODSPEAR

Transmutation

Level: Initiate of Gruumsh 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Spear touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell allows you to channel the fury of Gruumsh into the god's favored weapon—a spear.

The weapon's tip begins to drip blood, and the spear acts as if it had the wounding special ability (see *Dungeon Master's Guide* page 226) for the duration of the spell.

The spell is automatically canceled 1 round after the weapon leaves your hand.

You cannot have more than one *bloodspear* in effect at a time.

This spell has no effect on a spear that already has the wounding special ability, and it does not work on artifacts.

BRILLIANT ENERGY ARROW

Transmutation

Level: Assassin 2, ranger 2, justice of weald and woe 2

Components: V, M

Casting Time: 1 swift action

Range: Touch

Target: One masterwork arrow or bolt

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This spell is cast upon a masterwork arrow or bolt, transforming its head into brilliant energy that gives off light as a torch (20-foot radius).

A brilliant energy missile ignores nonliving matter.

Armor bonuses to AC (including any enhancement bonuses to that armor) do not count against it because the missile passes through armor.

It deals normal damage and has no effect on constructs, undead, and objects.

The arrow or bolt must be fired during the same round the spell is cast, or the magic dissipates and is lost.

The projectile is destroyed even if it misses its target.

Material Component: Masterwork arrow or bolt.

CONTROL DARKNESS AND SHADOW

Transmutation [Darkness, Shadow]

Level: Bard 2, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

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

Area: Shadows in one 5-ft. cube/level

Duration: Concentration + 1 round/level

Saving Throw: None

Spell Resistance: No

You can affect existing shadows, both natural and magical, by causing them to deepen, lighten, or even move.

You can cause one of the following effects at a time, and can switch them once per round as a free action for the duration of the spell.

The chosen effect covers the entire area of the spell; multiple effects may not be applied to different areas. The possible effects are described below.

Deepen Darkness and Shadow: Normal shadows now grant a +4 bonus on Hide checks and provide concealment to creatures within them.

Magical *darkness* now confers total concealment to anyone within its area.

Lighten Darkness and Shadow: Normal shadows are suppressed within the area, making it impossible to hide within them or use abilities such as the shadowdancer's shadow jump ability.

Magical *darkness* no longer provides concealment, and the area can now be illuminated by any light source.

Move Shadow: The affected shadow moves as you direct within the area.

You can create shadow illusions (as those created by a *silent image* spell, but without color), reveal hidden creatures by taking their shadow away, cause shadows to follow you within the area of the spell, or otherwise move the shadow as you see fit.

You cannot move areas of *darkness* in this way.

DOUBLESTRIKE ARROW

Transmutation

Level: Ranger 4, justice of weald and woe 4

Components: V, S, M

Casting Time: 1 swift action

Range: Touch

Target: One arrow or bolt

Duration: 1 round

Saving Throw: None

Spell Resistance: No

This spell is cast upon a single arrow or crossbow bolt, enabling it to strike two targets instead of one.

The character firing the arrow selects the two targets, both of which must be within 30 feet of each other, and makes a separate attack roll against each target (using the same attack bonus).

After striking or missing the first target, the arrow swerves and continues on course to the second target.

A doublestrike missile cannot hit the same target twice, and it is destroyed even if it misses its intended targets.

Material Component: Arrow or bolt.

SERPENT ARROW

Transmutation

Level: Justice of weald and woe 3, sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

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

Target: Up to eight projectiles, all of which must be within 40 ft. of each other at the time of casting; see text

Duration: Up to 10 min./level; see text

Saving Throw: None

Spell Resistance: No

You transform wooden arrows, darts, or twigs into Tiny vipers (see *Monster Manual* page 200).

These missiles remain rigid and harmless until fired or hurled.

They automatically bite any creature they hit, each dealing 1 point of damage plus poison (injury, Fortitude DC 11, initial and secondary damage 1d6 Con).

The missiles remain in snake form for the duration of the spell, fighting the creatures they initially struck using their normal attack bonus.

If a missile misses its target, or the target originally struck moves out of reach, the snake moves to attack the nearest creature other than you.

If a target falls dead and no others are in range, the spell ends even if its duration has not run out.

When the spell expires, the vipers melt away, leaving nothing behind.

Material Components: Up to eight wooden arrows, darts, or straight twigs, plus a scale from any sort of snake.

SPELLSLAYER ARROW

Transmutation

Level: Assassin 2, justice of weald and woe 2, ranger 2

Components: V, S, M

Casting Time: 1 swift action

Range: Touch

Target: One masterwork arrow or bolt

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This spell is cast upon a masterwork arrow or bolt, transforming it into a glowing missile that destabilizes other forms of magic.

In addition to dealing normal damage, a *spellslayer arrow* deals an extra 1d4 points of damage for each ongoing spell currently in effect on the target.

For example, an arrow would deal an extra 3d4 points of damage to a creature under the effects of *bull's strength*, *haste*, and *mage armor*.

The arrow or bolt must be fired during the same round the spell is cast, or the magic dissipates and is lost.

The projectile is destroyed even if it misses its target.

Material Component: Masterwork arrow or bolt.

UNDERSONG

Transmutation

Level: Bard 1

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

When you cast this spell, a familiar and soothing song wells up in your mind.

The song does not distract you from any task at hand—on the contrary, by humming along to the tune you can focus your mind with ease.

As long as this spell is in effect, you can use any Perform check in place of a Concentration check.

You must decide which skill to use before any check is made.

UNHOLY BEAST

Transmutation [Evil]

Level: Druid 4

Components: V, S

Casting Time: 1 standard action

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

Target: One animal of up to 1 HD/level

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

When you cast this spell, the subject creature temporarily transforms into a being of evil, serving you for the duration of the spell.

The animal's limbs and face contort, it sprouts tusks and bone spurs through its skin, and its eyes turn completely black.

The animal gains a +2 bonus to Strength, Dexterity, and Constitution, and a +2 bonus to natural armor.

Furthermore, the damage of its natural attacks increases as if it were one size category larger.

An *unholy beast* serves you as if it were under the influence of a *dominate animal* spell.

WHIP OF THORNS

Transmutation

Level: Druid 2

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Effect: 15-foot-long whip covered with sharp thorns

Duration: 1 round/level, or until discharged

Saving Throw: None

Spell Resistance: No

When you cast this spell, a piece of vine grows into a thorn-studded whip capable of savagely ripping your opponent's flesh.

You can wield this whip as if you were proficient, and it follows all the rules for a whip except that it deals 1d8+1 points of lethal damage per strike.

Any time you strike a Large or smaller opponent successfully with the whip, you can release it and entangle the creature.

Doing this ends the spell, but the thorny vine continues to wrap around your enemy until the opponent breaks free with a successful Escape Artist check (DC equal to the save DC of the spell).

On a failed check, the creature takes an additional 1d4 points of damage and remains entangled.

On a successful check that exceeds the DC by 10 or less, the creature takes the additional damage in the process of freeing itself.

A creature can also attempt to burst the vine with a DC 20 Strength check, although it takes 1d4 points of damage whether or not the attempt succeeds.

Material Component: A tiny piece of vine.

WOODWISP ARROW

Transmutation

Level: Assassin 1, druid 1, justice of weald and woe 1, ranger 1

Components: V, S, M

Casting Time: 1 swift action

Range: Touch

Target: One masterwork arrow or bolt

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

This spell is cast upon a masterwork arrow or bolt, enabling the missile to pass through wood as though it was air, negating any cover benefit the target might enjoy because of wooden doors, tables, or stockade walls, or negating the AC modifier of a wooden shield.

The spell doesn't grant the spellcaster the ability to see through wooden obstructions, so unless a *clairvoyance* spell or similar magic is already in effect, the target is treated as having concealment instead of cover.

The arrow or bolt must be fired during the same round the spell is cast, or the magic dissipates and is lost.

The projectile is destroyed even if it misses its target.

CHAMPIONS OF VALOR (3.5)

ABJURATION

DISPEL SILENCE

Abjuration

Level: Initiate of Milil 2

Components: S, DF

Casting Time: 1 immediate action

Target or Area: One *silence* effect

This spell functions like *dispel magic*, except as noted above and that it only works against effects that create an area of silence (*silence*, *Khelben's suspended silence*, and so on).

While you have this spell prepared, you gain a +2 competence bonus on Listen checks.

FAVOR OF TYMORA

Abjuration

Level: Initiate of Tymora 2

Components: V, S, F

Casting Time: 1 immediate action

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

Target: One creature

Duration: 1 round/3 levels

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell creates a glistening aura of golden magical energy around the target creature.

The creature gains a +2 luck bonus to AC.

Focus: A gold piece.

LIONHEART

Abjuration

Level: Initiate of the Holy Realm 2, initiate of Nobanion 2

Casting Time: 1 immediate action

Duration: 1 minute

This spell originated in Nobanion's faith.

It functions like *remove fear* except as noted above.

REND SHADOW WEAVE

Abjuration

Level: Cleric 3, sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 minute

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

Effect: One 10-ft.-cube area of the Shadow Weave

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You damage the Shadow Weave, creating an area of dead magic that only affects the Shadow Weave rather than the Weave.

While you have this spell prepared, you get a +2 competence bonus on caster level checks to dispel Shadow Weave effects.

Material Component: A moonstone worth at least 50 gp.

SHARD BLESSING AURA

Abjuration

Level: Sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

This spell creates an aura of shimmering blue-white light similar to moonlight that fills your space and moves with you.

The aura sheds light equal to a candle.

This aura functions like a *lesser globe of invulnerability*.

If you are a sorcerer and Selûne is your patron, the aura also grants you the benefit of *protection from evil*.

The spell is named for the Shards, planetar servants of Selûne drawn from the ranks of her greatest priestesses. Because some shards return to Faerûn to visit their mortal lovers, supernatural bloodlines (usually aasimar, but not always) with ties to Selûne exist in some parts of the world.

Material Component: A moonstone or other polished white stone.

SKIN OF THE STEEL DRAGON

Abjuration

Level: Sorcerer/wizard 5

Components: V, S, M **Casting Time:** 1 immediate action

Range: Personal

Target: You

Duration: 1 round/3 levels

This spell grants you spell resistance equal to 10 + your caster level.

If you are a sorcerer, this spell also grants you a +5 resistance bonus on saving throws against poison.

Some of Mystra's servants are steel dragons, shapeshifting creatures who love living among humanoids.

Some sorcerers claim their magic comes from a long-ago dragon ancestor, one of the first steel dragons to serve Mystra in Faerûn.

Material Component: A piece of steel in the shape of a seven-pointed star or a steel holy symbol of Mystra's faith.

CONJURATION

ANIMATE WITH THE SPIRIT

Conjuration (Summoning) [Good]

Level: Sanctified 4

Components: V, S, DF, sacrifice

Casting Time: 10 minutes

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

Target: One corpse with HD equal to or less than your caster level

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

By casting this spell, you request your deity to send you the spirit of a good-aligned outsider (of 6 HD or less) of the deity's choice to inhabit a corpse within range, which becomes animated by the spirit.

If you serve no particular deity, the spell is a general plea answered by a creature sharing your philosophical alignment.

If you know an individual creature's name, you can request that individual by speaking the name during the spell (though you might get a different creature anyway).

The Hit Dice of the corpse to be animated (not counting class levels) cannot exceed your caster level.

The possessed body attacks your opponents to the best of its ability.

If you can communicate with the possessing spirit, you can direct it not to attack, to attack particular enemies, or to perform other actions.

While the body is inhabited by the spirit, it is treated as if were still alive but possessed.

It uses the outsider's Intelligence, Wisdom, Charisma, base attack bonus, base save bonuses, alignment, mental abilities, and any class levels it might have.

The body regains the Strength, Dexterity, Constitution, hit points, and innate abilities of the creature the corpse represented when it was alive.

For example, a sahuagin's body breathes water and a troll's body regenerates.

The spirit can't choose to activate the host body's extraordinary or supernatural abilities, and the host body's spells and spell-like abilities do not stay with the body.

The spirit remains within the body until the spell is dismissed, the duration ends, or the host body is slain, at which point it returns to its original body with no ill effects.

Sacrifice Component: 1d3 points of Strength drain.

CELESTIAL FORTRESS

Conjuration (Creation)

Level: Sanctified 4

Components: V, S, DF, sacrifice

This spell functions like *Leomund's secure shelter*, except as noted above and as follows.

The structure is a simple flat-roofed fort rather than a cottage.

It has a sturdy door and a fireplace but no windows; access to the roof is through a ladder and a sturdy hatch.

The fortress resonates with the power of your deity's home plane, and it is protected by *consecrate* and *magic circle against evil*.

The fortress's appearance reflects your deity and deity's realm.

For example, Mystra's forts created by this spell look like high-fantasy castles, those of Mulhorandi deities look native to their land, those of dwarven deities look very dwarflike, and so on.

Sacrifice Component: 1d2 points of Constitution damage.

CREATE LANTERN ARCHON

Conjuration (Creation) [Good, Light]

Level: Sanctified 3

Components: V, S, DF, sacrifice

Casting Time: 1 hour

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

Effect: One lantern archon

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You sacrifice a small part of your own life force to create a new lantern archon (see page 16 of the *Monster Manual*) in the service of your patron.

The lantern archon is not under your control but is friendly to you.

It willingly performs one nonhazardous task of your choice taking up to 1 hour without requiring any payment.

Alternatively, you can request that it perform a hazardous or longer task, but in this case payment is required—see *lesser planar ally*, page 261 of the *Player's Handbook*, for details on tasks and payment.

Upon completion of the task, the lantern archon is magically transported to your deity's home plane.

Sacrifice Component: 1d2 points of Constitution drain.

GOLDEN DRAGONMAIL

Conjuration (Creation)

Level: Sorcerer/wizard 3

Components: V, S, F

Casting Time: 1 standard action

Range: Personal

Effect: One suit of magic armor

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

You create a suit of shining golden full plate around your body.

The armor is etched with a dragonscale pattern, an image of a gold dragon, or Torm's holy symbol (your choice when you cast the spell).

It is treated as +1 *mithral full plate* for all purposes (including arcane spell failure chance), and you are treated as proficient with this armor.

Removing or destroying the armor dismisses the spell.

This spell has no effect if you are already wearing armor.

Torm the True is served by gold and silver dragons, and some of these dragons are the founders of ancient sorcerer bloodlines among the younger races.

If you are a sorcerer, the armor also gives you resistance to fire 10.

Focus: A gold coin and a piece of mithral in the shape of a dragonscale.

RUNIC MARKER

Conjuration (Creation) [Earth]

Level: Cleric 4

Components: V, S, M

Casting Time: 10 minutes

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

Effect: One stone pillar

Duration: Permanent

Saving Throw: See text

Spell Resistance: No

You create a slender stone pillar 2 feet in diameter and 6 feet tall.

It can be square, cylindrical, hexagonal, natural-looking, or any similar shape.

It must be solid and complete (without hollow spaces or secret compartments).

When you create the *runic marker*, you can also have a message of up to twenty-five words inscribed upon it.

The *runic marker* also bears a *glyph of warding* (blast glyph only).

In addition to the normal trigger conditions available for a *glyph of warding*, you can set it to activate if the pillar ever takes damage from a magical effect.

When the *glyph of warding* effect activates, the *runic marker* is destroyed, leaving nothing behind.

Material Component: One vial of holy water.

SILVER DRAGONMAIL

Conjuration (Creation)

Level: Sorcerer/wizard 2

Components: V, S, F

Casting Time: 1 standard action

Range: Personal

Effect: One suit of magic armor

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

You create a shining silver breastplate around your body.

The armor is etched with a dragonscale pattern, an image of a silver dragon, or Torm's holy symbol (your choice when you cast the spell).

It is treated as +1 *mithral breastplate* for all purposes

(including arcane spell failure chance), and you are treated as proficient with this armor.

Removing or destroying the armor dismisses the spell.

This spell has no effect if you are already wearing armor.

Torm the True is served by gold and silver dragons, and some of these dragons are the founders of ancient sorcerer bloodlines among the younger races.

If you are a sorcerer, the armor also gives you resistance to cold 5.

Focus: A silver piece and a piece of mithral in the shape of a dragonscale.

DIVINATION

VISION OF PUNISHMENT

Divination [Mind-Affecting]

Level: Sanctified 1

Components: V, DF, sacrifice

Casting Time: 1 swift action

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

Target: One evil living creature

Duration: 1 round/3 levels

Saving Throw: Will partial

Spell Resistance: Yes

You give the target a vision of what awaits it in the afterlife. Since most evil creatures go to an evil plane where they take the form of a lowly and much-tortured petitioner (barring special arrangements with evil gods or fiends that grant them higher status in the afterlife), this is usually a gut-wrenching vision.

The target is nauseated; if it makes its saving throw, it is instead sickened (see page 301 of the *Dungeon Master's Guide* for definitions of these conditions).

Sacrifice Component: 1d2 points of Strength damage.

EVOCATION

DAWN SHROUD

Evocation [Light]

Level: Cleric 5, druid 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Willing creature touched

Duration: 10 minutes/level (D)

Saving Throw: Will half; see text

Spell Resistance: Yes

You cause the target to glow with the rosy light of the dawn.

In addition to acting as a *daylight* spell, the light is harmful to oozes and undead.

When the spell is cast, and at the beginning of each of your turns thereafter, such creatures take 1d6 points of damage if within the bright light of the spell (out to 60 feet) or 1 point of damage per round if within the shadowy illumination of the spell (more than 60 feet, out to 120 feet).

If the subject is touched by such a creature using a touch attack, or if it hits the subject with a natural weapon or unarmed strike, it takes 1d6 points of damage + 1 point per caster level (maximum 1d6+15), with a Will saving throw for half damage.

If you cast this spell on yourself, you can suppress or restore this light as a free action once each round.

This spell was created by clerics of the church of Lathander, but they do not try to restrict its use to only those of their faith.

DISK OF SOLAR VENGEANCE

Evocation [Fire]

Level: Initiate of Horus-Re 1

Components: V, S, DF

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level or until discharged (D)

This spell creates a disk of sunlike flames behind your head. The flames give you resistance to cold 5.

In addition, if any creature strikes you with a natural attack, an unarmed strike, or a melee weapon that is not a reach weapon, it takes 1d6 points of fire damage +1 point per

caster level (maximum +5) after dealing its normal damage to you.

This instantly discharges the spell.

If the attacker has spell resistance, it applies to this effect. Creatures wielding reach weapons, such as longswords, trigger this effect but are not subject to this damage if they attack you.

You can also use the spell to attack as if it were a touch spell (a successful hit discharges the spell).

EILISTRAEE'S MOONFIRE

Evocation [Light]

Level: Initiate of Eilistraee 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level or until discharged; see text

Saving Throw: None

Spell Resistance: Yes

You surround your hand or some other part of your body with light resembling moonlight.

You can change the intensity from a faint glow equivalent to a candle to a clear, bright light equivalent to a torch.

It varies in color as you desire, whether blue-white, soft green, white, or silver.

You can use this moonfire as a melee touch attack that deals 2d6 points of cold damage +1 point per caster level (maximum +5).

Whether or not the attack hits, the spell effect is discharged.

You can cause the moonlight to leave your body and move about as a single light similar to *dancing lights*.

Once it leaves your body, the effect's duration is 1 minute per level, and the effect can no longer be used to attack.

HOLY FIRE SHIELD

Evocation [Cold or Fire; Good]

Level: Sanctified 4

Components: V, S, sacrifice

This spell functions like *fire shield*, except half the damage from the spell is fire (or cold) and the remainder is divine energy, similar to a *flame strike* spell.

If you create a warm shield, the flames are a beautiful golden-red.

If you create a chill shield, the flames are a soothing blue-white.

Sacrifice Component: 1d3 points of Strength damage.

LOVE BITE

Evocation [Force]

Level: Initiate of the Holy Realm 1

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous; see text

Saving Throw: None

Spell Resistance: Yes

This spell originated in Sune's faith.

You determine at the time of casting what effect it takes.

Fleeting Kiss: The target feels the sensation of a brief, tender kiss on a visible part of her body or on her mouth if her body is completely covered.

This effect is often used as a signal.

Love Bite: The target takes 1 point of damage.

In either case, if you are holding the charge on a touch spell of 2nd level or lower when you cast *love bite*, this spell also delivers the touch spell to the target as if you had touched it directly (normal saving throws and spell resistance for the touch spell applies, if applicable).

You must make a melee touch attack as normal with a +2 bonus.

This form of the spell always attacks from your direction and cannot flank targets as a creature can.

Using this spell to deliver a held charge is an exception to the normal rule that casting another spell while holding a charge dissipates the held spell.

STARS OF ARVANDOR

Evocation [Force, Good]

Level: Cleric 4, druid 4, ranger 4, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

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

Target: See text

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: Yes

You create one twinkling star per level (maximum ten stars).

These minute starbursts orbit your head like *ioun stones*. As a swift action, you can launch one star at a target you designate within range.

Alternatively, as a standard action, you can launch up to three stars at one or more targets within range.

You can only launch stars once per round.

You must make a ranged touch attack for each star.

Against non-evil targets, each star deals 1d8 points of nonlethal damage; evil targets take 1d8 points of lethal damage instead.

STARS OF MYSTRA

Evocation [Force, Good]

Level: Cleric 4

Components: V, S

Casting Time: 1 standard action

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

Target: See text

Duration: 1 minute/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

You create one twinkling star per three levels (maximum five stars).

These minute starbursts orbit your head like *ioun stones*. Beginning on the turn you cast the spell, you can launch one star as a swift action at a target you designate within range.

You must make a ranged touch attack for each star.

Each time an evil creature is hit by a star, it must make a saving throw or lose a prepared spell or spell slot as if the creature had used it to cast a spell.

The level of the lost spell is 4th (or the highest spell level lower than 4th in which the caster has at least one remaining prepared spell or spell slot).

If the target prepares spells, determine the specific lost spell randomly.

If the creature has spellcasting ability from more than one class (such as a 4th-level cleric/4th-level ranger), determine the affected spellcasting class randomly.

The stars have no effect on nonspellcasters.

STARS OF SELÛNE

Evocation [Cold, Force]

Level: Cleric 4

Saving Throw: None

This spell functions like *stars of Mystra*, except as noted above and as follows.

Each star deals 1d8 points of force damage and 1d8 points of cold damage to the target.

STORMVOICE

Evocation [Sonic]

Level: Initiate of Horus-Re 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D) or until discharged

Your voice is amplified greatly.

Subtract 10 from the DC of Listen checks made to hear you talking (even whispering).

You also gain a +2 competence bonus on Intimidate checks. While this spell is active, you can use a swift action to create a 15-foot-long cone-shaped burst of intense sound with a shout.

Every creature in the area takes 1d8 points of sonic damage and must succeed on a Fortitude save to avoid being stunned for 1 round.

Doing this discharges the spell.

Creatures that cannot hear are not stunned but are still damaged.

THUNDERSTROKE

Evocation [Electricity]

Level: Initiate of Anhur 2

Components: V, S, DF

Casting Time: 1 standard action

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

Target: One creature or object

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You call down a bolt of electricity, which unerringly strikes the target and deals 1d6 points of electricity damage per caster level (maximum 5d6).

A small rumble of thunder accompanies the bolt, which is as loud as a battle (Listen DC -10 to hear it).

ILLUSION

BENIGN PROJECTION

Illusion (Shadow)

Level: Sanctified 6

Components: V, S, DF, sacrifice

Range: See text

This spell functions like *project image*, except as noted above and as follows.

You can create an image of your entire body or just your face, and you can cause it to shed light as a candle at will. It can only mimic your actions and speech (you cannot direct it to perform other actions).

The image can cast spells only from the schools of abjuration, divination, and conjuration (healing).

Sacrifice Component: 1d2 points of Strength damage.

INVISIBILITY, SWIFT

Illusion (Glamer)

Level: Assassin 2, bard 2, initiate of Baravar Cloakshadow 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

This spell functions like *invisibility* except as noted above.

TRANSMUTATION

CONVERT WAND

Transmutation

Level: Cleric 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Wand touched

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This spell temporarily transforms a magic wand of any type into a healing wand with the same number of charges remaining.

At the end of the spell's duration, the wand's original properties are restored, and any charges that were drained remain so.

The spell level of the wand determines how powerful a healing instrument the wand becomes:

Spell Level	New Wand Type
1st	<i>Wand of cure light wounds</i>
2nd	<i>Wand of cure moderate wounds</i>
3rd	<i>Wand of cure serious wounds</i>
4th	<i>Wand of cure critical wounds</i>

For example, a 10th-level cleric can transform a *wand of lightning bolt* (3rd-level spell) into a *wand of cure serious wounds* for 10 minutes.

FAITH HEALING WAND

Transmutation

Level: Cleric 3

This spell functions like *convert wand* (see page 53), except you always transform the wand into a *wand of faith healing*, no matter what spell the wand normally contains.

FLEETING FORTUNE

Transmutation

Level: Initiate of Tymora 1

Components: V, S, DF

Casting Time: 1 immediate action

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

Target: One creature

Duration: 1 round or until discharged

Saving Throw: Yes (harmless)

Spell Resistance: Yes (harmless)

You imbue the subject with a bit of Tymora's luck, granting her a +5 luck bonus on a single skill check of her choice.

Activating the luck bonus requires no action but must be declared before the skill check is rolled.

HORRIBLE TASTE

Transmutation

Level: Druid 1, initiate of the Holy Realm 1, ranger 1

Components: V, S

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 turn/level

Drawing upon the talents of some creatures of the insect world, you change your flesh to make it unpalatable to other creatures.

Any creature that hits you with a bite attack becomes nauseated until the end of your next turn unless it succeeds on a Fortitude save.

Creatures immune to poison are unaffected by this spell.

PORTAL WELL

Transmutation

Level: Bard 2, cleric 2, druid 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Active *portal* touched

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

When you step into a *portal* affected by this spell, you can wait for a short time within an extradimensional space between the *portal*'s entrance and exit.

This spell only works on a *portal* you are able to activate; for example, if you are an elf and the target *portal* doesn't work for elves, you can't use this spell on the *portal*.

The extradimensional space created by this spell is similar to that created by a *rope trick* spell but can only hold you and your gear (up to your maximum heavy load).

When the spell ends, you exit the *portal* at either your point of entry or the *portal*'s destination.

While within this extradimensional space, you can see the origin and destination locations, though the images are blurry (much like viewing the Material Plane from the Ethereal Plane).

Dispel magic or *gate seal* traps you within the extradimensional space for as long as the *portal* is negated or sealed (as would surrounding both ends with a dead magic area).

Mordenkainen's disjunction or some other effect that destroys a *portal* outright forcibly ejects you from one random end of the *portal* and deals 5d6 points of damage to you.

This spell originated in Shaundakul's church and is hard to find elsewhere.

Arcane Material Component: A silver wire tied in a knot.

SPELLSONG

Transmutation

Level: Initiate of Eilistraee 6

Components: V, S, DF

Casting Time: 1 round

Range: Personal

Target: You

Duration: Instantaneous

When you cast this spell, you immediately prepare one spell of 4th level or lower in this spell's slot.

The spell must be a spell you could normally prepare in that slot (for example, you could not prepare a wizard spell or a domain spell).

The spell works like any spell prepared in the normal manner, including requiring the normal components. Like a bard spell, casting *spell song* always requires a verbal component, and you cannot use Silent Spell or similar effects to cast the spell without a verbal component.

SPELLSONG, LESSER

Transmutation

Level: Initiate of Eilistraee 3

This spell functions like *spell song*, except you can use it only to prepare one spell of 1st level or lower in this spell's slot.

SPIDERBIND

Transmutation

Level: Cleric 3

Components: V, S, M

Casting Time: 1 standard action

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

Targets: One spider or spiderlike creature/level, no two of which can be more than 30 ft. apart

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

An affected creature moves and attacks at a drastically reduced rate, as the *slow* spell.

It can only take a single move action or standard action each turn, but not both (nor can it take fullround actions). Additionally, it takes a -1 penalty on attack rolls, AC, and Reflex saves.

A *slowed* creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed.

In addition, any attack by the creature that would normally include poison (such as a spider's bite) does not do so, but all other effects associated with that attack apply.

For example, if an aranea subject to *spiderbind* cast a touch spell and then bit a creature, the attack would deal normal bite damage and trigger the touch spell, but the bite would not inject poison.

While you have this spell prepared, you get a +2 circumstance bonus on saving throws against poison.

Clerics of Eilistraee created this spell to help battle the many spiderlike creatures that serve Lolth.

Araneas, bebiliths, chitines, choldriths, driders, ettercaps, myrolochars, phase spiders, retrievers, and yochlols are sufficiently spiderlike to be affected by this spell.

For a more complete list of creatures that qualify as spiderkind, see page 30 of *Underdark*.

CITY OF SPLENDORS WATERDEEP (3.5)

ABJURATION

HALASTER'S TELEPORT CAGE

Abjuration

Level: Sorcerer/wizard 9

Components: V, S, M

Casting Time: 10 minutes

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

Area: One 10-ft. cube per level

Duration: Permanent

Saving Throw: None

Spell Resistance: No

This spell modifies the functioning of all conjuration (teleportation) spells and spell-like abilities, including *dimension door*, *greater teleport*, *refuge*, *teleport*, *teleportation circle*, and *word of recall*, into, out of, and within its area. If cast in an area adjoining or overlapping another *teleport cage*, the effects of both spells merge to create a single *teleport cage*.

Undermountain, the greatest dungeon of Faerûn, is believed to have been enclosed within the largest *teleport cage* in existence in the Realms by means of this effect.

When cast within a *teleport cage*, such translocation spells simply transport all affected creatures and objects to another random location within the *teleport cage*.

For example, if a wizard casts *teleport* within the confines of Undermountain, the encompassing *teleport cage* would cause him to appear at another random location within the great dungeon.

When a caster outside the area encompassed by a *teleport cage* attempts to teleport into it, this spell redirects their destination to another random location reachable by the spell.

For example, if a 9th-level wizard in Waterdeep attempted to *teleport* into the depths of Undermountain, the *teleport cage* would cause him to appear at another random location within 900 miles of the place where he cast the spell.

Material Component: Diamond dust worth 1,000 gp.

KHELLEN'S DWEOMERDOOM

Abjuration

Level: Sorcerer/wizard 9

Components: V, S, F

Casting Time: 1 swift action

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

Target: 1 creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You counterspell an opponent's spell or spell-like ability before it is even cast and without knowing what spell you are countering.

If the target prepares spells, you counterspell the highest level spell currently prepared, eliminating it from the target's list of prepared spells for that day.

If the target casts spells spontaneously (and does not prepare spells), you effectively reduce by one the number of spells per day of the highest level spell slot available.

If the target has spell-like abilities (and does not prepare spells or cast spells spontaneously), it loses one use of the highest-level spell-like ability available.

Otherwise, this spell has no effect.

You must make a successful dispel check (as the spell *dispel magic*, but the maximum caster level on your dispel check is +25 instead of +10) to successfully counter or remove your opponent's prepared spell, spell slot, or use of a spell-like ability.

Focus: A crystal lens worth at least 1,000 gp.

CONJURATION

HALASTER'S FETCH I

Conjuration (Calling)

Level: Sorcerer/wizard

4 As *summon monster* I, except called creatures do not disappear at the end of the spell's duration.

They do, however, become free-willed and outside the control of the caller after the spell expires.

HALASTER'S FETCH II

Conjuration (Calling)

Level: Sorcerer/wizard 5

As *summon monster* II, except called creatures do not disappear at the end of the spell's duration.

However, they become free-willed and outside the control of the caller after the spell expires.

HALASTER'S FETCH III

Conjuration (Calling)

Level: Sorcerer/wizard 6

As *summon monster* III, except called creatures do not disappear at the end of the spell's duration.

However, they become free-willed and outside the control of the caller after the spell expires.

HALASTER'S FETCH IV

Conjuration (Calling)

Level: Sorcerer/wizard 7

As *summon monster* IV, except called creatures do not disappear at the end of the spell's duration.

However, they become free-willed and outside the control of the caller after the spell expires.

HALASTER'S FETCH V

Conjuration (Calling)

Level: Sorcerer/wizard 8

As *summon monster* V, except called creatures do not disappear at the end of the spell's duration.

However, they become free-willed and outside the control of the caller after the spell expires.

HALASTER'S FETCH VI

Conjuration (Calling)

Level: Sorcerer/wizard 9

As *summon monster* VI, except called creatures do not disappear at the end of the spell's duration.

However, they become free-willed and outside the control of the caller after the spell expires.

HALASTER'S IMAGE SWAP

Conjuration (Teleportation)

Level: Bard 4, sorcerer/wizard 4

Components: V

Casting Time: 1 action

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

Target: You and touched objects weighing up to 50 lb./level

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Spell Resistance: No and Yes (object)

You instantly swap locations with a *projected image*.

You always arrive exactly where your image previously stood, and you leave a *projected image* in your wake.

To anyone incapable of discerning that the *projected image* is an illusion, the *image swap* occurs without visible clue.

To anyone capable of discerning that the *projected image* is an illusion, the *image swap* is effectively identical to a *dimension door*.

This spell has no effect if you do not have a *projected image* in effect.

Unlike normal *teleport* spells, use of *Halaster's image swap* does not count as breaking one's line of sight with a *projected image*.

Material Component: A small replica of you (a doll).

TROBRIAND'S BALEFUL TELEPORT

Conjuration (Teleportation)

Level: Sorcerer/wizard 6

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

Target: One creature

Saving Throw: Will negates

Spell Resistance: Yes

As *teleport*, except that you send the targeted creature (and only that creature) and carried objects to a designated destination.

You must have some clear idea of the location and layout of the destination.

The clearer your mental image, the more likely the teleportation works.
Areas of strong physical or magical energy might make teleportation more hazardous or even impossible.
If the destination is “very familiar”, the target gets no saving throw bonus.
If the destination is “studied carefully”, the target gets a +2 saving throw bonus.
Likewise, if the destination is “seen casually”, “viewed once”, or “false destination”, the target gets a +4, +6, or +8 bonus, respectively.

EVOCATION

BINDING CHAIN OF FATE

Evocation

Level: Sorcerer/wizard 9

Components: V, S, M

Casting Time: 1 action

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

Effect: Whirling chain of force

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You create a chain of force that whirls into a loop around a single creature of your choice, making a metallic rattling sound as it does so.

The chain creates an oscillating ring surrounding the target at a distance of 5 feet (so all squares adjacent to the target creature are within the chain).

If the creature succeeds on its saving throw, the chain fails to encircle it and dissipates harmlessly.

Otherwise, the chain surrounds the target, with the following effects: The target creature cannot leave the area defined by the chain.

Other creatures can enter or leave the area (although they must succeed on a DC 15 Escape Artist check or a DC 15 Tumble check to slip past the chain).

If the target was in midair (flying, levitating, and so on) when the chain took effect, the chain suspends the target in midair safely as if it had a solid floor on which to stand.

The chain prevents the target from changing form, including lycanthropic form changes, vampiric transformations, or *polymorph* or similar effects.

The chain acts as a *dimensional anchor* upon the target.

The chain deals 2d6 points of force damage per round to the target.

No magic functions within the chain, as if the chain defined the area of an *antimagic field*.

This means that the target cannot use any magic, and no magic from outside the chain affects the creature.

The chain cannot be dispelled, but it is automatically destroyed by *disintegrate*, *Mordenkainen's disjunction*, or a *rod of cancellation*.

Material Component: A tiny silver chain.

HALASTER'S BLACKSPHERE

Evocation [Force]

Level: Sorcerer/wizard 8

Components: V, S, M

Casting Time: 1 action

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

Area: 10-ft.-radius burst and globe

Duration: 2d4 rounds + 1 round/level

Saving Throw: Reflex half; see text

Spell Resistance: Yes

This spell creates a burst of black force.

The force burst causes 1d6 points of force damage per caster level (maximum 20d6) and envelops the affected area in a sphere of force with a radius of 10 feet, trapping creatures within.

A successful Reflex save reduces the damage by half and negates the entrapment effect.

Creatures trapped inside cannot escape except by those methods that can bypass or destroy a *wall of force*.

This spell can be used in lieu of *wall of force* as part of creating a *bead of force*.

Material Components: A small piece of charcoal and a small piece of onyx.

HALASTER'S SHAKING HAND

Evocation

Level: Sorcerer/wizard 6

As *Bigby's interposing hand*, except the hand can also grapple the magic hand created by the following spells: *Bigby's clenched fist*, *Bigby's crushing hand*, *Bigby's forceful hand*, and *Bigby's grasping hand*.

The shaking hand gets one grapple attack per round.

Its grapple bonus against another magic hand is your level + your Intelligence or Charisma modifier (for wizards or sorcerers, respectively), +9 for the hand's Strength score (29), +4 for being Large.

Once grappled, a magic hand can only escape the shaking hand by making an opposed grapple check, unless the duration of the grappled hand exceeds the duration of the *shaking hand*.

In cases where no Strength score is given, assume the magic hand has a Strength score of 17 + twice the level of the spell.

Once a grapple is broken, nothing prevents your *shaking hand* from attempting another grapple attack.

For example, a wizard uses *Halaster's shaking hand* to grapple a sorcerer's *Bigby's forceful hand*, rolls a 10 on a d20, adds +4 for his own Intelligence score (18), adds +9 for the hand's Strength score (29), and adds +4 for the hand's size (Large), for a total of 27.

The sorcerer seeks to break the handshake; he rolls a 14 on a d20, adds +4 for his own Charisma score (18), adds +8 for the hand's Strength score (27), and adds +4 for the hand's size (Large) for a total of 30.

The “handshake” (grapple) lasts for at least 1 more round.

If, however, the sorcerer had rolled a 15 or higher, the handshake would have been broken, at least until the *shaking hand* successfully grappled the *forceful hand* again.

JUMPGOUT

Evocation [Fire]

Level: Sorcerer/wizard 5

Components: V

Casting Time: 1 action

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

Duration: 2 rounds

Area: 5-ft.-radius pillar of flame, up to 30 ft. tall

Saving Throw: Reflex half; see text

Spell Resistance: Yes

You create a vertical pillar of roaring flame.

Creatures caught in the fire take 1d6 points of fire damage per caster level, up to a maximum of 15d6.

On your next turn (the second round of the spell) the pillar vanishes and reappears up to 60 feet away from its original location.

If you maintain concentration on the spell on its second round (a standard action), you can choose the spot where the pillar reappears.

Otherwise, the pillar moves 1d6×10 feet in a random direction.

Creatures caught in the pillar on the second round take 1d6 points of fire damage per 2 caster levels (Reflex half).

The pillar then dies away in a swirl of sparks.

LAERAL'S SILVER LANCE

Evocation [Force]

Level: Sorcerer/wizard 3

Components: V, S, F

Casting Time: 1 standard action

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

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

This spell brings into being a shimmering, silver lancelike column of force, equivalent to a Large lance.

The lance flies toward a single creature you pantomime throwing it at when you cast the spell.

Its attack bonus is equal to your caster level + your Intelligence bonus or your Charisma bonus (for wizards or sorcerers, respectively) with an additional +3 enhancement bonus and a +2 bonus for charging.

It deals 4d6+3 points of force damage, with a threat range of 20 and a critical multiplier of ×3.

In addition, the creature struck must succeed on a Fortitude save or be knocked prone by the impact.

Focus: A miniature platinum lance engraved with arcane runes that costs 250 gp to construct.

PALARANDUSK'S FIRE BREATH

Evocation [Fire]

Level: Sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Area: 10-ft. cone

Duration: One hour or until discharged

Saving Throw: Reflex half

Spell Resistance: Yes

This spell allows you to spit a gout of flame in a 10-foot cone, dealing 1d6 points of fire damage per caster level (maximum 5d6).

Palarandusk's fire breath is considered a breath weapon.

If you expend the spell on the round you cast it, you only use one standard action to cast and breathe.

If you save the spell for later, you must use a standard action to breathe fire.

If unused, the gout of flame dissipates after 1 hour.

One nasty side effect of this spell is terrible heartburn.

STEELSTING

Evocation [Force]

Level: Sorcerer/wizard 4

Components: V

Casting Time: 1 standard action

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

Area: 5-ft.-radius cylinder, 25 ft. tall

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You create a brief maelstrom of flying darts of force that spin, slice, and rebound within the area.

Each creature within the area is targeted by 1d3+1 melee attacks from these darts (check for each creature separately).

The darts strike with an attack bonus equal to your caster level + your Intelligence or Charisma bonus (for wizards or sorcerers, respectively), dealing 2d6 points of damage per hit.

The name is a misnomer, for the spell creates neither steel nor a true sting.

NECROMANCY

ENSUL'S SOULTHEFT

Necromancy [Evil]

Level: Sorcerer/wizard 9

Components: V, S, M

Casting Time: 1 full round

Range: Touch

Target: Living, corporeal creature touched

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

Saving Throw: Will negates

Spell Resistance: Yes

Crackling black radiance surrounds your left hand.

While the spell lasts, you can make touch attacks to steal the lifeforce of another creature in a manner that heals and renews you, diluting diseases and poisons, and prolonging your life span.

With a successful melee touch attack, you drain 1d4 points of Intelligence from the victim touched.

This is permanent ability drain.

For every point of Intelligence drained, you heal 5 points of damage.

Healing in excess of your normal maximum is retained as temporary hit points that fade after 1 hour.

In addition, you receive an immediate Fortitude save against any diseases or poisons currently ravaging your body when you drain a foe's Intelligence, as long as the disease or poison in question allowed a Fortitude save in the first place.

The DC for this saving throw is the same as the DC of the original effect that poisoned or infected you, and there is no penalty if you fail this new saving throw.

If a victim is reduced to 0 Intelligence as a result of this spell, it dies.

A victim slain in this manner is forever dead and cannot be brought back by *raise dead*, *resurrection*, or similar magic unless used in conjunction with a *miracle* or *wish*.

When you slay a victim in this manner, you do not age for a number of days equal to the number of points of Intelligence drained.

If the victim was a spellcaster, the gain in lifespan is increased by the sum of the spell levels prepared by or available to the victim at the time of death.

If the victim was a psion, the gain in lifespan is increased by a number of days equal to the victim's power point reserve.

Ensul's soulthief lasts for 1 round per level, during which time you can attempt touch attacks as often as once per round.

Some users of this spell arrange for the victim to be restrained or otherwise helpless, so that they can be easily drained for multiple rounds.

Material Component: A drop of blood taken from a vampire.

LAERAL'S CROWNING TOUCH

Necromancy

Level: Cleric 9, sorcerer/wizard 9

Components: V, S, F, XP

Casting Time: 1 standard action

Range: Touch

Target: One spellcaster

Duration: 1 year and 1 day

Saving Throw: Will negates; see text

Spell Resistance: Yes

You place a curse on the subject.

Mystra's symbol appears drawn in silver on each palm (or on the chest and forehead of beings lacking palms) as a glowing brand equal that sheds light as a candle.

A creature that can cast arcane spells, such as a sorcerer or wizard, takes a -4 penalty on its saving throw.

Any time the target casts a spell, he gains a number of negative levels equal to the level of the spell being cast. (The spell he just cast functions normally at the caster level he possessed before he received the negative levels for casting that spell).

This effect is cumulative and lasts as long as the *crowning touch* lasts.

There is no saving throw to avoid gaining the negative levels, but 24 hours after gaining each negative level, the subject must make a Fortitude saving throw (DC = *crowning touch's* spell save) for each negative level.

If the save succeeds, that negative level is removed.

With each spell use, streaks of silver appear in the hair of the target, until the transgressor's hair is all silver (which happens when the character's level reaches 1st).

The curse bestowed by this spell cannot be dispelled, but it can be removed with a *wish* spell or a successful *break enchantment* spell (caster level check DC 15 + caster level of the *crowning touch*).

After the curse is lifted, all the effects (except permanent level loss) go away.

This spell was developed for use only against beings who misuse the sort of magic Mystra has dominion over.

The Lady of Mysteries does not look kindly on mages who hurl deadly magic at every spellcaster who insults them.

Mystra has been known to shorten the effects on the truly repentant and the undeserving, if they pray to her for forgiveness and obtain an *atonement* spell.

Focus: A prism worth at least 1,000 gp.

XP Cost: 1,000 XP (reduced to 500 XP if cast by a character with Mystra's special blessing, such as one of the Chosen of Mystra or the Magister).

TRANSMUTATION

HALASTER'S LIGHT STEP

Transmutation

Level: Bard 2, sorcerer/wizard 2

As *fly*, except *Halaster's light step* provides a maximum speed of 30 feet (20 feet if the subject wears medium or heavy armor).

Additionally, the subject cannot ascend or descend vertically unless hovering 1 foot or less above terrain that ascends or descends at an angle of less than 45 degrees. The practical impact of this spell is to allow the recipient to walk along reasonably level terrain without leaving tracks and to stride across chasms at will.

It also adds a +15 circumstance bonus on Climb checks, a +10 circumstance bonus on Move Silently checks (which does not stack with the bonus provided by *boots of elvenkind*), and negates any chance of falling.

When this spell is used in combination with *levitate*, the combined effect is equivalent to a slow-speed *fly* spell.

It provides no additional benefit if used in combination with *fly*.

JHANIFER'S DELIQUESCENCE

Transmutation [Cold, Water]

Level: Sorcerer/wizard 4

Components: V, S

As *transmute rock to mud*, except it transforms ice to cold water (about 40° F).

The water remains until a successful *dispel magic* spell or spell with the cold descriptor restores its substance—but not necessarily its form.

The water will freeze again naturally depending on local weather conditions and the depth of the water, normally over the course of several hours or days.

This spell was created by Syluné in her guise as Jhanifer.

TROBRIAND'S CRYSTALBRITTLE

Transmutation

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

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

Target: One nonmagical object up to 1 cu. ft. per level

Duration: Permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell reduces the hardness and hit points of the targeted object to that of glass (hardness 1 and 1 hit point/inch of thickness).

If the object already has a lower hardness score, the spell has no effect.

(As always, if the object is attended, its owner receives a saving throw; unattended nonmagical objects do not receive saving throws).

Material Component: A glass needle worth 100 gp.

TROBRIAND'S GLASSEE

Transmutation

Level: Sorcerer/wizard 6

Components: V, S, M

Casting Time: 1 standard action

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

Target: One nonmagical stone or metal object up to 1 cu. ft. per level

Duration: Permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell gives the target object the transparency of glass.

Material Component: Glass sliver.

CITYSCAPE (3.5)

CONJURATION

LEOMUND'S SPACIOUS CARRIAGE

Conjuration (Creation)

Level: Bard 4, sorcerer/wizard 4

Components: V, S, M

Casting Time: 10 minutes

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

Effect: A full-sized carriage and phantom horses

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

With a faint shimmering and a rushing breeze, an ornate carriage appears on the street, pulled by four snorting, faintly translucent horses.

You conjure up a carriage capable of seating four passengers comfortably or six in cramped conditions, as well as the horses needed to pull it.

These "horses" are similar to those created by the *phantom steed* spell, though they do not gain any of the special, level-based abilities conferred by that spell.

They respond to your thoughts alone, and they can pull the carriage at a speed of up to 50 feet.

The carriage resists flames as if it were stone.

It is impervious to normal missiles (but not the sort cast by siege engines or giants).

The interior contains lush, cushioned seats.

The side windows can be opened to allow for missile fire or spellcasting.

If the windows are open, everyone inside is considered to have cover.

but they are not impervious to missiles as they would otherwise be.

Material Component: A few splinters of gold-painted oak, several strands of horse hair, and a strip of leather.

SUMMON PEST SWARM

Conjuration (Summoning)

Level: Cleric 4, druid 4, sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 round

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

Effect: One pest swarm

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

With a cacophony of shrieks and squeals, a horde of flying, running, and crawling pests appears from the shadows and swarms across your foes.

Summon pest swarm creates a horde of small mammals, birds, and vermin that appear throughout the target area, tear into any creature present, then move in a crawling mass at your volition.

The pest swarm (see page 136) stays in one place unless you actively direct it (a move action for you).

If the pest swarm moves beyond the spell's range, it disappears.

It takes actions at the beginning of your turn.

The pest swarm attacks any creature other than you that occupies all or part of its space.

Arcane Material Component: A handful of teeth, claws, and mandibles from urban pests (such as crows, rats, cats, and cockroaches).

DIVINATION

DETECT WEAPONRY

Divination

Level: Bard 1, cleric 1, Ebonmar infiltrator* 1, hexblade 1, paladin 1, sorcerer/wizard 1 * See page 79.

Components: V, S

Casting Time: 1 standard action

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

Area: Cone-shaped emanation

Duration: Concentration, up to 10 min./level (D)

Saving Throw: None

Spell Resistance: No

With your final utterance, tiny bits of the world around you begin to glow.

The points of light grow in brightness and size, finally taking the general dimensions of swords, axes, and other implements of death.

You can detect the presence of weapons in a cone emanating out from you in whatever direction you face.

A "weapon" is generally defined as any manufactured weapon.

The spell detects improvised weapons such as bottles or pitchforks only if the wielder actively intends to use such an item as a weapon.

The amount of information revealed by this spell depends on how long you search a particular area.

1st Round: Presence or absence of weapons.

2nd Round: Number of weapons in the area.

3rd Round: Specific locations of the weapons and the type of damage they deal (bludgeoning, piercing, or slashing).

This spell does not reveal if weapons are magical, or anything else about them.

Weapons hidden by *secret weapon*, or borne by individuals who are under the effect of a *nonetection* spell, do not register.

Each round, you can turn to detect weapons in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

ILLUSION

SECRET WEAPON

Illusion (Glamer)

Level: Assassin 1, bard 1, blackguard 1, Ebonmar infiltrator* 1, sorcerer/wizard 1 * See page 79.

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 10 min./level (D)

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

At your touch, the weapon seems to disappear from view.

You enable someone to hide a weapon on his person.

The weapon does not become truly invisible so much as easily overlooked.

Secret weapon adds +20 to the Sleight of Hand check to conceal a light weapon, and +10 to the check to conceal a larger weapon (even one normally too large to conceal).

A "weapon" is defined as any manufactured weapon.

With the aid of this spell, you can attempt to hide a weapon even if you do not possess the Sleight of Hand skill.

Additionally, you can hide the presence of a weapon from detection spells, although *true seeing* penetrates the glamer.

Material Component: A thin black cloth.

TRANSMUTATION

FALSE PEACEBOND

Transmutation

Level: Assassin 1, blackguard 1, sorcerer/wizard 2

The weapon glows with a faint aura.

For just a moment, your companion shimmers to match, before the light fades.

This spell functions as *peacebond* (see the facing page), except that you can choose a single individual who can draw the weapon freely.

This individual might be yourself, or anyone else present at the time of casting.

Once this individual draws the weapon, the *false peacebond* effect ends; resheathing the weapon does not reactivate the spell.

IMPEDING STONES

Transmutation

Level: Druid 1, ranger 1

Components: V, S, DF

Casting Time: 1 standard action

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

Area: Brick, stone, or earthen surface in a 40-ft.-radius spread

Duration: 1 min./level (D)

Saving Throw: Reflex partial; see text

Spell Resistance: No

At your command, the cobblestones of the street shudder and crack, sending your foes staggering about.

Stones, bricks, hard dirt, or any similar surface cracks and shifts in its foundations, rendering footing treacherous and potentially tripping anyone in the area.

Any creature who fails its Reflex save is knocked prone.

Those who remain standing can move at only half normal speed.

Each round on your turn, standing creatures must make either a new Reflex save or a Balance check (their choice) to remain upright.

Because the stones continuously shift, any attempt at spellcasting requires a Concentration check (DC 15 + spell level), and any attacks made from within the area take a -2 penalty; this does not stack with the penalty for attacking while prone if the attacker failed his save.

PEACEBOND

Transmutation

Level: Cleric 1, paladin 1, hexblade 1, sorcerer/wizard 1

Components: V, S, F

Casting Time: 1 standard action

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

Target: One weapon

Duration: 10 min./level (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

The weapon glows faintly, and seems to settle more firmly into its sheath.

The weapon targeted by this spell remains stuck in its sheath, holder, quiver, or whatever object is used to hold it when not in use.

A "weapon" is defined as any manufactured weapon.

No amount of physical effort can draw it forth before the spell expires or is dispelled.

The precise nature of the holder doesn't matter; it can be an ornate sheath, or simply a belt through which the weapon has been stuck.

The weapon glows faintly for the duration of the spell.

This spell has no effect on weapons currently held in the hand or otherwise not contained in some sort of holder.

If the bearer of the targeted weapon is attacked, he is immediately entitled to a second save to overcome the effect and draw the weapon.

The bearer can repeat this save in every round that the assault continues.

Material Component: A small strip of cloth or a leather thong.

ZONE OF PEACE

Transmutation

Level: Cleric 5, sorcerer/wizard 5

Components: V, S, F

Casting Time: 1 minute

Area: 10-ft./level emanation

The entire chamber glows with a faint, comforting light.

This spell works as *peacebond*, except that every individual in the area must successfully save, or have all their weapons remain trapped in their sheaths for the duration, or until they leave the area.

You cannot designate any exceptions, including yourself. If subjects are attacked, they are immediately entitled to a second save to overcome the effect.

They can repeat this save in every round that the assault continues.

COMPLETE ADVENTURER

(3.5)

ABJURATION

DAGGERSPELL STANCE

Abjuration

Level: Druid 2, sorcerer/wizard 2

Components: V, F

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level (D)

This spell, favored by the Daggerspell Guardians (see page 167), improves your ability to defend yourself when wielding a pair of daggers.

The spell, like many of the daggerspell techniques, depends on the use of daggers to bring down a foe.

The spell's effect cannot be realized unless you are wielding two daggers, but the spell does not end if you drop, throw, or otherwise lose a hold on one or both of your daggers.

While this spell is in effect, if you make a full attack while holding a dagger in each hand, you gain a +2 insight bonus on attack rolls and damage rolls made with daggers in that round.

The magical energy that permeates your daggers while this spell is active allows you to deflect the magical energy of many spells.

When wielding two daggers and fighting defensively, you gain spell resistance equal to 5 + your caster level.

The spell focuses your concentration so that when you devote all of your attention to defense, you can turn the force of most blows away from your body with your daggers.

When wielding two daggers and using the total defense action, you gain both the spell resistance benefit described above and damage reduction 5/magic.

Focus: A pair of daggers.

EASY TRAIL

Abjuration

Level: Druid 2, ranger 1

Components: V, S

Casting Time: 1 standard action

Range: 40 ft.

Area: 40-ft. radius emanation

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: Yes

You radiate an energy that gently pushes plants aside, allowing easy passage and hiding your trail after you pass. Anyone in the area of the spell (including you) finds the undergrowth held aside while she passes.

This effect essentially provides a trail through any kind of undergrowth, reducing any movement penalties from terrain caused by dense vegetation (see Table 9–5: Terrain and Overland Movement, page 164 of the *Player's Handbook*).

Once the effect of the spell passes, the plants return to their normal shape.

The DC to track anyone who traveled within the area of this spell increases by 5 (the equivalent of hiding the trail). This spell has no effect on plant creatures (that is, they aren't pushed or held aside by its effect).

JOYFUL NOISE

Abjuration

Level: Bard 1

Components: S

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius emanation, centered on you

Duration: Concentration; see text

Saving Throw: None

Spell Resistance: No

You create sonic vibrations that negate any magical *silence* effect in the area.

This zone of negation moves with you and lasts as long as you continue to concentrate.

The *silence* is not dispelled but simply held in abeyance; it remains in effect outside the area of the *joyful noise* effect.

Thus, this spell is usually used to move a group out of range of a *silence* effect.

CONJURATION

HEALTHFUL REST

Conjuration (Healing)

Level: Bard 1, druid 1

Components: V, S

Casting Time: 10 minutes

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

Targets: One creature/level, no two of which can be more than 30 feet apart

Duration: 24 hours

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Healthful rest doubles the subjects' natural healing rate.

Each affected creature regains twice the hit points it otherwise would have regained during that day, depending on its activity level (see page 76 of the *Player's Handbook*).

DIVINATION

ARROW MIND

Divination

Level: Ranger 1, sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 minute/level (D)

You sharpen your senses and focus your mind on the use of a bow.

While this spell is in effect and you are wielding a longbow, shortbow, greatbow*, composite greatbow*, composite shortbow, or composite longbow, you threaten all squares

within your normal melee reach (5 feet if Small or Medium, 10 feet if Large) with your bow, allowing you to make attacks of opportunity with arrows shot from the bow. In addition, you do not provoke attacks of opportunity when you shoot a bow while you are in another creature's threatened square.

Material Component: A flint arrowhead.

* See *Complete Warrior*.

BALANCING LORECALL

Divination

Level: Druid 2, ranger 2, sorcerer/wizard 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

You intuit the precise spot and stance necessary to stand on areas of even the most unstable footing.

You gain a +4 insight bonus on Balance checks.

If you have sufficient ranks in the Balance skill, you can even balance on an otherwise impossible surface with a DC 20 Balance check.

If you have 5 or more ranks in Balance, you can balance on vertical surfaces; the normal modifier for a sloped or angled surface no longer applies to you, though other DC modifiers (such as for a slippery surface) do apply.

If you balance on a vertical surface, you can move up or down as if you were climbing.

However, you are not actually climbing, so you can make attacks normally, retain your Dexterity bonus to Armor Class, and generally follow the rules of the Balance skill rather than the Climb skill.

If you have 10 or more ranks in Balance, you can balance on liquids, semisolid surfaces such as mud or snow, or similar surfaces that normally couldn't support your weight.

For each consecutive round that you begin balanced on a particular surface of this sort, the DC of your Balance check increases by 5.

As with all uses of the Balance skill, you move at half speed unless you decide to use the accelerated movement option (thereby increasing the DC of the Balance check by 5).

For more information on the Balance skill, see page 67 of the *Player's Handbook*.

Arcane Material Component: A thin, three-inch-long wooden dowel.

BLOODHOUND

Divination

Level: Ranger 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 24 hours (D)

If you fail a Survival check to track a creature while this spell functions, you can immediately attempt another roll against the same DC to reestablish the trail.

If the reroll fails, you must search for the trail for 30 minutes (if outdoors) or 5 minutes (if indoors) before trying again.

CRITICAL STRIKE

Divination

Level: Assassin 1, sorcerer/wizard 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

While this spell is in effect, your melee attacks are more likely to strike a foe's vital areas.

Whenever you make a melee attack against a flanked foe or against a foe denied its Dexterity bonus, you deal an extra 1d6 points of damage, your weapon's threat range is doubled (as if under the effect of *keen edge*), and you gain a +4 insight bonus on rolls made to confirm critical hits.

The increased threat range granted by this spell doesn't stack with any other effect that increases your weapon's threat range.

Creatures immune to sneak attacks are immune to the extra damage dealt by your attacks.

DIVINE INSIGHT

Divination

Level: Cleric 2, paladin 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level or until discharged (D)

When you cast this spell, you invoke the power of your deity to guide your actions.

Once during the spell's duration, you can choose to use its effect.

This spell grants you an insight bonus equal to 5 + your caster level (maximum bonus of +15) on any single skill check.

Activating the effect requires an immediate action.

You must choose to use *divine insight* before you make the check you want to modify.

Once used, the spell ends.

You can't have more than one *divine insight* effect active on you at the same time.

GOLEM STRIKE

Divination

Level: Sorcerer/wizard 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

While this spell is in effect, you have a special connection to the arcane forces that animate constructs.

For 1 round, you can deliver sneak attacks against constructs as if they were not immune to sneak attacks.

To attack a construct in this manner, you must still meet the other requirements for making a sneak attack.

This spell applies only to sneak attack damage.

It gives you no ability to affect constructs with critical hits, nor does it confer any special ability to overcome the damage reduction or other defenses of constructs.

GRAVE STRIKE

Divination [Good]

Level: Cleric 1, paladin 1

Components: V, DF

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

While this spell is in effect, you have a special connection to the forces of light and positive energy.

For 1 round, you can deliver sneak attacks against undead as if they were not immune to sneak attacks.

To attack an undead creature in this manner, you must still meet the other requirements for making a sneak attack.

This spell applies only to sneak attack damage.

It gives you no ability to affect undead with critical hits, nor does it confer any special ability to overcome the damage reduction or other defenses of undead creatures.

GUIDED SHOT

Divination

Level: Ranger 1, sorcerer/wizard 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

You use magical energy to briefly focus your mind and body on making a perfect shot.

While this spell is in effect, your ranged attacks do not take a penalty due to distance.

In addition, while this spell is in effect, your ranged attacks ignore the AC bonus granted to targets by anything less than total cover.

This spell does not provide any ability to exceed the maximum range of the weapon with which you are attacking, nor does it confer any ability to attack targets protected by total cover.

HEALING LORECALL

Divination

Level: Cleric 2, druid 2, ranger 1

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

You tap into your healing acumen to make your curative spells more potent.

A caster with 5 or more ranks in Heal can, when casting a conjuration (healing) spell, choose to remove any one of the following conditions affecting the target of the spell, in addition to the spell's normal effects: dazed, dazzled, or fatigued.

A caster with 10 or more ranks in Heal can choose from the following conditions in addition to those above: exhausted, nauseated, or sickened.

Also, when determining the amount of damage healed by your conjuration (healing) spells, you can substitute your total ranks in Heal for your caster level.

The normal caster level limit for individual spells still applies; thus, a 3rd-level cleric with 6 ranks in Heal when under the effect of *healing lorecall* cures 1d8+5 points of damage with a *cure light wounds* spell.

Material Component: A small mint leaf.

HINDSIGHT

Divination

Level: Bard 6, sorcerer/wizard 9

Components: V, S, M

Casting Time: 1 hour

Range: Personal

Area: 60-ft. radius, centered on you

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You can see and hear into the past, getting a look at events that happened previously at your current location.

The level of detail you see and hear by means of this spell depends on the span of time you wish to observe; concentrating on a span of days renders a more detailed perspective than, say, a span of centuries.

You can view only one span of time per casting, chosen from the following options.

Days: You sense the events of the past, stretching back one day per caster level.

You gain detailed knowledge of the people, conversations, and events that transpired.

Weeks: You gain a summary of the events of the past, stretching back one week per caster level.

Exact wording and details are lost, but you know all the participants and the highlights of the conversations and events that took place.

Years: You gain a general idea of the events of the past, stretching back one year per caster level.

You notice only noteworthy events such as deaths, battles, scenes of great emotion, important discoveries, and significant happenings.

Centuries: You gain a general idea of the events of the past, stretching back one century plus an additional century for every four caster levels beyond 1st.

For instance, a 16th-level caster would gain insight into the events of four centuries in the past, and a 17th-level caster would see back across five centuries.

You notice only the most remarkable of events: coronations, deaths of important personages, major battles, and other truly historic happenings.

Material Component: An hourglass-shaped diamond worth at least 1,000 gp.

INSIGHTFUL FEINT

Divination

Level: Assassin 1, sorcerer/wizard 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

You gain temporary insight into the way your opponent moves and reacts.

You gain a +10 insight bonus on the next single Bluff check (if it is made before the start of your next turn) that you

make to feint in combat (see Bluff, page 68 of the *Player's Handbook*).

INSTANT LOCKSMITH

Divination

Level: Assassin 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

You can make one Disable Device check or one Open Lock check in this round as a free action.

You gain a +2 insight bonus on the check.

INSTANT SEARCH

Divination

Level: Assassin 1, ranger 1, sorcerer/wizard 1

Components: V, S Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

You can make one Search check in this round as a free action.

You gain a +2 insight bonus on the check.

LISTENING COIN

Divination (Scrying)

Level: Bard 4

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Effect: Magical sensor

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

You can turn two ordinary coins into magic listening devices—one a sensor and the other a receiver.

After casting the spell, you simply give the sensor coin away, either surreptitiously or overtly.

By holding the receiver coin up to your ear, you can hear whatever transpires near the sensor as if you were there (much like a *clairaudience* effect).

If the sensor coin is in a pocket, pouch, or sack, the DC of the Listen check increases by 5.

The coins continue to function no matter how far apart they are, although they fall silent if they're on different planes.

Focus: The pair of coins.

LISTENING LORECALL

Divination

Level: Druid 2, ranger 2, sorcerer/wizard 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

You gain the ability to precisely and instantaneously identify and locate the origins of even the most minute sounds you detect.

You gain a +4 insight bonus on Listen checks.

In addition, if you have 5 or more ranks in Listen, you gain blindsense out to 30 feet.

If you have 10 or more ranks in Listen, you gain blindsight out to 30 feet instead.

A *silence* spell or effect negates blindsense or blindsight granted by a *listening lorecall* spell.

MASTER'S TOUCH

Divination

Level: Bard 1, sorcerer/wizard 1

Components: V, F

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Master's touch is a spell often found in the repertoire of adventurers who specialize in casting arcane spells.

You gain proficiency with a single weapon or shield you hold in your hands when the spell is cast.

The lack of a somatic component means the spell can be cast in the middle of a fight while you keep ready whatever items stand between you and danger.

Proficiency is granted for only a single, specific item, although multiple castings allow for multiple proficiencies.

For example, if you hold a short sword and a rapier, with a buckler strapped to your off hand, you could cast the spell three times, once for each weapon and once for the shield. This spell does not grant proficiency for a kind or category of item (such as short swords) but only for the one specific item held in your hand at the time the spell is cast (*this short sword*).

Should you set that item down or otherwise lose your grip on it, the proficiency does not transfer to a different item of the same kind you might pick up.

However, if you recover the original item before the spell's effect runs out, you are still proficient with that specific weapon or shield for the duration.

Focus: The item in whose use you wish to be proficient.

SNIPER'S SHOT

Divination

Level: Assassin 1, ranger 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

When you cast this spell, you extend and sharpen your perceptions for one devastating ranged attack.

Your next single ranged attack (if it is made before the start of your next turn) can be a sneak attack regardless of the distance between you and your target.

This spell doesn't grant you the ability to make a sneak attack if you don't already have that ability.

SPEECHLINK

Divination

Level: Bard 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Targets: You and one creature touched

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You and a willing target can communicate verbally no matter how much distance you put between yourselves on the same plane.

Either participant can end the spell at any time.

Speechlink allows each to hear the other's vocalizations, whatever their volume.

It does not transfer other sounds from either participant's location.

This spell works on any creatures, including animals, but does not convey any special language comprehension abilities.

TACTICAL PRECISION

Divination [Mind-Affecting]

Level: Bard 2

Components: V, S, M

Casting Time: 1 standard action

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

Targets: One creature/level, no two of which can be more than 30 ft. apart

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

When you cast this spell, you grant your allies greater insight into one another's actions, allowing them to better coordinate their attacks.

If two affected allies flank the same creature, each gains a +2 insight bonus on attack rolls made against the flanked creature.

This bonus is in addition to the normal +2 bonus on attack rolls granted to flanking creatures.

In addition, if an affected ally successfully deals damage against an opponent that is flanked by another affected ally, she deals an extra 1d6 points of damage.

Creatures immune to sneak attacks are immune to this extra damage.

Material Component: A toy soldier.

VINE STRIKE

Divination

Level: Druid 1, ranger 1

Components: V, DF

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

While this spell is in effect, you have a special connection to the forces of nature that allows you to deliver sneak attacks on plant creatures as if they were not immune to sneak attacks.

To attack a plant creature in this manner, you must still meet the other requirements for making a sneak attack.

This spell applies only to sneak attack damage.

It gives you no ability to affect plant creatures with critical hits, nor does it confer any special ability to overcome the damage reduction or other defenses of plant creatures.

ENCHANTMENT

DIRGE OF DISCORD

Enchantment (Compulsion) [Evil, Mind-Affecting]

Level: Bard 3

Components: V, S, M

Casting Time: 1 standard action

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

Area: 20-ft.-radius spread

Duration: Concentration + 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You create an unholy, cacophonous dirge that fills the subjects' minds with the screams of the dying, the wailing of the damned, and the howling of the mad.

Affected creatures take a -4 penalty on attack rolls and Concentration checks, a -4 penalty to Dexterity, and a 50% reduction in their speed (to a minimum of 5 feet).

Material Component: A pinch of ashes from a destrachan.

DISTRACT ASSAILANT

Enchantment (Compulsion) [Mind-Affecting]

Level: Assassin 1, sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 swift action

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

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

The subject of this spell is distracted, flinching at blows that seem to come from the shadows.

A creature affected by this spell is flat-footed until the beginning of its next turn.

Material Component: The dried wing of a fly.

FOCUSING CHANT

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 1

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute (D)

You can use *focusing chant* to block out distractions and hone your attention.

You gain a +1 circumstance bonus on attack rolls, skill checks, and ability checks for the duration of the spell.

You need not concentrate on *focusing chant*, but you must continue to mutter the syllables of the chant to maintain the spell.

Therefore, you cannot speak, use bardic music effects, or cast spells with verbal components while a *focusing chant* spell is in effect.

Dismissing *focusing chant* is an immediate action.

HARMONIC CHORUS

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 3

Components: V, S, F

Casting Time: 1 standard action

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

Target: One living creature

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

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Harmonic chorus lets you improve the spellcasting ability of another spellcaster.

For the duration of the spell, the subject gains a +2 morale bonus to caster level and a +2 morale bonus on save DCs for all spells she casts.

Focus: A tuning fork.

HERALD'S CALL

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Bard 1

Components: V, S

Casting Time: 1 swift action

Range: 20 ft.

Area: 20-ft.-radius burst centered on you

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

You produce a crowd-stopping shout that holds an air of authority others find difficult to ignore.

Any creature with 5 Hit Dice or less is *slowed* for 1 round.

Creatures beyond the radius of the burst might hear the shout, but they are not *slowed*.

INSIDIOUS RHYTHM

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 2

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

You play a catchy, silly little tune that gets stuck in the mind of the subject unless she succeeds on a Will save.

The endlessly recycling melody makes it difficult for the subject to cast spells or perform any other action that requires mental focus.

The subject takes a –4 penalty on all Intelligence-based skill checks and Concentration checks.

Whenever the target attempts to cast, concentrate on, or direct a spell, she must succeed on a Concentration check (DC equal to *insidious rhythm*'s save DC + spell's level) or fail at the attempt.

INSPIRATIONAL BOOST

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Bard 1

Components: V, S

Casting Time: 1 swift action

Range: Personal

Targets: You

Duration: 1 round or special; see text

When you play your instrument, sing your song, recite your epic poem, or speak your words of encouragement, you fill your allies with greater confidence than normal.

While this spell is in effect, the morale bonus granted by your inspire courage bardic music increases by 1.

The effect lasts until your inspire courage effect ends.

If you don't begin to use your inspire courage ability before the beginning of your next turn, the spell's effect ends.

MINDLESS RAGE

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 2, sorcerer/wizard 2

Components: V, S, F

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You fill the subject with so great a rage that it can do nothing but focus on engaging you in personal physical combat.

The target must be able to see you when you cast this spell.

If the subject later loses line of sight to you, the spell immediately ends.

(A subject can't voluntarily break line of sight with you, such as by closing its eyes, to end this spell prematurely).

If the subject threatens you, it must make a full attack against you using its melee weapons or natural melee attacks.

If the subject doesn't threaten you, it must move at up to twice its speed, ending its movement as close to you as possible.

If it moves close enough with a single move to threaten you, it may stop and make a melee attack against you as normal.

While under the effect of a *mindless rage* spell, the subject can make use of all normal melee combat skills, abilities, and feats—either offensive or defensive.

However, the subject can't make ranged attacks, cast spells, or activate magic items that require a command word, a spell trigger, or spell completion to function.

The subject can't make any attack against a creature other than you.

The subject of this spell, though overcome with rage, is by no means rendered idiotic or suicidal.

For example, an affected creature will not charge off a cliff in an attempt to reach you.

An interesting side effect of *mindless rage* occurs when the spell affects any character or creature with the rage ability (such as a barbarian).

In these cases, the *mindless rage* spell automatically activates the character's rage ability (and counts as one of the character's uses of rage for that day).

Focus: A scarlet handkerchief or similar piece of cloth, waved in the target's direction while you vocalize the verbal component.

TRAIN ANIMAL

Enchantment (Charm) [Mind-Affecting]

Level: Druid 2, ranger 2

Components: V, S, DF

Casting Time: 10 minutes

Range: Touch

Target: Animal touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You temporarily boost the number of tricks that an animal knows.

While this spell is in effect, the affected animal gains a number of additional tricks equal to half your caster level (maximum five).

For more information on tricks and trained animals, see the descriptions of the Handle Animal skill, page 100 of this book, and pages 74–75 of the *Player's Handbook*.

This spell does not modify an animal's attitude toward you, nor does it guarantee that an animal will cooperate when instructed to perform the newly learned tricks.

WAR CRY

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Bard 4

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: See text

You attack with a cry that bolsters your own courage as well as intimidating your enemies.

As a result of this spell, you gain a +2 morale bonus on attack rolls and damage rolls, or a +4 morale bonus on attack rolls and damage rolls made as part of a charge.

If you deal damage with a melee attack, your foe must succeed on a Will save or become panicked for 1 round (spell resistance applies to this effect).

An opponent who makes a successful saving throw against this effect cannot be affected again by the same casting of war cry.

EVOCATION

CACOPHONIC SHIELD

Evocation [Sonic]

Level: Bard 6, sorcerer/wizard 7

Components: V, S

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius emanation, centered on you

Duration: 1 minute/level (D)

Saving Throw: Fortitude partial

Spell Resistance: Yes

You create a barrier of sonic energy at a distance of 10 feet from yourself.

Creatures on either side of the barrier hear it as a loud but harmless buzzing.

Nonmagical sound (including sound produced by a thunderstone) does not cross the barrier.

Supernatural or spell-based sounds or sonic effects penetrate the barrier only if the caster or originator of the effect succeeds on a caster level check (DC 11 + your caster level).

A creature that crosses the barrier takes 1d6 points of sonic damage +1 point per caster level (maximum +20) and must make a Fortitude save or be deafened for 1 minute.

The sonic vibrations create a 20% miss chance for any missiles crossing the barrier in either direction.

The barrier moves with you, but you cannot force another creature to pass through it (for example, by moving adjacent to an enemy).

If you force a creature to pass through, the barrier has no effect on that creature.

DISSONANT CHORD

Evocation [Sonic]

Level: Bard 3

Components: V, S

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius burst centered on you

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

You emit a terrible, piercing note.

Creatures (other than you) in the affected area take 1d8 points of sonic damage per two caster levels (maximum 5d8).

FOEBANE

Evocation

Level: Ranger 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell imbues one of your weapons with great killing power against a single favored enemy type.

Against creatures of that type, the weapon acts as a +5 magic weapon and deals an extra 2d6 points of damage.

Furthermore, while you wield the weapon, you gain a +4 resistance bonus on saving throws against effects created by creatures of that type.

The spell is automatically canceled 1 round after the weapon leaves your hand for any reason.

You cannot have more than one *foebane weapon* active at a time.

If this spell is cast on a magic weapon, the powers of the spell supersede any that the weapon normally has, rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the spell.

This spell is not cumulative with any other spell that might modify the weapon in any way.

This spell does not work on artifacts.

HYMN OF PRAISE

Evocation [Good, Sonic]

Level: Bard 3

Components: V, S

Casting Time: 1 standard action

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

Area: A sphere-shaped emanation with a radius equal to the range, centered on you

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

You can strike up a rousing, inspirational song that temporarily boosts by 2 the effective caster level of each good-aligned divine spellcaster within range. This increase does not grant access to additional spells, but it does improve all spell effects that are dependent on caster level.

In addition, *hymn of praise* mimics the effect of a *hallow* spell with respect to turning or rebuking undead.

Within the spell's area, each good-aligned divine spellcaster gains a +4 sacred bonus on Charisma checks to turn undead, and each evil-aligned divine spellcaster takes a -4 sacred penalty on Charisma checks to rebuke undead.

INFERNAL THRENODY

Evocation [Evil, Sonic]

Level: Bard 3

Components: V, S

Casting Time: 1 round

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

Area: A sphere-shaped emanation with a radius equal to the range, centered on you

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

You can strike up a pulsing, powerful rhythm that temporarily boosts by 2 the effective caster level of each evil-aligned divine spellcaster within range. This increase does not grant access to additional spells, but it does improve all spell effects that are dependent on caster level.

In addition, *infernal threnody* mimics the effect of an *unhallow* spell with respect to turning or rebuking undead. Within the spell's area, each evil-aligned divine spellcaster gains a +4 profane bonus on Charisma checks to rebuke undead, and each good-aligned divine spellcaster takes a -4 profane penalty on Charisma checks to turn undead.

NATURE'S FAVOR

Evocation

Level: Druid 2, ranger 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Animal touched

Duration: 1 minute

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

By calling on the power of nature, you grant the subject animal a +1 luck bonus on attack and damage rolls for every

three caster levels you possess, to a maximum bonus of +5 at 15th level.

ILLUSION

BLADEWEAVE

Illusion [Pattern]

Level: Bard 2, sorcerer/wizard 2

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: See text

A *bladeweave* spell imbues your melee attacks with a fascinating pattern or rhythm that entrances your opponent.

Any round that you attack with a melee weapon, you can make a single additional touch attack with that weapon at your normal attack bonus as a free action.

This attack deals no damage.

Instead, anyone successfully touched by the weapon must succeed on a Will save or be dazed for 1 round.

Spell resistance applies to this effect.

INVISIBILITY, SWIFT

Illusion (Glamer)

Level: Assassin 2, bard 2

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

This spell functions like *invisibility* (see page 245 of the *Player's Handbook*), except as noted above.

SHADOW FORM

Illusion (Shadow)

Level: Assassin 4, sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

You call forth the power of shadow, enveloping yourself in a clinging, concealing shroud of darkness.

While this spell is in effect, you gain a number of benefits.

The shadows wrapping your form grant you a +4 competence bonus on Escape Artist, Hide, and Move Silently checks.

Your shadowy form also provides you with concealment.

This shadowy concealment is not negated by a *see invisibility* spell, but a *true seeing* spell counteracts the effect.

Standing within the radius of a *daylight* spell or in bright natural sunlight temporarily suppresses the concealment effect.

In addition, if you have 5 ranks in Escape Artist, you can attempt to slip through a solid object or barrier up to 5 feet thick with a DC 20 Escape Artist check, though doing this

ends the spell as soon as the attempt is completed (regardless of success).

If you have 10 ranks in Escape Artist, you can attempt to pass through an object or barrier up to 10 feet thick.

If you have 15 ranks in Escape Artist, you can attempt to pass through a barrier composed of magical force (or similar magical obstacles).

Material Component: A small piece of black cloth taken from a funeral shroud.

SPECTRAL WEAPON

Illusion (Shadow)

Level: Assassin 3, bard 4, sorcerer/wizard 3

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level (D)

Saving Throw: Will partial; see text

Spell Resistance: Yes; see text

Using material from the Plane of Shadow, you can fashion a quasi-real weapon of any type with which you are proficient.

This *spectral weapon* appears in your hand and behaves as a normal weapon of its type, with two exceptions.

First, you resolve attacks with your *spectral weapon* as melee touch attacks instead of melee attacks.

Second, any foe you hit is entitled to a Will save to recognize the weapon's shadowy nature.

If the save is successful, that opponent takes only one-fifth normal damage from the weapon on that attack and all subsequent attacks, and is only 20% likely to suffer any special effects of your attacks (such as a death attack delivered with the weapon).

You can maintain only one *spectral weapon* at a time, and only you can wield it.

The weapon dissipates when you let go of it or when the spell's duration expires, whichever comes first.

NECROMANCY

WAIL OF DOOM

Necromancy [Fear, Mind-Affecting, Sonic]

Level: Bard 5

Components: V

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous and 1 round/level or 1 round; see text

Saving Throw: Will partial; see text

Spell Resistance: Yes

Anyone caught in the area of this spell suffers excruciating pain and becomes demoralized.

Each creature takes 1d4 points of damage per caster level (up to a maximum of 15d4) and becomes panicked for 1 round per caster level.

A successful Will save halves the damage, reduces the panicked effect to shaken, and reduces the duration of the shaken effect to 1 round.

WRACKING TOUCH

Necromancy

Level: Druid 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

Your touch causes horrible agony in a creature's vital area. You lay your hand upon a creature and deal 1d6 points of damage +1 point per caster level (maximum +10).

In addition, if you have the sneak attack ability, you also deal sneak attack damage to the affected creature unless the creature is immune to extra damage from critical hits.

The creature still takes the spell damage even if it does not take the sneak attack damage.

Unlike a normal use of sneak attack, your target need not be flanked or denied its Dexterity bonus to take sneak attack damage from this spell.

TRANSMUTATION

ABSORB WEAPON

Transmutation

Level: Assassin 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Effect: One touched weapon not in another creature's possession

Duration: 1 hour/level (D)

Saving Throw: Will negates (object); see text

Spell Resistance: Yes (object)

You can harmlessly absorb a weapon you are touching (even a poisoned one) into your arm, so long as it is not in another creature's possession.

The weapon must be a light weapon for you at the time you cast the spell.

The absorbed weapon cannot be felt under the skin and doesn't restrict your range of motion in any way.

An absorbed weapon cannot be detected with even a careful search, although a *detect magic* spell reveals the presence of a magical aura.

The only evidence of its presence is a faint blotch on your skin shaped vaguely like the weapon.

When you touch the spot (an action equivalent to drawing a weapon), or when the spell duration expires, the weapon appears in your hand and the spell ends.

If you attack with the weapon in the same round that you retrieve it from its hiding place, you can attempt a Bluff check to feint in combat as a free action, and you gain a +4 bonus on the Bluff check.

An intelligent magic weapon gets a saving throw against this spell, but other weapons do not.

ACCELERATED MOVEMENT

Transmutation

Level: Bard 1, ranger 1, sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level (D)

While this spell is in effect, you can move at your normal speed when using Balance, Climb, or Move Silently without taking any penalty on your check.

This spell does not affect the penalty for using these skills while running or charging.

Material Component: A dead cockroach.

ALLEGRO

Transmutation

Level: Bard 3

Components: V, S, M

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius burst, centered on you

Duration: 1 minute/level (D)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell makes you and your companions extraordinarily fleet of foot.

Each creature within the spell's area gains a 30-foot enhancement bonus to its land speed, up to a maximum of double the creature's land speed.

Affected creatures retain these effects for the duration of the spell, even if they leave the original area.

Material Component: A tailfeather from a bird of prey.

ARROW STORM

Transmutation

Level: Ranger 4

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

You can cast this spell only at the beginning of your turn, before you take any other actions.

After casting *arrow storm*, you can use a full-round action to make one ranged attack with a bow with which you are proficient against every foe within a distance equal to the weapon's range increment.

You can attack a maximum number of individual targets equal to your character level.

If you choose not to spend a full-round action in this fashion after casting the spell, the spell has no effect.

BLADE STORM

Transmutation

Level: Ranger 3

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

You can cast this spell only at the beginning of your turn, before you take any other actions.

After casting *blade storm*, you can take a full-round action to make one attack with each melee weapon you are currently wielding against every foe within reach.

If you wield two weapons, or a double weapon, you can attack each foe once with each weapon or end, using the normal rules for two-weapon fighting.

So, a ranger wielding a longsword and a short sword could attack each opponent he can reach with both weapons.

You can attack a maximum number of individual targets equal to your character level.

If you choose not to spend a full-round action in this fashion after casting the spell, the spell has no effect.

BRANCH TO BRANCH

Transmutation

Level: Druid 2, ranger 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

You gain a +10 competence bonus on Climb checks made in trees.

As long as you remain at least 10 feet above the ground, you can brachiate (swing via branches and vines) in medium or dense forest, but not in sparse forest.

When you brachiate, you gain a 10-foot enhancement bonus to your land speed and ignore the hampered movement penalties for undergrowth and other terrain features.

You can charge while brachiating, but you can't run.

Naturally, some local conditions such as areas of sparse forest, clearings, wide rivers, or other breaks in the forest canopy might force you to return to the ground.

CLOAK OF THE SEA

Transmutation

Level: Druid 5, sorcerer/wizard 6

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject retains his or her form but takes on a blue-green watery appearance.

While underwater, the subject functions as if affected by *blur*, *freedom of movement*, and *water breathing* and doesn't take nonlethal damage from water pressure or hypothermia for the duration of the spell.

When out of the water (or even partially out), the subject gains none of these advantages except *water breathing*.

The subject can leave and reenter water without ending the spell.

DISTORT SPEECH

Transmutation [Sonic]

Level: Bard 1

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

You distort a creature's vocalizations.

The voice of the subject becomes warped and nearly incomprehensible.

For the duration of this spell, the subject has a 50% chance to miscast spells that have verbal components, and any time the subject speaks (including the use of magic items activated by command words), there is a 50% chance that the utterance is completely incomprehensible and therefore ineffective.

EASY CLIMB

Transmutation

Level: Ranger 2

Components: V, S

Casting Time: 1 standard action

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

Area: Vertical path 10 ft. wide and 20 ft. tall/level

Duration: 10 minutes/level (D)

Saving Throw: None (object)

Spell Resistance: Yes (object)

You create a path of handholds and footholds up the surface of a cliff face, tree trunk, wall, or other vertical obstacle.

This effect changes the surface to the equivalent of a very rough wall (DC 10 to climb).

EMBRACE THE WILD

Transmutation

Level: Druid 2, ranger 1

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

This spell allows you to adopt the nature and some of the abilities of a particular animal.

Upon casting the spell, you can choose any animal whose Hit Dice are equal to or less than your caster level.

You retain your own form, but you gain the natural and extraordinary senses of the creature you choose, including blindsense, blindsight, darkvision, low-light vision, and scent, as applicable.

You can also choose to replace either or both of your Listen and Spot check modifiers with those of the animal chosen.

For example, a 3rd-level druid casting this spell might choose to adopt the nature of a wolverine to gain low-light vision, scent, and Listen and Spot check modifiers of +6.

Alternatively, she could select the eagle and gain low-light vision, Listen +2, and Spot +14.

If the druid's Listen check modifier were better than +2, she could retain her own Listen check modifier while gaining the eagle's Spot check modifier.

ENTANGLING STAFF

Transmutation

Level: Druid 3, sorcerer/wizard 4

Components: V, F

Casting Time: 1 swift action

Range: Touch

Target: Quarterstaff touched

Duration: 1 round/level (D)

Saving Throw: Yes (harmless, object)

Spell Resistance: Yes (harmless)

You cause your quarterstaff to extrude writhing vines that allow you to easily grab and entrap foes.

Each time you successfully strike a foe with the staff (a normal melee attack), you deal normal damage and can attempt to start a grapple as a free action without provoking attacks of opportunity (see Starting a Grapple, page 156 of the *Player's Handbook*).

This grapple attempt does not require a separate touch attack.

You gain a +8 bonus on grapple checks you cause by striking a foe with the *entangling staff*.

You can attempt to grapple creatures up to one size category larger than you.

If your grapple check succeeds, your quarterstaff's vines constrict your foe, dealing 2d6 points of damage (you can choose to deal nonlethal damage instead of normal damage if you wish).

You then have two choices: *Release:* You release your opponent from the grapple.

Some vines remain clinging to your foe, leaving it entangled for the duration of the spell.

You can attack different enemies in later rounds with the *entangling staff*, potentially grappling and constricting or entangling them.

Maintain: You maintain your hold.

In subsequent rounds, you deal constriction damage with a successful grapple check.

You can then choose to release or maintain the hold again.

Focus: A quarterstaff.

EXACTING SHOT

Transmutation

Level: Ranger 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Ranged weapon touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This transmutation makes a ranged weapon strike true against your favored enemies.

All rolls made to confirm critical hits by the weapon against favored enemies automatically succeed, so every threat is a critical hit.

The affected weapon also ignores any miss chance due to concealment whenever you fire at a favored enemy (unless the target has total concealment, in which case the normal miss chance applies).

If the ranged weapon or the projectile fired has any magical effect or property related to critical hits, this spell has no effect on it.

EXPEDITIOUS RETREAT, SWIFT

Transmutation

Level: Bard 1, sorcerer/wizard 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

This spell functions like *expeditious retreat* (see page 228 of the *Player's Handbook*), except as noted above.

FLY, SWIFT

Transmutation

Level: Bard 2, druid 3, sorcerer/wizard 2

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round This spell functions like *fly* (see page 232 of the *Player's Handbook*), except as noted above.

FORESTFOLD

Transmutation

Level: Druid 4, ranger 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

You change your coloring and attune your footfalls to one specific kind of terrain (aquatic, desert, plains, forest, hills, mountains, marsh, or underground).

While you are in terrain of that kind, you gain a +20 competence bonus on Hide and Move Silently checks.

You retain these bonuses even if you leave the designated terrain and return within the duration of the spell.

HASTE, SWIFT

Transmutation

Level: Ranger 2

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

This spell functions as *haste* (see page 239 of the *Player's Handbook*), except as noted above.

HAWKEYE

Transmutation

Level: Druid 1, ranger 1

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

This spell gives you the ability to see accurately at long distances.

Your range increment for ranged weapons increases by 50%, and you gain a +5 competence bonus on Spot checks.

IMPROVISATION

Transmutation

Level: Bard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

You gain access to a floating "pool" of luck, which manifests as bonus points you can use as desired to improve your odds of success at various tasks.

This bonus pool consists of 2 points per caster level, which you can spend as you like to improve attack rolls, skill checks, and ability checks, although no single check can receive a bonus greater than one-half your caster level.

You must declare any bonus point usage before the appropriate roll is made.

Used points disappear from the pool, and any points remaining when the spell ends are wasted.

These points count as luck bonuses for purposes of stacking.

For example, a 14th-level bard pauses while chasing a pickpocket to cast *improvisation*.

At any time during the next 14 rounds, he could use the points to provide him a +7 luck bonus on a Spot check, a +7 luck bonus on a Climb check, and a +7 luck bonus on two of his attacks.

Material Component: A pair of dice.

IRON SILENCE

Transmutation

Level: Assassin 2, bard 2, cleric 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: One suit of armor touched per three levels

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

While this spell is in effect, the armor check penalty from the affected suit or suits of armor does not apply on Hide and Move Silently checks.

Only wearers proficient in the armor's use get this benefit when wearing the affected armor.

The armor check penalty still applies to other skill checks as normal.

NIGHTSTALKER'S TRANSFORMATION

Transmutation

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

You become a stealthy and dangerous combatant.

Your mind-set changes so that you relish stealth, deception, and surprise attacks over magical assaults.

You gain a +4 enhancement bonus to Dexterity, a +3 luck bonus to Armor Class, a +5 luck bonus on Reflex saving throws, a +5 competence bonus on Spot, Listen, Hide, and

Move Silently checks, and proficiency with all simple weapons plus the hand crossbow, rapier, sap, shortbow, and short sword.

You also gain the Weapon Finesse feat and the evasion ability (see page 50 of the *Player's Handbook*).

You deal an extra 3d6 points of damage whenever you attack an opponent that you flank or an opponent denied its Dexterity bonus to Armor Class.

This extra damage works like the rogue's sneak attack ability.

You lose your spellcasting ability for the duration of the spell, including your ability to use spell activation or spell completion magic items, just as if the spells were no longer on your class list.

Material Component: A *potion of cat's grace*, which you drink (and whose effects are subsumed by the spell effects).

PROTÉGÉ

Transmutation

Level: Bard 6

Components: V, S

Casting Time: 1 round

Range: Touch

Target: Creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You briefly grant bardic abilities to a creature of your choice.

The subject of the spell can then function as a bard of one-half your current bard level with respect to bardic music and bardic knowledge.

However, *protégé* imparts no spellcasting ability and does not grant access to spells not normally available to the subject.

For Perform checks and bardic music prerequisites, the creature uses its own ranks in Perform or one-half of your ranks (modified by its own Charisma modifier), whichever is better.

SNIPER'S EYE

Transmutation

Level: Assassin 4

Components: V, S, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

This spell magically enhances your senses, making you deadly with ranged weapons.

When you cast *sniper's eye*, you gain the following benefits.

- +10 competence bonus on Spot checks.
- Darkvision out to 60 feet.
- The ability to make a ranged sneak attack at a range of up to 60 feet, rather than 30 feet.
- The ability to make a death attack with a ranged weapon rather than just with a melee weapon.

The target must be within 60 feet.

This spell doesn't grant you the ability to make a sneak attack or death attack if you don't already have that ability.

Sniper's eye attunes you completely to the vantage point you had when you cast the spell.

You understand the nuances of the breeze and every angle and shadow—from that spot.

If you move even 5 feet from the place where you cast the spell, you lose the benefits of *sniper's eye* until you return to that spot.

Focus: A magnifying glass lens.

SONIC WEAPON

Transmutation [Sonic]

Level: Bard 2, sorcerer/wizard 2

Components: V

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 minute/level (D)

This spell temporarily sheathes a weapon in sonic energy. While the spell is in effect, the affected weapon deals an extra 1d6 points of sonic damage with each successful attack.

The sonic energy does not harm the weapon's wielder. Bows, crossbows, and slings that are affected by this spell bestow the sonic energy upon their ammunition.

WRAITHSTRIKE

Transmutation

Level: Assassin 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

When you cast this spell, your melee weapons or natural weapons become ghostly and nearly transparent for a brief time.

While this spell is in effect, your melee attacks are resolved as melee touch attacks rather than normal melee attacks.

COMPLETE ARCANE (3.5)

ABJURATION

ABSORPTION

Abjuration

Level: Sorcerer/wizard 9, wu jen 9

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Until expended or 10 min./level

Spells and spell-like effects that target you are absorbed, their energy stored to power spells of your own.

Absorption absorbs only ranged spells that have you as a target.

Touch spells, effect spells, and area spells that affect you cannot be absorbed.

Once the spell is cast, you can absorb 1d4+6 spell levels (rolled secretly by the DM).

The level of each spell you absorb is subtracted from the total.

If a spell is only partially absorbed (because its level exceeds the number of levels remaining to be absorbed), divide the number of spell levels left unabsorbed by the original spell level.

For spells that deal damage, use the result to determine what fraction of the damage you take.

For spells that create effects, use the result as a percentage chance to be affected.

For example, you have three spell levels of *absorption* remaining and are struck by *dominate person* (cast as a 5th-level spell).

Absorption absorbs three levels of the spell, resulting in a 40% chance (2/5) that you will be affected normally.

If affected, any saving throw the spell allows you still applies.

Likewise, if you're struck by *disintegrate* (cast as a 6th-level spell) with four levels of *absorption* remaining, two levels of the spell remain, and you take only 33% (2/6) of the damage you would normally take from the spell.

You can use captured spell energy to cast any spell you know or have prepared, but spells so cast don't disappear from your list of prepared spells or count against the number of spells you can normally cast per day (so you so must keep a running total of spell levels absorbed and used).

The levels of spell energy you have stored must be equal to or greater than the level of the spell you want to cast, and you must have at hand (and expend) any material components required for the spell.

AIMING AT THE TARGET

Abjuration

Level: Sorcerer/wizard 5, wu jen 5

Components: S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: Concentration, up to 20 minutes; see text

When you cast this spell as a swift action (see page 86), you increase your ability to concentrate on a spell you have already cast.

This spell is one of only a few spells (*finding the center* being another) that you can cast while maintaining concentration on another spell.

Aiming at the target gives you a +10 circumstance bonus on Concentration checks you make to maintain concentration on the other spell, and its effect lasts as long as you concentrate on the other spell (to a maximum of 20 minutes).

ANTICIPATE TELEPORTATION

Abjuration

Level: Sorcerer/wizard 4

Components: V, S, F

Casting Time: 1 round

Range: One willing creature touched

Area: 5-ft./level radius emanation from touched creature

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

The subject of the spell is surrounded with an invisible aura that anticipates and delays the teleportation of any creature into the spell's area.

Any teleportation spell or effect (including all spells with the teleportation descriptor) can be anticipated, making the spell's recipient instantly aware of the exact location where the teleporting creature will arrive (subject to the restrictions below), the creature's size, and how many other creatures (and their sizes) are arriving with the teleporting creature.

The spell also delays the arrival of the teleporting creature by 1 round (so that it arrives on its initiative count immediately before its next turn), generally giving the recipient of the spell and anyone else made aware of the information 1 round to act or ready actions.

The teleporting creature does not perceive this delay. Since a teleporting creature doesn't necessarily arrive at the precise location it intends, the spell also functions against a creature that arrives in range even though its intended destination was elsewhere.

For a creature that intends to teleport into range but inadvertently arrives outside the spell's area, the spell gives the recipient awareness that a creature has attempted to teleport into range and delays the creature as normal, but doesn't give any awareness as to the actual location of its imminent arrival.

The spell has no effect on creatures attempting to teleport away from the spell's area, though if their destination is within the area, the spell will affect their reentry as normal.

Focus: A tiny hourglass of platinum and crystal costing 500 gp, which must be carried or worn by the spell's recipient while the spell is in effect.

ANTICIPATE TELEPORTATION, GREATER

Abjuration

Level: Sorcerer/wizard 8

Casting Time: 10 minutes

Duration: 24 hours

As *anticipate teleportation*, except that *greater anticipate teleportation* identifies the type of the arriving creature (and any companions accompanying it) and creates a delay of 3 rounds, providing the recipient with even more warning and preparation time.

Focus: A tiny hourglass of platinum and crystal filled with diamond dust, costing 1,000 gp.

The hourglass must be carried or worn by the spell's recipient while the spell is in effect.

DUELWARD

Abjuration

Level: Sorcerer/wizard 5

Components: V, S, M Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level or until discharged (D)

You mantle yourself in a powerful magical field that facilitates your defense against enemy spells.

While a *duelward* is in effect, counterspelling is an immediate action for you, allowing you to counterspell even when it is not your turn without having previously readied an action.

You also gain a +4 competence bonus on Spellcraft checks made to identify spells being cast. The first time you successfully counterspell while the spell is in effect (whether you counterspell as an immediate action or not), *duelward* is discharged.
Material Component: A miniature silk glove.

ELEMENTAL WARD

Abjuration

Level: Wu jen 4 (all)

Components: V, S, M

Casting Time: 1 standard action

Range: 60 ft.

Area: 60-ft.-radius emanation, centered on you

Duration: 1 minute

Saving Throw: Will negates

Spell Resistance: Yes

This spell allows you to drive off elementals of a specific type by uttering a fearsome cry.

When you cast the spell, any elemental within the spell's area must leave the area unless it makes a successful Will save.

If you try to force the barrier against an elemental that has failed its saving throw, the spell fails.

Material Component: A small quantity of the element opposed to the type being warded against—fire for water elementals, earth for air elementals, air for earth elementals, or water for fire elementals.

ENERGY IMMUNITY

Abjuration

Level: Cleric 6, druid 6, sorcerer/wizard 7, wu jen 7

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 24 hours

Saving Throw: None

Spell Resistance: Yes (harmless)

This abjuration grants a creature and its equipment complete protection against damage from one of the five energy types—acid, cold, electricity, fire, or sonic.

Energy immunity absorbs only damage, so the recipient could still suffer side effects such as drowning in acid, being deafened by a sonic attack, or becoming immobilized in ice.

Note: *Energy immunity* overlaps *protection from energy* and *resist energy*.

So long as *energy immunity* is in effect, the other spells absorb no damage.

FINDING THE CENTER

Abjuration

Level: Wu jen 8

Duration: 10 minutes (D)

As *aiming at the target* (see page 96), except that you no longer need to maintain conscious concentration on the spell you cast before casting this one.

Your unconscious mind maintains the required concentration, allowing you to take other actions

(including movement, attacks, and even casting more spells) as normal.

Short of dying, only mind-affecting spells and conditions (such as *feblemind* and *confusion*) can affect your concentration on the other spell, though you might be convinced to willingly dismiss *finding the center* (and the previous spell with it) under the effect of a *charm* or *suggestion*.

OTILUKE'S DISPELLING SCREEN

Abjuration

Level: Sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Energy wall whose area is up to one 10-ft. square/level, or a sphere or hemisphere with a radius of up to 1 ft./level

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

You create an opaque, immobile, shimmering screen of violet energy.

Any spell effect operating on a creature or unattended object that passes through the screen is affected as by a targeted *dispel magic* at your caster level.

Attended items that pass through are not affected by the screen, which is the only way the screen differs from a normal targeted casting of *dispel magic*—attended items are essentially not targeted by the screen.

Make a caster level check (1d20 + 1 per caster level, maximum +10) to dispel spell effects (DC 11 + caster level) or suppress an unattended object's magical properties for 1d4 rounds (DC equal to the item's caster level).

Spell effects not operating on objects or unattended creatures cannot pass through the screen.

A *disintegrate* or successful *dispel magic* removes *Otiluke's dispelling screen*, while an *antimagic field* suppresses it.

Material Component: A sheet of fine lead crystal.

OTILUKE'S GREATER DISPELLING SCREEN

Abjuration

Level: Sorcerer/wizard 7

As *Otiluke's dispelling screen*, except that the maximum caster level bonus on the dispel check is +20.

PROTECTION FROM CHARM

Abjuration

Level: Wu jen 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The recipient of this spell gains a resistance bonus of +1 per three caster levels (maximum +5) on any Will save against charm or compulsion spells or effects.

Material Component: Hair or some other small part of the body of a creature with an innate charm or dominate ability (such as a succubus or a vampire).

REAVING DISPEL

Abjuration

Level: Sorcerer/wizard 9

Components: V, S

Casting Time: 1 standard action

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

Target or Area: One spellcaster, creature, or object; or a 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

Reaving dispel functions like *dispel magic*, except that the maximum caster level on your dispel check is +25 instead of +10, and (as with *greater dispel magic*) you have a chance to dispel any effect that *remove curse* can remove, even if *dispel magic* can't dispel that effect.

When casting a targeted dispel or counterspell, you can choose to reave each spell you successfully dispel, stealing its power and effect for yourself.

When making a targeted dispel, make a Spellcraft check (DC 25 + spell level) to identify the target spell or each ongoing spell currently in effect on the target creature or object.

Each spell you dispel with a targeted dispel can be reaved if you so desire, and the spell's effects are redirected to you, continuing as if cast on you by the original caster with no interruption to or extension of duration.

Once you reave the spell, you identify it if you haven't done so already (see below).

If the subject was the caster and the spell is dismissible, you can dismiss it as if you had cast it yourself.

Likewise, if the subject was the caster and the spell requires concentration, you must concentrate to maintain the spell's effect as if you had cast it yourself.

You can still attempt to reave a spell you didn't identify with your Spellcraft check, but doing so can be risky if you don't know the specifics of the spell's effect.

For example, if you fail to identify an ongoing spell effect on an enemy character and choose to reave anyway, you might find yourself under the influence of the *dominate person* effect that character was suffering from.

Any spell resistance you might have has no effect against harmful spells you might inadvertently reave, but you get the same chance to save against those spell effects as the original target.

If you choose to reave a spell you have successfully counterspelled with *reaving dispel*, you seize control of the spell after the enemy caster completes it, and you can redirect the spell to whichever targets or area you wish (including the original caster, if appropriate).

Again, you must make a Spellcraft check (DC 25 + spell level) to identify the spell you intend to reave, but you are free to choose to redirect a spell whose effects, range, and area you don't know.

Note, though, that if its correct casting conditions aren't met (because you guess at an improper target or range, for example), the spell fails.

Reaving dispel can be used to cast an area dispel with the increased maximum caster level, but any magical effects so dispelled cannot be reaved.

RECIPROCAL GYRE

Abjuration

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature or object

Duration: Instantaneous

Saving Throw: Will half, then Fortitude negates; see text

Spell Resistance: No

You manipulate the magical aura of a creature or object, creating a damaging feedback reaction of arcane power. The target takes 1d6 points of damage per spell level of each functioning spell or spell-like ability currently affecting it (maximum 25d6).

For example, a creature who is *hasted* (3rd level), *flying* (3rd level), and protected by a *stoneskin* spell (4th-level wizard version) takes 10d6 points of damage (Will save for half).

In addition, any creature that fails its save must then succeed on a Fortitude save or be dazed for 1d6 rounds.

Only spells specifically targeted on the creature in question can be used to create the backlash of a *reciprocal gyre*, so spells that affect an area (such as *invisibility sphere* and *solid fog*) can't be used to deal reciprocal damage to creatures within their area.

Likewise, persistent or continuous effects from magic items can't be used to deal reciprocal damage, but targeted spell effects can be—for example, the magic of a *cloak of resistance* can't be used by *reciprocal gyre*, but a spell cast by a *wand of invisibility* could be.

Material Component: A tiny closed loop of copper wire.

REFUSAL

Abjuration

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Two 10-ft. squares/level (S)

Duration: 1 hour/level

Saving Throw: Will negates; see text

Spell Resistance: Yes

You create a special ward that prevents unauthorized spellcasters or creatures with spell-like abilities from entering an area.

Any creature that has spells prepared, spell slots available for casting without preparation, or innate spell-like abilities must succeed on a Will save or be halted by an invisible barrier that prevents passage.

The DC of the Will save increases by a number equal to the spell level of the highest-level spell the creature has prepared or is capable of casting (so that a 10th-level sorcerer who hasn't yet exhausted his 5th-level spell slots for the day adds +5 to the save DC).

You can choose to designate a password or special condition (such as character race, alignment, possession of a token, or any other observable or detectable

characteristic) by which spellcasting characters and creatures can enter the *refusal*-warded area. Creatures that have no spellcasting capability or spell-like abilities (including spellcasters who have exhausted their spell slots, and creatures with spell trigger or spell completion magic items) can pass through the barrier with no difficulty.

Spellcasters and creatures that have spell-like abilities and that are already within the area you protect when you create the ward are not compelled to leave or restricted in their movement within it (and spells and spell-like abilities can pass through the barrier in either direction with no difficulty).

However, if such creatures leave the area, they must succeed on saving throws as described above to return. Creatures attempting to use any teleportation spell or effect to enter the warded area make the normal saving throw. They are shunted harmlessly to the nearest safe space outside the warded area if they fail.

Material Component: A pinch of dust from a wizard's tomb.

RESIST ENERGY, MASS

Abjuration

Level: Cleric 3, druid 3, sorcerer/wizard 4, wu jen 4

Components: V, S, DF

Casting Time: 1 standard action

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

Targets: One creature/level, no two of which can be more than 30 ft. apart

Duration: 10 min./level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

As *resist energy*, except that it affects all targeted creatures.

SIGN OF SEALING

Abjuration

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 round

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

Target: One door, chest, or portal up to 30 sq. ft./level in size

Duration: Permanent

Saving Throw: Reflex half; see text

Spell Resistance: No

You seal a door, chest, or similar closure with a prominent magical sigil that bars entry and prevents opening.

A door or object protected by this spell can be opened only by breaking (add 10 to the normal break DC) or by the use of *knock* or *dispel magic*.

If the door or object is forced open by any means (magical or physical), the *sign of sealing* deals 1d4 points of damage per caster level (maximum 10d4) in a 30-foot radius (Reflex half).

A *knock* spell doesn't negate or automatically bypass a *sign of sealing*, but will suppress the sign for 10 minutes on a successful caster level check (DC 11 + the caster level of the sign's creator).

A *sign of sealing* is a magical trap that can be disarmed with a successful DC 28 Disable Device check.

You can pass your own sign safely, and it remains set behind you.

Material Component: A crushed emerald worth 100 gp.

SIGN OF SEALING, GREATER

Abjuration

Level: Sorcerer/wizard 6

Components: V, S, M

Casting Time: 10 minutes

This spell functions like *sign of sealing*, except that it can also be used to seal an open space (such as a corridor or an archway), creating a magical barrier of force that repels any creature attempting to pass.

In addition, doors and objects protected by a *greater sign of sealing* are strengthened, increasing their hardness by 10 and gaining 5 hit points per caster level.

Any object protected by the sign is treated as a magic item for the purpose of making saving throws and gains a +4 resistance bonus on all saves.

If its seal is broken, a *greater sign of sealing* deals 1d6 points of damage per caster level (maximum 20d6) in a 40-foot radius (Reflex half).

A *greater sign of sealing* cannot be passed with a *knock* spell, but it can be dispelled (DC 15 + the caster level of the sign's creator).

It can be disarmed with a successful DC 31 Disable Device check.

Material Component: A crushed emerald worth at least 500 gp.

CONJURATION

ARC OF LIGHTNING

Conjuration (Creation) [Electricity]

Level: Druid 4, sorcerer/wizard 5, warmage 5, wu jen 5

Components: V, S, M/DF

Casting Time: 1 standard action

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

Area: A line between two creatures

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

You create natural conductivity between two creatures, and a bolt of electricity arcs between them.

This bolt deals 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and to anything in the line between them.

Both creatures must be in range, and you must be able to target them (as if this spell had them as its targets).

Draw the line from any corner in one creature's space to any corner in the other's space.

Arcane Material Component: Two small iron rods.

BANDS OF STEEL

Conjuration (Creation)

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Reflex partial

Spell Resistance: No

You conjure a number of shining metallic bands out of thin air, encircling a Medium or smaller creature.

The victim must succeed on a Reflex save or be immobilized (helpless).

If the saving throw succeeds, the victim is only partially trapped by the bands (treat as entangled).

A creature immobilized by the bands can attempt escape as a full-round action, either by bursting free (Strength DC 18) or wriggling out (Escape Artist DC 18).

An entangled creature can use a full-round action to break or disentangle itself with a DC 13 Strength check or a DC 13 Escape Artist check.

Large or larger creatures are too big to be captured or impeded by the bands.

Material Component: Three small silver hoops, interlocked.

BLADES OF FIRE

Conjuration (Creation) [Fire]

Level: Ranger 2, sorcerer/wizard 2, warmage 2

Components: V

Casting Time: 1 swift action

Range: Touch

Targets: Up to two melee weapons you are wielding

Duration: 1 round

Saving Throw: None

Spell Resistance: No

Flames sheathe your melee weapons, harming neither you nor the weapons but possibly burning your opponents.

Your melee weapons each deal an extra 1d6 points of fire damage.

This damage stacks with any energy damage your weapons already deal.

BLAST OF FLAME

Conjuration (Creation) [Fire]

Level: Sorcerer/wizard 4, warmage 4

Components: V, S, M

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

Flames fill the area, dealing 1d6 points of fire damage per caster level (maximum 10d6) to any creature in the area that fails its saving throw.

Material Component: A bit of wick soaked in oil.

BODY OUTSIDE BODY

Conjuration (Creation)

Level: Wu jen 7

Components: V, S, M

Casting Time: 1 standard action

Range: 10 ft.

Effect: One duplicate/5 levels

Duration: 1 minute

Saving Throw: None

Spell Resistance: No

This spell creates one or more indistinguishable duplicates of you, all of which share your ability scores, personality, class levels, skills, feats, and memories.

They carry the same arms, armor, and equipment as you do (but only have mundane versions of any magic gear), and they cannot cast spells or use any spell completion or spell trigger items.

They are friendly toward each other and your companions and will follow any order you give them (even actions that you wouldn't normally do yourself, such as charging a dragon or jumping off a cliff).

The duplicates you create each have one-quarter of your hit point total at the time of casting and take damage as normal in combat.

If a duplicate is slain, it disappears and you take 10 points of damage.

At the end of the spell's duration, all remaining duplicates (and any equipment created with them) disappear without dealing damage to you.

Material Component: A few of your hairs, fingernail parings, or flakes of skin.

CLOUD CHARIOT

Conjuration (Creation) [Water]

Level: Wu jen 8 (water)

Components: V, S, M

Casting Time: 1 standard action

Range: Personal and touch

Target: You and other touched willing creatures

Duration: 10 minutes (D)

When the spell is cast, you and any willing creatures you touch lift into the air on a magic chariot formed of cloud, then fly away in the direction you desire.

You can bring one Medium or smaller creature (carrying gear and objects up to its maximum load) per four caster levels.

A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth.

A *cloud chariot* flies at 10 miles per minute, so that you can cover a distance of 100 miles over the spell's full duration.

You and your passengers feel none of the effects of this swift movement, though, and the ride is perfectly steady and calm in even the worst weather.

When the spell is dismissed, the cloud settles gently to the ground and dissipates.

Should the spell duration expire while a *cloud chariot* is still aloft, the magic fails slowly, with cloud and riders floating downward 60 feet per round for 1d6 rounds.

If the cloud reaches the ground in that amount of time, it lands safely.

If not, it falls the rest of the distance, and all creatures riding in it take falling damage.

A *cloud chariot* descends slowly if the spell is dispelled, but not if it is negated by an *antimagic field*.

Material Component: A small ball of cotton.

CORPSE CANDLE

Conjuration (Creation)

Level: Sorcerer/wizard 3, wu jen 3

Components: S, M

Casting Time: 1 standard action

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

Effect: Ghostly hand and candle

Duration: 1 min./level (D); see text

Saving Throw: None

Spell Resistance: No

A ghostly hand bearing a lit candle appears at the spot you choose, shedding light in a 5-foot radius and moving as you desire—forward or back, up or down, straight or around corners at up to 50 feet per round (no concentration required).

The hand and candle are incorporeal and can pass through objects, making them a useful tool for simulating hauntings.

As well, a *corpse candle* illuminates hidden, ethereal, and invisible beings and items, all of which become faintly visible as wispy outlines.

Ethereal creatures remain unreachable from the Material Plane (except with force effects), but invisible creatures have only concealment (20% miss chance) and lose their bonus on attack rolls from invisibility when they are within 5 feet of the candle.

The ghostly radiance also makes immaterial creatures and items slightly material, so that incorporeal creatures within 5 feet of a *corpse candle* have only a 30% chance to avoid damage from corporeal creatures (though all other benefits of being incorporeal are retained).

The hand is Diminutive, has 1 hit point per caster level, and has AC 14 + a deflection bonus equal to your Charisma modifier.

It makes saves as you do but is immune to spells that don't cause damage.

The spell effect ends if the hand is destroyed, and the hand winks out if the distance between you and it exceeds the spell's range.

Material Component: A piece of a corpse untreated by any kind of preservative.

FREEZING FOG

Conjuration (Creation) [Cold]

Level: Sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

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

Effect: Fog spreads in 20-ft. radius, 20 ft. high

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

A bank of freezing mist billows out from the point you designate, obscuring all sight (including darkvision) beyond 5 feet.

Creatures in the first 5 feet of the mist have concealment, while creatures farther inside have total concealment. Each round on your turn, the frigid mist deals 1d6 points of cold damage to each creature and object within it.

The *freezing fog* is so thick that any creature attempting to move through it progresses at a maximum speed of 5 feet (regardless of its normal speed) and takes a –2 penalty on all melee attack rolls and damage rolls and a –6 penalty on ranged weapon attack rolls (but not ranged spell attack rolls).

A creature or object that falls into the fog from above is slowed, so that each 10 feet of mist it passes through effectively reduces overall falling distance by 10 feet.

Freezing fog also coats all solid surfaces in its area with a slick, icy rime, and on your turn each round, each creature in the area of the fog must make a successful Reflex save or fall.

A creature that manages to stand must make a DC 10 Balance check in order to move, falling if it fails its save by 5 or more.

Creatures in a *freezing fog* can't take a 5-foot step.

A severe wind (31+ mph) disperses the cloud in 1 round.

The spell does not function underwater.

HAIL OF STONE

Conjuration (Creation) [Earth]

Level: Wu jen 1 (earth), warmage 1

Components: V, S, M

Casting Time: 1 round

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

Area: Cylinder (5-ft. radius, 40 ft. high)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You create a rain of stones that deals 1d4 points of damage per caster level (maximum 5d4) to creatures and objects within the area.

Material Component: A piece of jade worth 5 gp.

ICE KNIFE

Conjuration (Creation) [Cold]

Level: Assassin 2, wu jen 2 (water), warmage 2

Components: S, M

Casting Time: 1 standard action

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

Effect: One icy missile

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

A magical shard of ice blasts from your hand and speeds to its target.

You must succeed on a normal ranged attack to hit (with a +2 bonus on the attack roll for every two caster levels).

If it hits, an *ice knife* deals 2d8 points of cold damage plus 2 points of Dexterity damage (no Dexterity damage on a successful Fortitude save).

Creatures that have immunity to cold damage also take no Dexterity damage automatically.

A knife that misses creates a shower of ice crystals in a 10-foot-radius burst (see Missing with a Thrown Weapon, page 158 of the *Player's Handbook*, to determine where the shard hits).

The icy burst deals 1d8 points of cold damage to all creatures within the area of the effect (Reflex half).

Material Component: A drop of water or piece of ice.

LEOMUND'S HIDDEN LODGE

Conjuration (Creation)

Level: Bard 5, sorcerer/wizard 5

Components: V, S, F; see text

Casting Time: 10 minutes

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

Effect: 20-ft.-square structure

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

As *Leomund's secure shelter* (see page 247 of the *Player's Handbook*), except that the hidden lodge is perfectly camouflaged to blend in with whatever terrain or surroundings are appropriate.

It might appear as a house-sized boulder in a rocky or mountainous area, as a sand dune in the desert, as a densely tangled thicket, a grassy knoll, or even a mighty tree.

The hidden lodge also obscures all telltale signs of habitation, including any smoke, light, or sound coming from within.

At any distance of more than 30 feet, the lodge is indistinguishable from natural terrain.

Any creature approaching within 30 feet is entitled to a DC 30 Survival check to spot the hidden lodge as an artificial dwelling and not a natural part of the landscape.

Focus: The focus of an *alarm* spell (silver wire and a tiny bell), if this benefit is to be included in the hidden lodge (see the *Leomund's secure shelter* description for more information).

MAGE ARMOR, GREATER

Conjuration (Creation) [Force]

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell functions like *mage armor*, except that its tangible field of force provides a +6 armor bonus to Armor Class.

Material Component: A tiny platinum shield worth 25 gp.

ORB OF ACID

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 4, warmage 4

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

An orb of acid about 3 inches across shoots from your palm at its target, dealing 1d6 points of acid damage per caster level (maximum 15d6).

You must succeed on a ranged touch attack to hit your target.

A creature struck by the orb takes damage and becomes sickened by the acid's noxious fumes for 1 round.

A successful Fortitude save negates the sickened effect but does not reduce the damage.

ORB OF ACID, LESSER

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 1, warmage 1

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage.

You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

ORB OF COLD

Conjuration (Creation) [Cold]

Level: Sorcerer/wizard 4, warmage 4

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of cold

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

This spell functions like *orb of acid*, except that it deals cold damage.

In addition, a creature struck by an *orb of cold* must make a Fortitude save or be blinded for 1 round instead of being sickened.

ORB OF COLD, LESSER

Conjuration (Creation) [Cold]

Level: Sorcerer/wizard 1, warmage 1

Effect: One orb of cold

This spell functions like *lesser orb of acid*, except that it deals cold damage.

ORB OF ELECTRICITY

Conjuration (Creation) [Electricity]

Level: Sorcerer/wizard 4, warmage 4

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of electricity

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

This spell functions like *orb of acid*, except that it deals electricity damage.

In addition, a creature wearing metal armor struck by an *orb of electricity* must make a Fortitude save or be entangled for 1 round instead of being sickened.

ORB OF ELECTRICITY, LESSER

Conjuration (Creation) [Electricity]

Level: Sorcerer/wizard 1, warmage 1

Effect: One orb of electricity

This spell functions like *lesser orb of acid*, except that it deals electricity damage.

ORB OF FIRE

Conjuration (Creation) [Fire]

Level: Sorcerer/wizard 4, warmage 4

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of fire

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

This spell functions like *orb of acid*, except that it deals fire damage.

In addition, a creature struck by an *orb of fire* must make a Fortitude save or be dazed for 1 round instead of being sickened.

ORB OF FIRE, LESSER

Conjuration (Creation) [Fire]

Level: Sorcerer/wizard 1, warmage 1

Effect: One orb of fire

This spell functions like *lesser orb of acid*, except it deals fire damage.

ORB OF FORCE

Conjuration (Creation) [Force]

Level: Sorcerer/wizard 4, warmage 4

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of force

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You create a globe of force 3 inches across, which streaks from your palm toward your target.

You must succeed on a ranged touch attack to hit the target. The orb deals a total of 1d6 points of damage per caster level (maximum 10d6).

ORB OF SOUND

Conjuration (Creation) [Sonic]

Level: Sorcerer/wizard 4, warmage 4

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of sonic energy

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

This spell functions like *orb of acid*, except that it deals 1d4 points of sonic damage per level (maximum 15d4).

In addition, a creature struck by an *orb of sound* must make a Fortitude save or be deafened for 1 round instead of being sickened.

ORB OF SOUND, LESSER

Conjuration (Creation) [Sonic]

Level: Sorcerer/wizard 1, warmage 1

Effect: One orb of sonic energy

This spell functions like *lesser orb of acid*, except it deals 1d6 points of sonic damage, plus an additional 1d6 points of damage per two caster levels beyond 1st: 2d6 at 3rd level, 3d6 at 5th level, 4d6 at 7th level, and the maximum of 5d6 at 9th level or higher.

REANIMATION

Conjuration (Healing)

Level: Wu jen 7

Components: V, S, M, F

Casting Time: 1 round

Range: Touch

Target: Creature touched

Duration: 1 day/level

Saving Throw: None

Spell Resistance: Yes (harmless)

You restore a semblance of life to a deceased creature, putting the reanimated subject in a state of half life but not fully binding the soul back into the body.

Creatures that have been dead no more than one day per caster level can be reanimated so long as their souls are free and willing to return (see *Bringing Back the Dead*, page 171 of the *Player's Handbook*).

The reanimated creature has 1 hit point and can take only a single move action each round (and so is unable to attack, use spells, or activate magic items).

Its speech (if it could speak while alive) is slow and slurred, and the creature's memory is cloudy, making it difficult for the subject to remember even the basic details of its past life.

If left unwatched, the creature is prone to wander off randomly.

It can gain temporary hit points but cannot increase its 1 hit point by means of a Constitution increase or any other method (though if it is wounded, healing can bring the creature back to 1 hit point again).

The creature can be killed again (and reanimated again if possible), and can be restored to full life by any spell that would restore a fully dead creature to life (such as *raise dead*).

As with *gentle repose*, time spent reanimated does not count against the time limit on raising the creature from the dead, and the reanimated body does not decay.

A reanimated creature is not undead, and it cannot be turned, harmed by positive energy or holy water, or healed by negative energy.

A *greater restoration* spell fully restores the creature's memory but does not improve its physical state.

Material Component: A white shawl and incense.

Focus: A golden amulet shaped like a phoenix.

RING OF BLADES

Conjuration (Creation)

Level: Cleric 3, warmage 3

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

This spell conjures a horizontal ring of swirling metal blades around you.

The ring extends 5 feet from you, into all squares adjacent to your space, and it moves with you as you move. Each round on your turn, starting when you cast the spell, the blades deal 1d6 points of damage +1 point per caster level (maximum +10) to all creatures in the affected area. The blades conjured by a lawful-aligned cleric are cold iron, those conjured by a chaotic-aligned cleric are silver, and those conjured by a cleric who is neither lawful nor chaotic are steel.

Material Component: A small dagger.

SERVANT HORDE

Conjuration (Creation)

Level: Sorcerer/wizard 5, wu jen 5

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Invisible, mindless, shapeless servants

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

This spell creates a number of *unseen servants* (see page 297 of the *Player's Handbook*), up to a maximum of 2d6 +1 servant per level (maximum +15).

Material Component: A small stick crossbar to which many lengths of knotted thread are attached.

SPHERE OF ULTIMATE DESTRUCTION

Conjuration (Creation)

Level: Sorcerer/wizard 9

Components: V, S, M

Casting Time: 1 standard action

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

Effect: 2-ft.-radius sphere

Duration: 1 round/level (D)

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

You conjure a featureless black sphere of nothingness that disintegrates virtually anything it touches.

The sphere flies up to 30 feet per round, and you must make a ranged touch attack against the single creature or object you wish to target.

The sphere stops moving during the round when it attacks, and you must actively direct it to a new target as a move action.

When struck by the sphere, a target takes 2d6 points of damage per caster level (maximum 40d6).

Any creature reduced to 0 or fewer hit points by this spell is disintegrated, leaving behind only a trace of fine dust (though its equipment is unaffected).

When used against an object, the sphere disintegrates as much as one 10-foot cube of nonliving matter.

A creature or object that makes a successful Fortitude save is partially affected, taking only 5d6 points of damage.

If this damage reduces the creature or object to 0 or fewer hit points, it is disintegrated.

The effects of the sphere count as a *disintegrate* spell for the purpose of destroying a *wall of force* or any other spell or effect specifically affected by *disintegrate*.

If the sphere exceeds the spell's range, it winks out.

Material Component: A pinch of dust from a disintegrated creature.

SPIRIT BINDING

Conjuration (Calling) [see text for *lesser spirit binding*]

Level: Wu jen 6

Targets: Up to 16 HD worth of spirits, no two of which can be more than 30 ft. apart when they appear

As *lesser spirit binding*, except you can attempt to call and trap one or more spirit creatures of the same type whose Hit Dice total no more than 16.

If you call multiple spirits, each gets its own saving throw, makes independent attempts to escape, and must be individually persuaded to aid you.

SPIRIT BINDING, GREATER

Conjuration (Calling) [see text for *lesser spirit binding*]

Level: Wu jen 8

Targets: Up to 24 HD worth of spirits, no two of which can be more than 30 ft. apart when they appear

As *lesser spirit binding*, except you can attempt to call and trap one or more spirit creatures of the same type whose Hit Dice total no more than 24.

If you call multiple spirits, each gets its own saving throw, makes independent attempts to escape, and must be individually persuaded to aid you.

SPIRIT BINDING, LESSER

Conjuration (Calling) [see text]

Level: Wu jen 4

Components: V, S

Casting Time: 10 minutes

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

Target: One spirit of up to 8 HD

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

This spell functions as *lesser planar binding* (see page 262 of the *Player's Handbook*), except that it allows you to call and trap a single spirit creature of up to 8 Hit Dice.

When you use a calling spell to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it becomes a spell of that type.

SUMMON ELEMENTAL MONOLITH

Conjuration (Summoning) [see text]

Level: Cleric 9, druid 9, sorcerer/wizard 9, wu jen 9

Components: V, S, M/DF

Casting Time: 1 round

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

Effect: One summoned elemental monolith

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

Saving Throw: None

Spell Resistance: No

You conjure a tremendously powerful creature known as an elemental monolith (see page 156).

It appears at the spot you designate and acts immediately on your turn, attacking your opponents to the best of its ability.

If you speak the elemental monolith's language and are close enough to communicate with it, you can direct it not to attack, to attack particular enemies, or to perform other actions.

The monolith can't be summoned into an environment hostile to it in any way (for example, you couldn't summon a fire monolith underwater or an earth monolith high in mid-air).

When you use a summoning spell to summon an air, earth, fire, or water creature, it becomes a spell of that type.

Arcane Material Component: A gem worth 100 gp—aquamarine for air, tourmaline for earth, garnet for fire, or pearl for water.

VITRIOLIC SPHERE

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 5, wu jen 5

Components: V, S, M

Casting Time: 1 standard action

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

Area: 10-ft.-radius burst

Duration: Instantaneous; see text

Saving Throw: Reflex negates and Reflex half; see text

Spell Resistance: No

You conjure a sizzling emerald sphere that drenches all within the area with a potent acid.

Affected creatures take 1d4 points of acid damage per caster level (maximum 15d4) and must succeed on a Reflex save or risk taking damage in the following 2 rounds (6d4 points of damage in the second round and 3d4 points of damage in the third round).

Both rounds of continuing damage are subject to Reflex saves for half damage; if an affected creature succeeds on its second Reflex save, it takes no acid damage in the third round.

Material Component: A tiny glass vial filled with aqua regia.

WALL OF BONES

Conjuration (Creation)

Level: Wu jen 4

Components: V, S, M

Casting Time: 1 round

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

Effect: Wall whose area is up to one 10-ft. square/level

Duration: 10 minutes

Saving Throw: None

Spell Resistance: No

This spell causes a wall of bones to erupt from the earth. The wall can be whatever shape you desire as long as its base is solidly on the ground, but it cannot be conjured so that it occupies the same space as a creature or another object.

Though solid, the wall has many small openings and gaps, and creatures on either side have cover and concealment against attacks from the opposite side.

A *wall of bones* can be passed through as a full-round action, but its sharp spikes and edges deal 1d8 points of damage to any Small or Medium creature that attempts to do so.

Small creatures can slip and wriggle through the wall at will, but a Medium creature must make a successful DC 20 Escape Artist check.

Failure means that a creature takes damage as normal and becomes stuck in the wall.

It must make another move attempt the following round to either pass through the wall or pull back from it (taking damage from the movement either way).

Tiny or smaller creatures can slip freely through the wall at half speed, and Large or larger creatures cannot pass through it but might be able to break through (see below) or climb over, taking no damage.

Any creature trapped in the wall can choose to remain motionless until the spell expires to avoid taking any more damage.

The wall is 6 inches thick per caster level.

Each 5-foot square has 10 hit points per 6 inches of thickness, but the wall takes only half damage from slashing or piercing weapons.

A creature can make a Strength check (DC 15 + 2 per caster level, maximum + 10) to break through the wall with a single attack.

The wall is composed of bones of many different types of creatures, fused at bizarre angles, but it cannot be animated by an *animate dead* spell nor communicated with via *speak with dead*.

Material Component: A withered tree branch taken from a cemetery.

DIVINATION

ASSAY RESISTANCE

Divination

Level: Cleric 4, sorcerer/wizard 4

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level

This spell enables you to divine the exact nature and vulnerabilities of a single creature's magical defenses, giving you a +10 bonus on caster level checks to overcome its spell resistance.

Assay resistance is effective only against one specific creature per casting, and you must be able to see the creature when you cast the spell.

COMMUNE WITH GREATER SPIRIT

Divination

Level: Wu jen 7

Components: V, S, M, XP

Target: One spirit

As *commune with lesser spirit*, except this spell can contact any spirit creature regardless of Hit Dice, and you can ask one question per caster level.

Material Component: Incense and a small offering worth 25 gp.

XP Cost: 100 XP.

COMMUNE WITH LESSER SPIRIT

Divination

Level: Wu jen 3

Components: V, S, M

Casting Time: 10 minutes

Range: 10 ft.

Target: One lesser spirit

Duration: 1 min./level

Saving Throw: Will negates; see text

Spell Resistance: No

You contact any local spirit creature with 4 or fewer Hit Dice and can ask it up to one question per two caster levels. You must know the identity of the spirit, and you must be within 10 feet of the spirit's location.

The spirit's knowledge is limited to matters within its immediate area (so that the spirit of a great tree in a village cannot answer questions about events outside the village, for example), and you must ask questions that could typically have one-word answers.

"Unclear" is a legitimate answer, because spirits are not necessarily omniscient, but in cases where a one-word answer would be misleading or contrary to the spirit's interests, the DM can respond with a short phrase (five words or less) instead.

If the spirit has been subject to *commune with lesser spirit* (or *commune with greater spirit*) within the past week, this spell fails.

As well, if the spirit's alignment is different from yours, it gets a Will save to resist the spell.

Unasked questions are wasted if the spell's duration expires.

Material Component: Incense and a small offering worth 10 gp.

DISCERN SHAPECHANGER

Divination

Level: Sorcerer/wizard 3, wu jen 3

Components: V, S, M

Casting Time: 1 round

Range: Personal

Target: You

Duration: 1 round/level

By taking a standard action to concentrate, you can see the true form of creatures within 60 feet.

Each round, you can examine one creature you can see to determine whether it is polymorphed, disguised, or transmuted, and what its true form is.

If you look at a shapechanger in its true form, you immediately sense its shapechanging ability, but you can't determine what other forms it might be capable of assuming.

For the purpose of this spell, a shapechanger is any creature with the shapechanger type or a supernatural or extraordinary ability that allows it to assume an alternate form.

A wizard who knows *alter self* is not a shapechanger (since a spell is not a supernatural or extraordinary ability), but a barghest is (since it has the supernatural ability to assume alternate forms, even though its type is outsider).

Material Component: A balm of honey and lotus flower, smeared on your eyelids.

UNLUCK

Divination

Level: Bard 4, sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

When you cast this spell, you negatively influence the randomness of fortune for the target.

Whenever the affected creature undertakes an action involving random chance (specifically, whenever any die roll is made for the creature, including attack rolls, damage rolls, and saving throws), two separate rolls are made and the worse result applied.

A creature carrying a *stone of good luck* is immune to the effect of *unluck*, but the stone's effects do not function for the duration of the spell if the creature fails its save.

Material Component: A piece of a broken mirror.

ENCHANTMENT**PROGRAMMED AMNESIA**

Enchantment (Compulsion) [Mind-affecting]

Level: Sorcerer/wizard 9

Components: V, S, M

Casting Time: 10 minutes

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

Target: One living creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

You can selectively destroy, alter, or implant memories in the target creature as you see fit.

Casting the spell gives you access to all of the subject's thoughts and memories, allowing you to implement as many of the following specific effects as you like.

Memory Erasure: Any or all memories possessed by the subject can be erased, including knowledge of specific events, people, or places.

Memory Implant: You can create false memories in the subject's mind as you see fit.

Memories of being friends with a hated enemy, events that didn't really take place, or betrayals by people the subject regards as friends could all be implanted.

Negative Levels: You can bestow a number of negative levels equal to 1/2 the subject's character level or less.

This effect represents erasure of class knowledge and training.

These negative levels never become permanent level loss, but they cannot be removed by spells such as *restoration*, remaining in effect as long as the subject is under the effect of this spell.

Persona Rebuilding: By erasing the subject's previous personality and implanting a false set of memories, you can build a new persona for the creature, altering its alignment, beliefs, values, and personality traits.

Some class abilities are affected by alignment changes.

Programmed Trigger: You can program the subject to delay the onset of any of the above effects until a specific event takes place, such as the receipt of a coded message, capture by enemies, or arrival at some destination.

Similarly, you could specify some or all of the alterations you create in a subject to be removed by a specific event.

The nature of *programmed amnesia* is such that a subject given new memories (whether willing or not) might be given cause to suspect that those memories are false, based on how complete your programming is.

For example, a paladin subject to a persona rebuilding that changes her alignment to neutral loses her paladin abilities. Unless you impart a specific believable memory of why she changed alignment, the character will perceive this unexplained gap in her memory and might take steps (such as seeking a magical cure for her "amnesia") that could negate the spell's effect (see below).

Generally, your subject must be either willing to undergo the spell or restrained in some way so that it cannot leave or interfere with the casting.

Programmed amnesia is normally permanent unless you care to specify events that will end the effect.

Its effect can also be removed by a *greater restoration* or *wish* spell.

Material Component: A set of small crystal lenses set in gold loops worth 500 gp.

SECRET SIGNS

Enchantment [Mind-Affecting]

Level: Wu jen 1

Components: F

Casting Time: 1 standard action

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

Target: One intelligent creature

Duration: 1 round

Saving Throw: None

Spell Resistance: Yes (harmless)

Using nonverbal means, you can communicate a simple message to one other intelligent creature within range.

By simply waving a hand, placing a scroll on a table, raising an eyebrow, or making any other sign, the spell allows the target to understand any complete thought of twenty-five words or less, so long as you and the target could normally communicate.

You can't send a verbal message if you don't speak the target's language, but can transmit a simple emotional appeal (such as "help" or "danger") that the recipient knows is from you.

You can use this spell even if you are bound and gagged, so long as the focus is on your person.

Focus: A small glass cone.

TRANSFIX

Enchantment (Compulsion) [Mind-Affecting]

Level: Sorcerer/wizard 6, wu jen 6

Components: V, S, M

Casting Time: 1 round

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

Area: One or more humanoids within a 10-ft.-radius emanation

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes any Medium or smaller humanoids within the area of the spell to become paralyzed.

When casting the spell, you must specify a condition that will end it ("Wait here until the dragon arrives"), even if that condition can never feasibly be met ("Stay here until the sun shines at night").

Subjects in the area that fail their saves immediately become aware of the condition, but they cannot communicate it due to their paralyzed state (although

someone could use a spell such as *detect thoughts* to ascertain the condition).

For every hour the creatures are transfixed before the condition is met, they are allowed another saving throw to break free of the spell's effect.

So long as the spell operates, any Medium or smaller humanoid that enters its area must make a successful saving throw or become transfixed with the same exit conditions (they too become aware of the exit conditions on becoming transfixed).

Likewise, any creatures removed from the area are freed from the spell's effects.

Material Component: A drop of pine resin.

EVOCATION

BLISTERING RADIANCE

Evocation [Fire, Light]

Level: Cleric 5, sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

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

Area: 50-ft.-radius spread

Duration: 1 round/level

Saving Throw: None and Fortitude partial; see text

Spell Resistance: Yes

A blazing ball of light is hurled toward the point you designate, erupting into a brilliant hovering sphere.

All sighted creatures in the area are dazzled (no save), and the heat from the *blistering radiance* deals 2d6 points of fire damage to all creatures and objects in the area each round on your turn (Fortitude save for half).

Like *fireball*, *blistering radiance* erupts if it strikes any material body or solid barrier before attaining the prescribed range, and you must make a successful ranged touch attack to send the sphere through a narrow opening or passage.

Blistering radiance counters or dispels any darkness spell of equal or lower level.

Material Component: A bit of tinder and a small lens.

CREEPING DARKNESS

Evocation [Darkness]

Level: Wu jen 4

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Cloud spreads in a 20-ft.-radius, 20 ft. high (S)

Duration: 3 rounds/level

Saving Throw: None

Spell Resistance: No

This spell creates an amorphous cloud of inky blackness that you can shape and move as desired.

While you concentrate on it, the darkness can move up to 20 feet per round, either floating through air or seeping through the smallest cracks.

The cloud stops all light and sound, so creatures within it (or creatures whose sensory organs and vocal apparatus are within it) are treated as being deafened and blinded (including creatures with darkvision), in addition to being unable to speak or cast spells with verbal components.

As well, creatures entirely within the cloud have total concealment.
A moderate wind (11+ mph) disperses the cloud in 5 rounds; a strong wind (21+ mph) disperses it in 2 rounds.
Material Component: A whisker from a black cat and a tiny bottle of smoke captured on a moonless night.

DEFENESTRATING SPHERE

Evocation [Air]

Level: Sorcerer/wizard 4

Components: V, S, F

Casting Time: 1 standard action

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

Effect: 2-ft.-radius sphere

Duration: 1 round/level (D)

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

A cloudy gray sphere of whirling air and howling wind flies to attack your enemies and hurl them to the sky.

As a move action, you can make the sphere travel up to 30 feet per round and strike the creature or object you indicate as a ranged touch attack.

Any creature struck by the sphere takes 3d6 points of damage from the force of its winds.

In addition, Medium or smaller creatures must succeed on a Fortitude save or be knocked prone.

Creatures that fall prone must then succeed on a second Fortitude save or be swept up by the sphere and driven 1d8×10 feet into the air, dropping 1d6 squares from their original position in a random direction and taking falling damage as normal.

If some obstacle prevents the target creature from reaching its expelled height, it takes 1d6 points of damage for every 10 feet of movement it was unable to complete, so that a creature hurled 50 feet up in a room with a 20-foot ceiling would take 3d6 points of damage from the impact, then take 2d6 points of damage when it falls back to the ground. The sphere can affect a maximum of one creature or object per round, and winks out if it exceeds the spell's range.

Focus: A gray pearl worth at least 100 gp.

EARTHBOLT

Evocation [Earth]

Level: Wu jen 3 (earth)

Components: V, S

Casting Time: 1 standard action

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

Area: Line up to close range (25 ft. + 5 ft./2 levels)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

With a shout, you strike the ground at your feet and create a bolt of seismic force that causes earth, rock, and sand to fly into the air, striking creatures along its path.

Any creatures caught in the spell's area take 1d6 points of damage per caster level (maximum 10d6).

This spell functions only if you are standing on dirt, clay, sand, or stone (including stone floors), not on wooden floors or other surfaces.

ELEMENTAL BURST

Evocation

Level: Wu jen 1 (all)

Components: V, S

Casting Time: 1 standard action

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

Area: 10-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half or Reflex negates; see text

Spell Resistance: Yes

When you cast this spell, you designate a target composed of one of the five wu jen elements—earth, fire, metal, water, and wood.

The target then releases magical energy in a sudden, explosive burst, as follows: *Wood, Metal, or Earth:* The target throws off sharp slivers and fragments; creatures within the burst take 1d8 points of damage (Reflex save for half damage).

Fire: The target shoots out glowing sparks that deal 1d8 points of fire damage to creatures within the burst (Reflex save for half damage).

Water: Water pushes out in a fierce wave, knocking creatures within the area prone unless they make successful Reflex saves.

Creatures get a +4 bonus on their saving throws for each size category they are larger than Medium, or a –4 penalty for each size category smaller than Medium.

Exceptionally stable creatures, such as dwarves or creatures with four legs, get an additional +4 bonus.

The spell does not noticeably affect the structure or form of the target object.

EMERALD FLAME FIST

Evocation [Fire]

Level: Sorcerer/wizard 7

Components: V, S

Casting Time: 1 standard action

Range: Touch

Targets: Creatures or objects touched

Duration: 1 round/level; see text

Saving Throw: See text

Spell Resistance: Yes

One of your hands bursts into an aura of brilliant emerald flame, shedding light equal to that of a torch.

You take no damage or penalties from the flames, but on a melee touch attack, an *emerald flame fist* deals 3d6 points of fire damage +1 point per caster level (maximum +20).

The creature you touch must then succeed on a Fortitude save or be engulfed by the fiercely hot aura of flame.

Each round on your turn, a creature engulfed in the flaming aura takes 3d6 points of fire damage +1 point per caster level (maximum +20) until the spell ends (Fortitude save each round for half).

You can use your flaming touch attack repeatedly until one of your targets is engulfed, at which point the flame leaves your hand.

You can use this spell to attack an object.

Nonmagical, unattended objects are automatically engulfed in green flame and take 3d6 points of fire damage +1 point per caster level each round.

FIERY EYES

Evocation [Fire]

Level: Wu jen 1 (fire)

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute

Saving Throw: Reflex special; see text

This spell causes your eyes to glow with an unnatural fire whose color you determine (from dull red to brilliant yellow), projecting beams of bright light that clearly illuminate a 5-foot-square area to a range of 5 feet.

By fixing your sight on one spot within 60 feet as a full-round action, you can cause combustible materials to burst into flames, and though you cannot target living creatures with this effect, creatures carrying or wearing items you ignite take 1d6 points of fire damage and must make a DC 15 Reflex save or catch on fire themselves.

FIRE BREATH

Evocation [Fire]

Level: Wu jen 5 (fire)

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

As a standard action, you can breathe a gout of flame once per round for the duration of the spell.

You make a ranged touch attack with the flame (to a maximum range of 15 feet), dealing 1d8 points of fire damage per two caster levels (maximum 10d8) on a successful hit.

Fire breath ignites combustibles and damages objects in the area, and it can melt metals with low melting points (such as lead, gold, copper, silver, and bronze).

The spell does not function underwater.

FIRE SHIELD, MASS

Evocation [Fire or Cold]

Level: Sorcerer/wizard 5, warmage 5

Components: V, S, M

Casting Time: 1 standard action

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

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

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless) This spell functions like *fire shield* (see page 230 of the *Player's Handbook*), except as noted above.

FIRE SHURIKEN

Evocation [Fire]

Level: Assassin 2, wu jen 2 (fire)

Components: V, S, M

Casting Time: 1 standard action

Range: 0 ft.

Effect: One magical shuriken/3 levels

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This spell creates shuriken formed of magic fire that you can throw as a normal ranged attack at any target within range.

You are automatically considered proficient with the *fire shuriken*, which have a range increment of 10 feet, threaten a critical hit on a roll of 19–20, and deal 3d6 points of fire damage each on a successful hit (though you and your possessions take no damage as the shuriken are thrown). Any additional damage dealt by the *fire shuriken* (including Strength and sneak attack bonuses) is also fire damage. The shuriken disappear when they hit, so they cannot set fire to combustibles or damage objects.

You can create one fire shuriken per three caster levels, up to a maximum of six at 18th level.

Material Component: A shuriken coated with pine sap and sulfur.

FIREBURST

Evocation [Fire]

Level: Sorcerer/wizard 2, warmage 2

Components: V, S, M

Casting Time: 1 standard action

Range: 5 ft.

Effect: Burst of fire extending 5 ft. from you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Fireburst causes a powerful explosion of flame to burst from you, damaging anyone within 5 feet of you.

All creatures and objects within that area, except for you and any creatures or objects that share your space, take 1d8 points of fire damage per caster level (maximum 5d8).

Material Component: A bit of sulfur.

FIREBURST, GREATER

Evocation [Fire]

Level: Sorcerer/wizard 5, warmage 5

Effect: Burst of fire extending 10 ft. from you

This spell functions like *fireburst*, except that it affects creatures within 10 feet of you and deals a maximum of 15d8 points of damage to each one.

FORCE WHIP

Evocation [Sonic, Mind-Affecting]

Level: Bard 2, wu jen 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Effect: A whip of force

Duration: 1 round/level

Saving Throw: Will negates; see text

Spell Resistance: No

This spell creates a whip of magical force that you wield as if you had proficiency with it.

Simply cracking a *force whip* keeps normal animals (but not magical beasts or vermin) at bay unless they succeed on a Will save.

Affected animals stay at least 30 feet away from you for the duration of the spell, as space permits.

On a successful ranged attack with the whip, any normal animal you strike must succeed on a Will save or become frightened.

Against other creature types, you can use a *force whip* in combat as if it were a normal whip.

Material Component: A small silk whip.

ICE BLAST

Evocation [Cold]

Level: Wu jen 2 (water)

Components: S, M

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous; see text

Saving Throw: Fortitude negates

Spell Resistance: Yes

When you cast this spell, you spit forth a cloud of icy crystals that extends outward in a cone.

Creatures in the area are covered with a thin layer of ice that deals 1d6 points of damage per two caster levels (maximum 10d6).

In addition, creatures are affected by a temporary frostbite condition, making them fatigued for 1 minute.

A successful Fortitude save negates both the damage and the frostbite effect.

Material Component: A mouthful of water.

INTERNAL FIRE

Evocation [Fire]

Level: Wu jen 9 (fire)

Components: V, S, F

Casting Time: 1 round

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

Targets: Up to 1 HD/level of creatures, no two of which can be more than 20 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

This spell creates a deadly raging heat in the internal organs of the targets, causing them to burst into flame from within.

Targets that fail a Fortitude save die instantly.

Those who save successfully take 6d6 points of fire damage +1 point per caster level (maximum +20) instead.

Focus: An iron brazier filled with red-hot charcoal.

LIGHTNING BLADE

Evocation [Electricity]

Level: Wu jen 2

Components: V, S

Casting Time: 1 standard action

Target: Willing creature touched; see text

Effect: Swordlike blade; see text

Duration: 1 minute or until discharged

Saving Throw: None

Spell Resistance: Yes

When you cast this spell, a sword blade of crackling electrical energy appears in the hand of the willing creature you touch.

A *lightning blade* is the size of a normal longsword but virtually weightless, and it is treated as a martial weapon for the purpose of determining whether the wielder is proficient with it.

The wielder can use the blade to deal electricity damage with a melee touch attack, or to fire a 30-foot line of lightning as a ranged touch attack.

During the spell's duration, the blade can deal up to 1d6 points of electricity damage per caster level (maximum 10d6).

For each attack roll, the blade's wielder decides how many dice of damage the blade will deal on a successful hit, up to the maximum damage potential remaining in the spell.

On a successful attack, the blade deals the specified damage to the target.

If the attack misses, the damage is lost.

The wielder's Strength modifier does not apply to any damage done with a *lightning blade*.

The spell does not function underwater.

MELT

Evocation

Level: Wu jen 1 (fire)

Components: V, S, M

Casting Time: 1 standard action

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

Target: One 5-ft. cube of ice or 10-ft. cube of snow/level, or one cold creature/level

Duration: Instantaneous

Saving Throw: None or Fortitude half; see text

Spell Resistance: See text

This spell allows you to melt ice and snow, or to deal damage to cold creatures.

The spell melts normal ice and snow automatically (no saving throw or spell resistance allowed); melted ice creates an equivalent volume of water that flows and spreads according to its location.

Melted snow creates a volume of water equal to one-tenth its original volume (so that a 10th-level wu jen melting ten 10-foot cubes of snow would create a single 10-foot-cube volume of water in its place).

In both cases, depending on the local temperature, melted ice or snow might begin to freeze again once the water stops flowing, possibly creating a movement hazard.

Against cold creatures, the spell deals 2 points of damage per caster level (maximum 10 points), or half damage on a successful Fortitude save.

Against magically created ice or snow (like that generated by *wall of ice*), the spell deals the same damage (possibly smashing or breaching the ice) but does not melt it.

Cold creatures apply spell resistance, if any.

Material Component: A few crystals of rock salt and a pinch of soot.

PRISMATIC RAY

Evocation

Level: Sorcerer/wizard 5, warmage 5

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

A single beam of brilliantly colored light shoots from your outstretched hand.

On a successful ranged touch attack, creatures with 6 Hit Dice or fewer are blinded for 2d4 rounds by the *prismatic ray* in addition to suffering a randomly determined effect (see the accompanying table).

PRISMATIC RAY

1d6	Color of Beam	Effect
1	Red	20 points fire damage (Reflex half)
2	Orange	40 points acid damage (Reflex half)
3	Yellow	80 points electricity damage (Reflex half)
4	Green	Poison (Kills; Fortitude partial, take 1d6 Con damage instead)
5	Blue	Turned to stone (Fortitude negates)
6	Indigo	Insane, as <i>insanity</i> spell (Will negates)

RESONATING BOLT

Evocation [Sonic]

Level: Bard 4, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: 60-ft. line

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You unleash a tremendous bolt of sonic energy from your open hand, dealing 1d4 points of sonic damage per caster level (maximum 10d4) to each creature within its area.

In addition, a *resonating bolt* deals full damage to objects and can easily shatter or break interposing barriers.

If the bolt destroys a barrier, it can continue beyond it if its range permits; otherwise, it stops.

STEAM BREATH

Evocation [Fire]

Level: Wu jen 3 (water)

Components: V, S, M

Casting Time: 1 round

Range: 30 ft.

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You expel a powerful breath of superheated steam that extends outward as a cone of scalding mist.

Creatures within the cone take 1d6 points of fire damage per caster level (maximum 10d6).

The steam clouds dissipate instantly after the damage is dealt.

Material Component: A glowing piece of charcoal doused with water.

SWORD OF DECEPTION

Evocation

Level: Sorcerer/wizard 5, wu jen 5

Components: V, S, F

Casting Time: 1 standard action

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

Effect: Pale green blade of force

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

You cause a blade of pale green force to appear and strike the opponent you designate, starting with one attack in the round when the spell is cast and continuing each round thereafter.

Though it makes regular melee attacks, the sword strikes as a spell, not a weapon (and so can strike incorporeal creatures).

A *sword of deception* always strikes from your direction, and so it can't be used to flank along with your regular attack, but it could flank along with your allies.

The blade attacks with a base attack bonus equal to your caster level, dealing 1d4 points of damage per hit and threatening a critical hit on a roll of 19–20.

In addition, each successful hit provides a –1 penalty on the target's next saving throw roll (–2 on a successful critical hit).

This penalty is cumulative (to a maximum of –5 on a single creature) and lasts until the creature is forced to make a saving throw in a dangerous situation or receives the benefit of a *remove curse* spell.

Each round, a *sword of deception* continues to attack the previous round's target unless you use a standard action to switch it to a new target within range.

On any round when the weapon switches targets, it gets one attack as a standard action (as it does in the round when the spell is cast).

The weapon can make multiple attack rolls against a single target with a full attack action if its base attack bonus permits.

A *sword of deception* cannot be attacked or damaged (though it can be dispelled as any other spell).

If an attacked creature has spell resistance, make a caster level check the first time the sword attacks.

If successful, the sword can attack that creature with normal effect for the duration of the spell.

If not, the *sword of deception* is dispelled.

If it goes beyond the spell range or out of your sight, the *sword of deception* returns to you and hovers.

Focus: A miniature replica of a sword and a set of loaded dice.

ILLUSION

APPARITION

Illusion (Phantasm) [Fear, Mind-Affecting]

Level: Wu jen 2

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes the subject's face to take on a horrible and terrifying appearance.

You can create nearly any combination of hideous features—blue skin, parrot face, elephantine nose, rotting tusks, or worse—but you cannot duplicate the appearance of any specific creature or person.

Any creature (excluding you and your allies) that views the recipient and fails its save becomes shaken.

Material Component: A miniature palette dotted with paints of assorted colors.

CHAMELEON

Illusion (Glamer)

Level: Druid 2, wu jen 2

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell alters the coloration of the recipient's body and clothing so as to blend in with the surrounding background, granting the creature a +10 circumstance bonus on any Hide checks.

In areas where the background changes gradually (such as stepping from forest to green field), the coloration shifts quickly enough to grant the bonus while moving at up to one-half normal speed.

When the background changes abruptly (from forest to stone wall, for example), the creature loses the circumstance bonus for 1 round while the coloration change takes effect.

Material Component: The shed skin of a small lizard.

ILLUSORY PIT

Illusion (Figment)

Level: Sorcerer/wizard 6

Components: V, S

Casting Time: 1 round

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

Area: 10-ft. cube/level

Duration: Concentration + 1 round/level

Saving Throw: Will partial; see text

Spell Resistance: Yes

You create an illusory pit, and each creature entering or within the area is forced to make a Will save or believe the floor on which it stands has become a bottomless chasm.

On a successful save, creatures suffer a mild case of vertigo and are stunned for 1 round, but those that fail their saves fall prone and are unable to take any action except clawing desperately at the floor in the hopes of stopping their apparent fall.

An attack on an affected creature frees it from the effect of the illusion but leaves it stunned for 1 round.

Likewise, when the spell ends, creatures that believed they were falling are stunned for 1 round.

Flying creatures passing over an *illusory pit* that succeed on a Will save are unaffected by the spell, but those that fail are stunned for 1 round.

PHANTASMAL ASSAILANTS

Illusion (Phantasm) [Fear, Mind-affecting]

Level: Sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Will disbelief (if interacted with), then Fortitude half; see text

Spell Resistance: Yes

You create phantasmal images of nightmare creatures in the target's mind, visible only as shadowy shapes to you and unseen by all others.

If the target succeeds on an initial Will save, it recognizes that the images are not real, and the spell fails.

If not, the phantasms strike the target, dealing 4 points of Wisdom damage and 4 points of Dexterity damage (2 points each on a successful Fortitude save).

If the subject of a *phantasmal assailant* succeeds in disbelieving and is wearing a *helm of telepathy*, the spell can be turned back upon you with the same effect.

SHADOW BINDING

Illusion (Shadow)

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

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

Area: 10-ft.-radius burst

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You cause a multitude of ribbonlike shadows to instantaneously explode outward from the target point. Creatures in the area that fail a Will save are dazed for 1 round and are subsequently entangled.

Breaking free of the *shadow binding* requires a DC 20 Strength check or Escape Artist check, taken as a full-round action.

Material Component: A few links of iron chain.

SUPERIOR INVISIBILITY

Illusion (Glamer)

Level: Sorcerer/wizard 9

Components: V, S

Casting Time: 10 minutes

Range: Personal or touch

Target: You or a creature or object weighing no more than 100 lb./level

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

This powerful glamor functions like *invisibility*, except that it masks image, scent, and sound alike, concealing the subject from all senses except touch and taste.

As with *greater invisibility*, this spell doesn't end if the subject attacks.

While invisible, the subject exudes no scent and radiates a silence that absorbs all sound and vibration in a 5-foot radius, preventing detection by tremorsense and similar abilities, as well as preventing speech and the casting of spells with somatic components (though the subject remains able to detect scents and can hear as normal).

Superior invisibility renders the recipient immune to detection by *see invisibility*, *faerie fire*, *glitterdust*, *invisibility purge*, *dust of appearance*, and the blindsense ability, though creatures under the effect of the spell can be detected by *true seeing* or the blindsight ability.

Certain mundane conditions (such as leaving footprints) can also render a subject detectable.

WALL OF GLOOM

Illusion (Shadow) [Darkness, Fear, Mind-Affecting]

Level: Sorcerer/wizard 2, wu jen 2

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Semiopaque sheet of darkness up to 40 ft. long, or a ring of darkness with a radius of up to 15 ft.; either form 20 ft. high

Duration: Concentration + 1 round/level

Saving Throw: Will negates; see text

Spell Resistance: Yes

You create a barrier of ominous shadow that obscures vision and deters passage.

Creatures in squares adjacent to the wall have concealment against attacks from the other side, while creatures more than 1 square away have total concealment.

Although the wall is not substantial, a creature with 6 or fewer Hit Dice must succeed on a Will save or be halted at its edge, ending its move action (though a creature can move away from the wall or attempt to move through again if it has a second move action available).

A creature can attempt to pass the wall any number of times, but each previous failure imposes a cumulative –1 penalty on its Will save.

Wall of gloom counters or dispels any *light* spell of equal or lower level.

Material Component: A bit of fleece from a black sheep.

NECROMANCY

ARROW OF BONE

Necromancy [Death]

Level: Sorcerer/wizard 6

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: One projectile or thrown weapon touched

Duration: 8 hours or until discharged

Saving Throw: Fortitude partial

Spell Resistance: Yes

You scribe runes of dire power on a single missile or thrown weapon (usually an arrow, bolt, dart, javelin, or spear), changing the weapon into a sinister missile of cold, enhanced bone.

When thrown or fired at a creature as a normal ranged attack, the weapon gains a +4 enhancement bonus on attack rolls and damage rolls.

In addition, any living creature struck by an *arrow of bone* must succeed on a Fortitude save or be instantly slain.

A creature that makes its save instead takes 3d6 points of damage +1 point per caster level (maximum +15).

Regardless of whether the attack hits, the magic of the *arrow of bone* is discharged by the attack, and the missile is destroyed.

Material Component: A tiny sliver of bone and a vial of blood mixed with powdered precious gems worth 50 gp, used to paint the runes on the projectile.

BACKBITER

Necromancy

Level: Sorcerer/wizard 1, wu jen 1 (wood)

Components: V, S, F

Casting Time: 1 standard action

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

Target: One weapon

Duration: 1 round/level or until discharged

Saving Throw: Will negates; see text

Spell Resistance: Yes (object)

You cast this spell on any wooden-hafted two-handed weapon (such as a greataxe or heavy flail) or any wooden-hafted reach weapon (such as a longspear or glaive).

The next time that weapon is used to make a melee attack, its shaft twists around so that the weapon strikes the wielder instead, with the attack roll applied against the attacker's own AC.

The wielder gets no warning or knowledge of the spell's effect on his weapon, and though he makes the attack, the self-dealt damage can't be consciously reduced (though damage reduction applies) or changed to nonlethal damage. Once the weapon attacks its wielder (whether successfully or not), the spell is discharged.

The spell can target a weapon of any size as long as its wielder normally uses it as a two-handed weapon or a reach weapon.

For example, a Small longspear wielded by a halfling could be the target of the spell, but not the same Small longspear wielded by a human; in the human's hands, the weapon is too small to twist around and strike its wielder.

Magic weapons targeted by this spell receive a Will save.

An item in a creature's possession uses its own Will save bonus or its wielder's bonus, whichever is higher.

Focus: A dagger.

BLACKFIRE

Necromancy [Evil]

Level: Sorcerer/wizard 8

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Ray

Duration: 1 round/level

Saving Throw: Fortitude negates and Reflex negates; see text

Spell Resistance: Yes

A ray of necromantic black energy springs from your hand, and on a successful ranged touch attack, a living target is engulfed in chill black flames that feed on the fuel of their victim's life force.

A creature engulfed in *blackfire* must make a successful Fortitude save each round that the spell is in effect or take 1d4 points of Constitution damage and become nauseated.

A creature that makes its save takes no damage for that round and is sickened instead.

In addition to its effects on the target, *blackfire* can spread rapidly, and any living creature adjacent to a creature engulfed in *blackfire* must succeed on a Reflex save or become engulfed itself.

Any creature whose Constitution is reduced to 0 or lower by the spell is reduced to a pile of black ash, and can be returned to life only by *true resurrection* or *wish*, the caster of which must succeed on a DC 30 caster level check to restore the victim to life.

If a creature succeeds on its Fortitude save in 3 consecutive rounds, the *blackfire* affecting it gutters out.

The black flames cannot otherwise be extinguished by normal means (such as immersion in water or smothering), but an *antimagic field*, a successful *dispel magic*, a *remove curse*, or a *break enchantment* spell snuffs it out.

As well, a creature protected by *death ward* has immunity to *blackfire*'s effects.

Material Component: A pinch of dust from a vampire destroyed by sunlight.

BURNING BLOOD

Necromancy

Level: Sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

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

Target: One living creature; see text

Duration: 1 round/level (D)

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

You taint a living creature's blood with a hot, corrosive infusion, dealing 1d8 points of acid damage and 1d8 points of fire damage per round.

The subject can attempt a Fortitude save each round to negate the damage, but a successful save does not prevent damage in future rounds.

Searing pain limits the subject to a single move action in any round when it fails its Fortitude save.

Burning blood does not affect creatures of the construct, elemental, ooze, plant, or undead types.

Material Component: A drop of blood and a pinch of saltpeter.

GHOST LIGHT

Necromancy [Fear, Mind-Affecting]

Level: Wu jen 1

Components: V, S, M

Casting Time: 1 standard action

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

Effect: One Medium or smaller ghostly light

Duration: Concentration

Saving Throw: Will negates

Spell Resistance: Yes

You create a ghostly green radiance anywhere within range that shines with the brightness of a torch and is imbued with unearthly power, causing creatures within 30 feet to become shaken unless they succeed on a Will save.

The light can be shaped to any Medium or smaller form, and can move at a speed of 30 feet as long as you maintain concentration on the spell (so that you can shape the effect into a human form and make it seem to walk or fly, for example).

The shape of a *ghost light* can be changed at any time during the spell's duration as a free action.

Material Component: A bit of phosphorus.

HEART OF STONE

Necromancy

Level: Sorcerer/wizard 8

Components: V, S, F, XP

Casting Time: 1 hour

Range: Personal

Target: You

Duration: 1 year

You exchange your own living heart for a finely crafted heart of perfect, unblemished stone, altering the very nature of your body.

Your living heart can then be stored or hidden anywhere you like, where it continues to beat for the duration of the spell.

While under the effect of *heart of stone*, you gain damage reduction 5/- and resistance to energy 5 against cold, fire, and electricity, but are subject to the following disadvantages.

First, your rate of natural healing slows to only 1 hit point per day (regardless of character level or whether you rest). Second, any attempt to heal you with conjuration (healing) spells, or spell-like and supernatural abilities that mimic the effects of such spells, requires a caster level check (DC 10 + your caster level) to succeed.

Finally, your own living heart is vulnerable to attack; if it is damaged or destroyed, you are instantly slain.

Heart of stone can be dispelled, in which case your own living heart instantly returns to its proper place while the stone heart is transported to the place where you left your own heart.

Your heart and the stone heart likewise switch places if you enter an *antimagic field* (temporarily negating the spell's effects), but the spell resumes when you leave it.

Stone to flesh can also end the spell, though you get a Fortitude saving throw to resist.

Focus: A carved stone heart of exceptional quality (jade, obsidian, or gold-veined marble) worth 5,000 gp.

XP Cost: 1,000 XP.

HEART RIPPER

Necromancy

Level: Assassin 4, wu jen 4

Components: V, S

Casting Time: 1 standard action

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

Targets: One or more creatures, no two of which can be more than 30 ft. apart; see text

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

With a sweep of your hand, invisible bolts of force slam into your targets, instantly slaying each target by driving its heart from its body unless it succeeds on a Fortitude save. *Heart ripper* affects a number of creatures with Hit Dice totaling your caster level, none of which can have more than 4 HD.

Creatures with the fewest Hit Dice are affected first, with creatures of equal Hit Dice affected according to which is closest to the spell's point of origin.

Extra Hit Dice not sufficient to affect remaining creatures are wasted.

Creatures that don't depend on their hearts for survival (such as undead and constructs) and creatures with no anatomy (such as oozes) are unaffected by the spell.

KISS OF THE TOAD

Necromancy

Level: Wu jen 2

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous; see text

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

Your touch becomes toxic, poisoning a creature you hit with a successful melee touch attack.

The poison deals 1d6 points of Constitution damage immediately and another 1d6 points of Constitution damage 1 minute later.

Each instance of damage can be negated with a successful Fortitude save.

Focus: A tattoo of a toad on your skin.

PAIN

Necromancy

Level: Wu jen 4

Components: V, S, M

Casting Time: 1 standard action

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

Targets: Up to 1 HD/level of creatures, no two of which can be more than 20 ft. apart

Duration: 1 minute

Saving Throw: Fortitude partial

Spell Resistance: Yes

The target creatures are struck by wracking pains and agony, giving them a -4 penalty on attack rolls, skill checks, and ability checks.

A successful Fortitude save lessens this penalty to -2.

Material Component: A live leech.

SPIRIT SELF

Necromancy

Level: Wu jen 5

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute (D)

You can send your spirit outside yourself in an incorporeal form while maintaining some semblance of life within your physical body.

Your spirit is treated as an incorporeal creature for the purposes of determining movement, special qualities, and weaknesses, and has a speed of 90 feet but cannot move more than 200 feet from your body.

In your spirit form, a spellcaster using *commune with lesser spirit* or *commune with greater spirit* can contact you, and you can cast spells that have only verbal components.

You cannot attack physically or otherwise affect the physical world, and you can return your spirit to your body on your turn as a standard action.

While you function in your spirit form, your body assumes a half-awake state, able to take only one move action per round, losing its Dexterity bonus to Armor Class (if any), and granting its foes a +2 bonus on attack rolls against it. Within 5 feet of your body, you can command it to take simple actions such as walking, talking (in a slow, slurred fashion), or eating.

Damage taken by either your spirit or your body is subtracted from your hit point total, and if you are reduced to 0 or fewer hit points, you die.

Likewise, you die if your body moves more than 200 feet from your spirit form and you cannot follow (while under the effects of a *spirit needle*, for example), or if you are otherwise prevented from returning to your body when the spell ends.

Material Component: A small prayer wheel.

SPIRITWALL

Necromancy [Fear, Mind-Affecting]

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Effect: Swirling wall whose area is up to one 10-ft. square/level, or a sphere or hemisphere with a radius of up to 1 ft./level

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

This spell creates an immobile, swirling mass of greenish-white forms resembling tortured spirits.

One side of the wall, selected by you, emits a low groaning that causes creatures within 60 feet of that side to make a Will save or flee in panic for 1d4 rounds.

Any living creature that merely touches the wall takes 1d10 points of damage as its life force is disrupted.

A living creature passing through the wall takes 1d10 points of damage, as above, and must make a successful Fortitude save or gain one negative level.

The barrier is semimaterial and opaque, providing cover and total concealment against physical attacks, and it blocks magical effects (including spells, spell-like abilities, and supernatural abilities).

Material Component: A clear cut gemstone.

SWORD OF DARKNESS

Necromancy [Evil]

Level: Sorcerer/wizard 7, wu jen 7

Components: V, S, M

Effect: Black blade of negative energy

This spell functions as *sword of deception*, except you cause a black blade of pure negative energy to appear and attack opponents at a distance, as directed by you.

A *sword of darkness* bestows one negative level on each successful hit against a living creature, threatens a critical hit on a roll of 19–20, and bestows an additional negative level on a critical hit.

Negative levels usually have a chance of permanently draining the subject's levels, but the negative levels from *sword of darkness* don't last long enough to do so.

However, if the subject gains at least as many negative levels as it has Hit Dice, it dies.

If the sword strikes an undead creature, it grants that creature 5 temporary hit points per two caster levels (maximum 25 temporary hit points) that last for up to 1 hour.

Material Component: A katana, bastard sword, or longsword, which is shattered against a stone while casting the spell.

WITHERING PALM

Necromancy

Level: Cleric 7, wu jen 7

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

Your successful melee touch attack deals 1 point of Strength damage and 1 point of Constitution damage per two caster levels to the target (maximum of 15 points each). If you score a critical hit, the subject takes ability drain instead.

TRANSMUTATION

ACCURACY

Transmutation

Level: Warmage 1, wu jen 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Targets: One thrown weapon/level touched or one projectile weapon touched

Duration: 10 min./level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

When you cast this spell, you enhance one or more thrown weapons or one projectile weapon to improve its chance of hitting distant targets.

For the duration of the spell, the range increment for the affected weapon or weapons is doubled.

Material Component: Ink used to scribe a mystical character on each weapon affected by the spell.

ANIMATE FIRE

Transmutation [Fire]

Level: Druid 2, wu jen 2 (fire)

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

Target: Up to a 5-ft. cube of fire

As *animate wood*, but you can animate a fire no larger than the maximum volume.

Animated fire has the fire subtype and the burn special attack of a fire elemental, dealing bludgeoning damage plus fire damage on a successful slam attack and possibly setting opponents on fire (save DC 12; see page 98 of the *Monster Manual*).

Fire animated by this spell has hardness 0.

Material Component: A handful of charcoal, sulfur, and soda ash.

ANIMATE WATER

Transmutation [Water]

Level: Druid 1, wu jen 1 (water)

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

Target: Up to a 5-ft. cube of water

As *animate wood*, but you can animate a quantity of water up to the maximum volume.

Water animated by this spell has hardness 0, but has double the normal hit points that an animated object of the same size would have.

Material Component: A vial of pure spring water mixed with cinnabar oil.

ANIMATE WOOD

Transmutation

Level: Druid 1, wu jen 1 (wood)

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One Small or smaller wooden object

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

Saving Throw: None

Spell Resistance: No

This spell imbues a Small or smaller wooden object with mobility and a semblance of life, then causes it to immediately attack whomever or whatever you initially designate.

Statistics for the animated wood are as for a Small animated object and can be found on page 13 of the *Monster Manual*.

Wooden objects animated by this spell have hardness 5.

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

Material Component: A mixture of powdered cinnabar and ground peach pit.

BLINK, GREATER

Transmutation

Level: Bard 5, sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

This spell functions like *blink*, except you have control over the timing of your “blinking” back and forth between the Ethereal Plane and the Material Plane.

You can also ready an action to *blink* away from any physical or magical attack, with the attack missing automatically unless it also affects ethereal targets (as a force effect does).

While *blinking*, you have no chance of interfering with your own attacks or your own spells.

When moving through solid objects, you do not risk materializing inside one unless you actually end your movement there, in which case you materialize and are shunted off to the nearest open space, taking 1d6 points of damage per 5 feet traveled in this manner.

BRILLIANT BLADE

Transmutation

Level: Cleric 8, sorcerer/wizard 6

Components: V

Casting Time: 1 standard action

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

Target: One melee or thrown weapon, or fifty projectiles (all of which must be in contact with each other at the time of casting)

Duration: 1 min./level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You transform a single melee weapon, thrown weapon, or group of projectiles into a weapon of brilliant energy.

A brilliant energy weapon sheds light as a torch (20-foot radius) and ignore nonliving matter.

Armor bonuses to AC (including any enhancement bonuses to that armor) do not count against it because the weapon passes through armor.

(Dexterity, deflection, dodge, natural armor, and other such bonuses still apply).

A brilliant energy weapon cannot harm undead, constructs, or objects.

If this spell is cast on arrows or crossbow bolts, the effect on a particular projectile ends after one use, whether or not the missile strikes its intended target.

Treat shuriken as arrows, rather than as thrown weapons, for the purpose of this spell.

COBRA'S BREATH

Transmutation

Level: Wu jen 1 (water)

Components: S, M

Casting Time: 1 standard action

Range: 10 ft.

Target: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: No

Your saliva changes into a virulent poison that you then spray forth in a 10-foot cone.

Creatures within the cone must make a Fortitude save or take 1d3 points of Constitution damage.

The poison does not affect you, nor does it produce any secondary effects or remain potent once sprayed.

Material Component: A cobra's fang.

DANCING BLADE

Transmutation

Level: Wu jen 4 (metal)

Components: V, S, M

Casting Time: 1 round

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

Target: One sword

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

When you cast this spell, you cause the target sword to hover and attack on its own, aiding a character you designate.

The sword must be either unattended (in which case you choose which creature it will fight for, so long as both creature and weapon are within range) or in the possession of a willing ally who benefits from the spell.

A *dancing blade* attacks using the initiative modifier and base attack bonus of the creature it fights for, though it gains no other attack or damage modifiers the creature might have (including those from Strength) and takes a -4 penalty on its attack rolls if the creature it fights for doesn't have proficiency with a weapon of its kind.

The sword moves with the creature it fights for (and so can take the full attack action if that creature does), staying within 5 feet at all times and dropping to the ground if that creature is reduced to 0 or fewer hit points.

Controlling the sword requires no concentration, and the designated creature can fight with another weapon at the same time.

A *dancing blade* prevents two opponents from flanking the creature it fights for (though that creature can be flanked by additional opponents).

Material Component: A tiny stick puppet.

DARKVISION, MASS

Transmutation

Level: Sorcerer/wizard 4

Components: V, S, M

Range: 10 ft.

Targets: The caster and all allies in a 10-ft.-radius burst, centered on the caster

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As *darkvision* (see page 216 of the *Player's Handbook*), except that all target creatures receive the spell's benefits.

Unlike with *darkvision*, recipients of this spell cannot have the ability made permanent with a *permanency* spell.

Material Component: A dried carrot or three small agates.

DECAPITATING SCARF

Transmutation

Level: Wu jen 7 (metal)

Components: V, S, F

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: No

When you cast this spell, you flick a silk scarf at one creature within range, magically propelling it toward the target.

The scarf assumes an ironlike hardness on the way, and then wraps around the creature's neck.

You must have line of sight to the target and hit with a normal ranged attack.

If you hit, the target must make a Fortitude saving throw; failure indicates that the scarf has decapitated the victim.

A target creature that makes its save takes 1d4 points of damage per caster level (maximum 20d4) before freeing itself from the *decapitating scarf*.

Constructs and most undead (except vampires) are not immediately killed by decapitation, and take only 6d4 points of damage whether they make their save or not. Oozes, aberrations, and other creatures without a head are immune to the spell's effects.

Focus: The silk scarf.

EARTHEN GRASP

Transmutation [Earth]

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Animated earthen arm

Duration: 2 rounds/level

Saving Throw: None

Spell Resistance: Yes

You bring forth from the ground an arm made of dense, compacted earth or soil that can grapple your foes.

You can cause the arm to rise out of only earth, mud, grass, or sand, and the spell fails if you attempt to cast it in an area with the wrong materials (including stone).

Treated the arm as a Medium creature, with a base attack bonus equal to your caster level and a Strength score of 14 +2 per three caster levels (16 at 3rd level, 18 at 6th level, and so on).

The arm doesn't move from the square it appears in, but can make one grapple attempt per round against any creature in its square or any adjacent square, provoking attacks of opportunity as normal.

If the arm can target multiple creatures, the caster chooses one.

If the caster is unable to choose a target, the arm attacks a random creature within reach (possibly including the caster's allies).

Each round that it successfully pins a target, the hand deals 1d6 points of lethal damage (plus its Strength modifier).

The earthen arm has AC 15, hardness 4, and 3 hit points per caster level.

If reduced to 0 or fewer hit points, it crumbles to dust.

Material Component: A miniature hand sculpted from clay.

ENTANGLING SCARF

Transmutation

Level: Wu jen 2 (metal)

Components: V, S, F

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: No

When you cast this spell, you flick a silk scarf at one creature within range, magically propelling it toward the target.

The scarf assumes an ironlike hardness on its way and then wraps around the target creature.

You must have line of sight to the target and hit with a ranged touch attack.

If you hit, the target must make a successful Reflex save or become entangled.

Focus: The silk scarf.

FIENDFORM

Transmutation [Evil]

Level: Sorcerer/wizard 6

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

This spell functions like *alter self*, except that you can take the form of any fiendish creature, demon, or devil that can be summoned by a *summon monster* I, II, III, or IV spell, regardless of size.

You can assume only one form with each use of the spell, but you gain all that form's extraordinary, spell-like, and supernatural abilities, and your type changes to outsider. Spells and effects that harm or ward evil outsiders affect you, and any effect that would normally banish an outsider to its home plane instead ends the spell and leaves you staggered for 1 round per caster level.

Material Component: A bone from any fiendish creature, half-fiendish creature, demon, or devil.

FIRE WINGS

Transmutation [Fire]

Level: Wu jen 3 (fire)

Components: V, S, M, F

Casting Time: 1 round

Range: Personal

Target: You

Duration: 10 min./level

This spell transforms your arms into wings of brilliant fire (resembling those of a phoenix), which do not damage you or any items you carry.

Since your arms are transformed, you cannot hold items in your hands or cast spells with somatic components while using *fire wings*, but rings, bracers, and other items worn on your arms meld into the new form and continue to function normally.

The wings allow you to fly at a speed of 60 feet (good) while carrying no more than a light load.

You can ascend at half speed and descend at double speed, and you can charge (but not run) while flying.

You can make unarmed attacks with *fire wings* but are not considered proficient with them, taking a -4 penalty on your attack rolls.

A successful unarmed strike deals 2d6 points of fire damage in addition to your normal unarmed attack damage (treated as lethal damage while the spell is in effect).

The wings are extinguished (and the spell ends) if subjected to a *quench* spell, immersed in water for 1 round, or exposed to winds of hurricane force or greater.

If the spell expires while you are aloft, you fall normally.

Material Component: The feather of a bird, which you must burn when you cast the spell.

Focus: A golden amulet shaped like a phoenix.

FIST OF STONE

Transmutation [Earth]

Level: Sorcerer/wizard 1, warmage 1

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute

You transform one of your hands into a mighty fist of living stone, gaining a +6 enhancement bonus to Strength for purposes of attacks, grapple checks, or breaking and crushing items.

In addition, you gain the ability to make one natural slam attack as a standard action, dealing 1d6 points of damage plus your new Strength bonus (or 1-1/2 times your Strength bonus if you make no other attacks that round). You can make the slam attack as a natural secondary attack with the normal -5 penalty (or -2 penalty if you have the Multiattack feat; see page 304 of the *Monster Manual*) as part of a full attack action.

However, you cannot gain more than one slam attack per round with this spell due to a high base attack bonus (+6 or higher).

Your fist undergoes no change in size or form, remaining as flexible and responsive as it would normally be while under the spell's effect.

Material Component: A pebble inscribed with a stylized fist design.

FLENSING

Transmutation [Evil]

Level: Sorcerer/wizard 8

Components: V, S, M

Casting Time: 1 standard action

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

Target: One corporeal creature; see text

Duration: Up to 4 rounds; see text

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

When you cast this spell, you literally strip the flesh from a corporeal creature's body, inflicting incredible pain and psychological trauma.

Each round, the target takes 2d6 points of damage, 1d6 points of Charisma damage, and 1d6 points of Constitution damage.

A successful Fortitude save negates the ability damage, reduces the hit point damage by half, and ends the spell. In each round when the target creature is affected, it gets a new save.

Flensing has no effect on creatures in gaseous form.

Material Component: An onion.

FLY, MASS

Transmutation

Level: Sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

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

Targets: One creature/level, no two of which can be more than 30 ft. apart

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As *fly* (see page 232 of the *Player's Handbook*), except this spell confers the power of flight upon all targeted creatures. Each recipient of the spell must remain within 30 feet of at least one other recipient, or the spell ends for the creature that is separated from the others.

If only two individuals are affected, the spell ends for both if the distance between them exceeds 30 feet.

GHOSTFORM

Transmutation

Level: Sorcerer/wizard 8

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

You assume a visible, incorporeal form like that of a manifesting ghost.

You have no physical body while in this state.

You can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities.

You are immune to all nonmagical attack forms.

Even when hit by spells or magic weapons, you have a 50% chance to ignore any damage from a corporeal source (except for positive energy, negative energy, force effects such as *magic missile*, or attacks made with ghost touch weapons).

Nondamaging spell effects affect you normally unless they require corporeal targets to function (such as *implosion*) or they create a corporeal effect that incorporeal creatures would normally be unaffected by (such as a *web* or *wall of stone* spell).

As an incorporeal creature, you have no natural armor bonus but have a deflection bonus equal to your Charisma bonus (always at least +1, even if your Charisma score does not normally provide a bonus).

You can enter or pass through solid objects while in *ghostform*, but you must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than your own.

You can sense the presence of creatures or objects within a square adjacent to your current location, but enemies have total concealment (50% miss chance) from you while you are inside an object.

In order to see farther from the object you are in and attack normally, you must emerge.

While inside an object, you have total cover, but when you attack a creature outside the object you have cover only, so a creature outside with a readied action could strike at you as you attack.

You cannot pass through a force effect.

While under the effect of *ghostform*, your attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as *mage armor*) work normally against you.

Your nonmagical attacks have no effect on corporeal targets, and any attack you make with a magic weapon against a corporeal target has a 50% miss chance, except for attacks you make with a ghost touch weapon, while are made normally (no miss chance).

Spells you cast while in *ghostform* affect corporeal targets normally, including spells that require you to make an attack roll (such as rays or melee touch spells).

You can pass through and operate in water as easily as you do in air.

You cannot fall or take falling damage.

You cannot make trip or grapple attacks, nor can you be tripped or grappled.

In fact, you cannot take any physical action that would move or manipulate an opponent or its equipment, nor are you subject to such actions.

You have no weight while in *ghostform* and do not set off traps that are triggered by weight.

You move silently and cannot be heard with Listen checks if you don't wish to be while in *ghostform*.

You have no Strength score while incorporeal, so your Dexterity modifier applies to both your melee attacks and ranged attacks.

Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to you.

You have an innate sense of direction and can move at full speed even when you cannot see.

GIANT SIZE

Transmutation

Level: Wu jen 7

Components: V, S, M

Casting Time: 1 round

Range: Personal

Target: You

Duration: 1 minute

GIANT SIZE									
Caster Level	Size	Str	Dex	Con	Nat. AC	AC/Ask Mod	Space/Reach		
1st–15th	Huge (20 ft.)	+16	–2	+4	+3	–2	15 ft./15 ft.		
16th–18th	Gargantuan (40 ft.)	+24	–2	+8	+7	–4	20 ft./20 ft.		
19th or higher	Colossal (72 ft.)	+32	–2	+12	+12	–8	30 ft./30 ft.		

When you cast this spell, you grow to Huge, Gargantuan, or Colossal size, depending on your caster level.

Your Strength, Dexterity, Constitution, natural armor, size modifier to Armor Class and attack rolls, and space and reach all change as shown on the accompanying table.

(You need not assume the largest size you are capable of; you can choose to grow only to a smaller size if you wish).

All your equipment changes size with you, allowing you to use weapons or magic items effectively in your giant form.

See Table 2–2: Increasing Weapon Damage by Size, page 28 of the *Dungeon Master's Guide*, to determine the damage dealt by any weapons carried when you cast *giant size*.

Material Component: The scale of a dragon or hairs from the head of a giant.

IRON SCARF

Transmutation

Level: Wu jen 1 (metal)

Components: V, S, F

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

When you cast this spell, you flick a silk scarf at one creature within range, magically propelling it toward the target.

The scarf assumes an ironlike hardness on the way.

You must have line of sight to the target and hit with a normal ranged attack with the scarf.

If you hit, the target takes 1d8 points of damage +1 point per caster level (maximum +5).

Focus: The silk scarf.

LOW-LIGHT VISION

Transmutation

Level: Assassin 1, ranger 1, sorcerer/wizard 1

Components: V, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The target creature gains low-light vision: the ability to see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination.

The target retains the ability to distinguish color and detail under these conditions.

Arcane Material Component: A small candle.

MAGNETISM

Transmutation

Level: Wu jen 3 (metal)

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Ray

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: No

A shimmering magnetic ray springs from your hand and pulls iron or steel objects to your grasp.

Once per round on a successful ranged touch attack, the magnetic ray can draw an object toward you with an effective Strength score of 30 (and so can target items weighing up to 8,000 pounds).

Any unattended and unsecured item flies directly and safely to your hand (or to the edge of your space if too large to be wielded), but drawing an item toward you that another creature is holding (such as a weapon) requires a successful disarm attempt (see page 155 of the *Player's Handbook*).

You use the ray's Strength modifier (+10) in place of your own, and such attempts do not provoke attacks of

opportunity, even if you use *magnetism* against a creature in an adjacent square, although casting the spell might still provoke attacks of opportunity.

If you succeed on the disarm attempt, the weapon flies from your opponent's hand to your own.

If you target an item that is attended but not held, such as a weapon at someone's belt, the creature bearing the item gets a Reflex save to hang onto it, dropping whatever else is in one hand at the time unless it has a free hand.

On a failed save, the item flies from the creature's hand to your own.

Otherwise, make a disarm attempt as above.

If an item is secured in some way, you can make a Strength check (using the ray's +10 bonus) to break or burst whatever holds it.

Material Component: A piece of lodestone.

METAL SKIN

Transmutation

Level: Wu jen 5 (metal)

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes

When you cast this spell, the recipient's skin toughens and gleams as if metallic, and it gains a natural armor bonus of +8.

The target becomes somewhat slow and stiff, taking a -2 penalty to Dexterity.

Material Component: A small piece of rhinoceros hide.

MINUTE FORM

Transmutation

Level: Wu jen 8

Components: V, S, M

Casting Time: 1 round

Range: Personal

Target: You

Duration: 1 minute

When you cast this spell, you shrink to Tiny, Diminutive, or Fine size, depending on your caster level).

Your Strength, Dexterity, Constitution, size modifier to Armor Class and attack rolls, and space and reach all change as shown on the accompanying table.

(You need not assume the smallest size you are capable of; you can choose to shrink only to a larger size if you wish). None of your ability scores can be reduced below 1 by this spell.

All your equipment changes size with you, allowing you to use weapons or magic items effectively in your smaller form.

See Table 2-3: Decreasing Weapon Damage by Size, page 28 of the *Dungeon Master's Guide*, to determine the damage dealt by any weapons carried when you cast *minute form*.

Material Component: A flea.

MINUTE FORM

Caster Level	Size	Str	Dex	Con	AC/Atk Mod	Space/Reach
15th-16th	Tiny (18 in.)	-8	+4	-2	+2	2-1/2 ft./0 ft.
17th-18th	Diminutive (9 in.)	-10	+6	-2	+4	1 ft./0 ft.
19th or higher	Fine (3 in.)	-10	+8	-2	+8	1/2 ft./0 ft.

POISON NEEDLES

Transmutation

Level: Wu jen 4 (metal)

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: None and Fortitude negates; see text

Spell Resistance: Yes

A needle flicked from your fingers multiplies into a hail of needles that drip poison, striking a single target.

If you hit with a normal ranged attack, the target takes 1d4 points of damage per caster level (maximum 5d4) and experiences an effect of your choice from the following.

- The target takes 1d8 points of Constitution damage immediately and another 1d8 points of Constitution damage 1 minute later.

Each instance of damage can be negated with a separate Fortitude save.

- The target is paralyzed for 2d6 minutes.

A successful Fortitude save negates the effect.

- The target takes 1d10 points of Dexterity damage immediately and another 1d10 points of Dexterity damage 1 minute later.

Each instance of damage can be negated with a separate Fortitude save.

Material Component: A long metal needle.

RAIN OF NEEDLES

Transmutation

Level: Wu jen 2 (metal)

Components: V, S, M

Casting Time: 1 standard action

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

Targets: Up to one creature/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A needle flicked from your fingers multiplies into a hail of needles, raining down on all the targets you select.

You make a normal ranged attack against each target separately, and the needles deal 1d4 points of damage per caster level (maximum 5d4) divided up among the targets. Thus, a 4th-level wu jen can target a single creature with 4d4 points of damage, or two creatures with 2d4 points of damage each, and so forth.

Material Component: A long metal needle.

REPAIR CRITICAL DAMAGE

Transmutation

Level: Sorcerer/wizard 4

As *repair light damage*, except you repair 4d8 points of damage +1 point per caster level (maximum +20).

REPAIR LIGHT DAMAGE

Transmutation

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Construct touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

When laying your hand upon a construct that has at least 1 hit point remaining, you transmute its structure to repair the damage it has taken.

The spell repairs 1d8 points of damage +1 point per caster level (maximum +5).

REPAIR MINOR DAMAGE

Transmutation

Level: Sorcerer/wizard 0

As *repair light damage*, except you repair 1 point of damage to a construct.

REPAIR MODERATE DAMAGE

Transmutation

Level: Sorcerer/wizard 2

As *repair light damage*, except you repair 2d8 points of damage +1 point per caster level (maximum +10) to a construct.

REPAIR SERIOUS DAMAGE

Transmutation

Level: Sorcerer/wizard 3 As *repair light damage*, except you repair 3d8 points of damage +1 point per caster level (maximum +15) to a construct.

SCALES OF THE LIZARD

Transmutation

Level: Wu jen 1

Components: V, S, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute

When you cast this spell, your skin toughens and shimmers as if covered with scales.

You gain a +2 enhancement bonus to your natural armor bonus, increasing to +3 at 6th level, +4 at 9th level, and +5 at 12th level or higher.

The enhancement bonus provided by *scales of the lizard* stacks with your own natural armor bonus (if any), but not with other enhancement bonuses to natural armor.

A creature without natural armor has an effective natural armor bonus of +0, much as a character wearing only normal clothing has an armor bonus of +0.

Focus: A tattoo of a lizard on your skin.

SMOKE LADDER

Transmutation

Level: Wu jen 1 (fire)

Components: V, S, F

Casting Time: 1 round

Range: Touch

Effect: A ladder of smoke

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

You create a misty ladder up to 10 feet long per caster level, shaped from the smoke given off by a fire as you cast the spell.

A *smoke ladder* weighs virtually nothing and can be easily handled at any length.

Always steady and rigid, the ladder needs no support or object to lean against, but can simply be placed in the desired position and climbed.

By casting the spell again on an existing *smoke ladder* before it dissipates, you can reset its duration.

Focus: A large fire of green wood.

SNAKE DARTS

Transmutation

Level: Wu jen 4

Components: V, S, F

Casting Time: 1 standard action

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

Targets: One or two creatures

Duration: Instantaneous; see text

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

When you cast this spell, your snake tattoos (the spell's focus) transform into real poisonous snakes that fly from you to the target or targets you select, striking like darts. The snakes always hit, dealing 3d6 points of damage each. The poison each snake carries deals 1d6 points of Constitution damage immediately and another 1d6 points of Constitution damage 1 minute later.

Each instance of ability damage can be negated by a successful Fortitude save.

After striking the targets, the living snakes fly back to you and must be swallowed before you can cast the spell again. Swallowing the snakes is a standard action that causes you no harm and does not provoke attacks of opportunity. Once they are swallowed, the tattoos reappear immediately on your arms.

Focus: Two snake tattoos on your skin, usually one coiled around each forearm.

SPIRIT NEEDLE

Transmutation

Level: Wu jen 6 (metal)

Components: V, S, F

Casting Time: 1 standard action

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

Target: One spirit creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

A needle flicked from your fingers magically penetrates a spirit creature's aura.

If you hit with a normal ranged attack, the spirit loses the protective benefits of being incorporeal and is held in place

(losing any Dexterity bonus to Armor Class and giving attackers a +4 bonus on attack rolls against it). Though the spirit cannot move for the duration of the spell, it can still take standard and full-round actions (including attacks).

A pinned spirit is unable to use any supernatural or spell-like ability that would transport it from its current location (such as *dimension door* or *teleport*) or alter its substance or state (such as *gaseous form* or *ethereal jaunt*).

The spirit cannot remove the needle that pins it in place, but another creature can do so as a standard action.

Focus: A long metal needle.

STONY GRASP

Transmutation [Earth]

Level: Sorcerer/wizard 3

Effect: Animated stone arm

Duration: 1 round/level

As *earthen grasp* (see page 104), except the stony arm can appear from any natural surface, including unworked rock, earth, mud, grass, or sand.

The stone arm has AC 18, hardness 8, and 4 hit points per caster level.

Material Component: A miniature hand sculpted from stone.

SUMMONING WIND

Transmutation

Level: Wu jen 5

Components: V, S

Casting Time: 10 minutes

Range: 10 miles/level

Targets: Up to 10 creatures/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You send a message or sound on the wind to a number of specific creatures that you identify while casting the spell. You need not directly know the recipients, but you must be able to distinguish them by their location, position, or some feature other than race or character class.

For example, you could send a *summoning wind* to the soldiers of your palace guard or to the governors of all the provinces in the empire, provided you know that such characters exist.

You can prepare the spell to bear a message of up to twenty-five words, cause the spell to deliver any other normal sounds for 1 round, or merely have a *summoning wind* seem to be a mysterious stirring of the air.

The wind travels to each recipient provided that it can find a way from you to their locations (the wind can travel around virtually any obstacle, but can't pass through closed portals or windows, regardless of whether they're airtight). You choose its speed (from as slow as 1 mile per hour to as fast as 1 mile per 10 minutes), but the *summoning wind* is as gentle and unnoticed as a zephyr until it reaches the recipients, where it delivers its whisper-quiet message and dissipates.

As with *magic mouth*, a *summoning wind* cannot speak verbal components, use command words, or activate magical effects.

SWIM

Transmutation [Water]

Level: Druid 2, sorcerer/wizard 2, wu jen 2 (water)

Components: V, S, M

Casting Time: 1 round

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

Target: One creature

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell gives the recipient a swim speed like any aquatic creature (though not the ability to breathe water or hold one's breath beyond normal limits).

So long as the creature isn't carrying more than a light load, it can swim at its normal speed without making Swim checks.

It also gains a +8 competence bonus on any Swim checks to perform special actions or avoid hazards, though it still takes the normal penalty for weight carried (-1 per 5 pounds).

The recipient can choose to take 10 on swim checks, even if rushed or threatened, and can use the run action while swimming if it swims in a straight line.

If the creature is carrying more than a light load, it must make Swim checks to move (taking the normal penalty for weight carried), but all other benefits and bonuses of the spell still apply.

Material Component: A goldfish scale.

TERRA COTTA LION

Transmutation

Level: Wu jen 5 (earth)

As *terra cotta warrior*, but the spell animates a statuette of a foo lion (a celestial dire lion) into a Huge animated object (Huge construct, 90 hp, AC 13, hardness 6, speed 30 ft., attack slam +9, damage 2d6+7).

As with *terra cotta warrior*, the lion has none of the animated object attack forms given in the *Monster Manual*.

Focus: A terra cotta statue of a foo lion, up to 1 foot tall and costing 10 gp.

TERRA COTTA WARRIOR

Transmutation

Level: Wu jen 3 (earth)

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: One statuette touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell turns an innocuous statuette of decoration and devotion into a full-sized warrior, ready to fight your foes. The statuette becomes a Medium animated object (Medium construct, 35 hp, AC 14, hardness 6, speed 40 ft., attack slam +2, damage 1d6+1) that attacks a specified target on your turn as directed by you.

You can change the designated target as a move action (as if directing an active spell).

The statuette can be reused if the terra cotta warrior remains intact at the end of the spell, but if the warrior is

reduced to 0 or fewer hit points, it crumbles to powder and the statuette is lost.

See page 13 of the *Monster Manual* for full information on animated objects, but the *terra cotta warrior* has none of the given attack forms.

Focus: A terra cotta statue of a warrior, up to 6 inches tall and costing 1 gp.

THORNSKIN

Transmutation

Level: Druid 3, wu jen 3 (wood)

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Your skin sprouts thorns when this spell is cast, increasing the damage you deal with an unarmed strike and making you difficult to grab.

As well as dealing lethal damage on an unarmed strike (if you don't already do so), you deal an extra 1d6 points of piercing damage (so that a human under the effect of *thornskin* would deal 1d3 points of bludgeoning damage plus 1d6 points of piercing damage with an unarmed strike).

In addition, any creature that hits you with a natural weapon or unarmed strike (including all successful grapple checks) takes 5 points of piercing damage.

Material Component: A thorn.

TRANSMUTE ROCK TO LAVA

Transmutation [Earth, Fire]

Level: Druid 9, sorcerer/wizard 9, wu jen 9

Components: V, S

Casting Time: 1 standard action

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

Area: One 10-ft. cube

Duration: Instantaneous

Saving Throw: Reflex half; see text

Spell Resistance: No

You transform natural, uncut, or unworked rock of any sort into an equal volume of red-hot molten lava.

All creatures in the spell's area who make a successful Reflex save take 2d6 points of fire damage provided they can physically escape the area on their next turn.

Creatures that fail their save, or those unable to escape the area, take 20d6 points of fire damage for each round they remain in the area.

Creatures in the lava have their speed reduced to 5 feet and take a -2 penalty on attack rolls and to Armor Class.

Even after leaving the area of the spell, creatures that were exposed to the lava take half damage (either 1d6 or 10d6) for an additional 1d3 rounds.

If *transmute rock to lava* is cast upon the ceiling of a cavern or tunnel, the lava falls to the floor and spreads out in a 15-foot-radius pool at a depth of approximately 1-1/2 feet.

The rain of lava deals 2d6 points of fire damage and 1d6 points of bludgeoning damage to anyone caught directly beneath (Reflex half).

In addition, creatures take 2d6 points of fire damage each round when they are caught in the area of the pool, then 1d6 points of fire damage for 1d3 rounds after they escape.

While constructions of worked stone can't be targeted with this spell, casting it on unworked stone below or adjacent to such structures does 10d6 points of fire damage per round to any part of the structure in contact with the lava. Wooden structures in contact with lava instantly burst into flame.

The lava cools naturally from its surface toward its center, and it no longer deals fire damage after 2d6 hours as it slowly reverts to stone.

Though a 15-foot-radius pool can take as long as two days to completely cool, the core of a 10-foot cube of lava might remain molten for a month or more.

Magical or enchanted stone is not affected by the spell.

WATER TO POISON

Transmutation

Level: Wu jen 4 (water)

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One ounce of water/level

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: No

This spell transforms a volume of water into an equal volume of colorless, tasteless, ingested poison with a save DC equal to the spell's DC.

When ingested, the poison deals 1 point of Constitution damage followed by 1d8 points of Constitution damage 1 minute later.

A successful Will save can negate each instance of damage.

A single swallow (1 ounce) of poison is enough to affect a single creature; drinking more does not increase the effect.

Material Component: The fang of a poisonous snake and a bloodstone worth at least 50 gp.

WHIRLING BLADE

Transmutation

Level: Bard 2, sorcerer/wizard 2, warmage 2

Components: V, S, F

Casting Time: 1 standard action

Range: 60 ft.

Effect: 60-ft. line

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

As you cast this spell, you hurl a single slashing weapon at your foes, magically striking at all enemies along a line to the extent of the spell's range.

You make a normal melee attack, just as if you attacked with the weapon in melee, against each foe in the weapon's path, but you can choose to substitute your Intelligence or Charisma modifier (as appropriate for your spellcasting class) for your Strength modifier on the weapon's attack rolls and damage rolls.

Even if your base attack bonus would normally give you multiple attack rolls, a *whirling blade* gets only one attack (at your best attack bonus) against each target.

The weapon deals damage just as if you had swung it in melee, including any bonuses you might have from ability scores or feats.

No matter how many targets your weapon hits or misses, it instantly and unerringly returns to your hand after attempting the last of its attacks.

Focus: A slashing melee weapon that the caster hurls.

WOOD ROT

Transmutation

Level: Druid 5, wu jen 5 (wood)

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One nonmagical wooden object or a volume of wood; or one plant creature

Duration: Instantaneous or 1 round/level; see text

Saving Throw: None

Spell Resistance: No

When you cast this spell, an insidious rot immediately taints any wooden object or plant creature you touch.

Any unattended nonmagical wooden item smaller than 6 feet in diameter, or a 3-foot-radius volume of a larger wooden object (such as a wooden door), is instantly destroyed by *wood rot*.

In combat, you can use the spell to attempt to sunder any wooden or wooden-hafted weapon; the weapon or its wooden portion is destroyed on a successful melee touch attack.

Attempting to sunder a weapon generally provokes attacks of opportunity, and *wood rot* has no effect on wooden or wooden-hafted weapons that strike you, even if you hold the charge.

Against wooden shields or armor, you also make a melee touch attack.

Targets too large to be destroyed outright take a -1d6 penalty to their bonus to Armor Class on a successful hit and are rendered unusable if the penalty exceeds the bonus. Any attack against a wooden object discharges the spell, and wooden magic items are immune to the effect of *wood rot*.

Against plant creatures, *wood rot* deals 3d6 points of damage +1 point per caster level (maximum +15) on a successful attack.

Against plant creatures only, the spell lasts for 1 round per level, and you can make one melee touch attack per round.

Once it is used to make an attack against a plant creature, *wood rot* cannot be used to attack or destroy wooden items.

Material Component: A live termite.

UNIVERSAL

ENHANCE FAMILIAR

Universal

Level: Sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Familiar touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes (harmless)

You infuse your familiar with vigor, granting it a +2 competence bonus on saves, attack rolls, and melee damage rolls, as well as a +2 dodge bonus to Armor Class.

FAMILIAR POCKET

Universal

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One container or garment with a pocket touched

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

When you cast this spell, a garment or container becomes a safe haven for a Tiny or smaller familiar.

The spell turns the target item or pocket into a comfortable extradimensional space (about 1 cubic foot).

The familiar can fit inside the space without creating any noticeable bulge in the item.

Whenever the familiar is touching you, you can whisk it inside the space as a free action by speaking a command word chosen by you when the spell is cast.

If the familiar can speak, it can command itself inside.

As a free action, you can call the familiar forth or it can leave the space on its own.

Once inside, the familiar has total cover (+4 AC) and concealment (20% miss chance), and as a free action, you or the familiar can further seal the space to make it airtight and waterproof.

The air supply inside the sealed space lasts for 1 hour, but with the pocket unsealed, the familiar can remain inside indefinitely.

The familiar cannot attack or cast spells from within the space, but can use supernatural or spell-like abilities as normal (provided they don't require line of sight, which the pocket blocks).

The spell ends if the *familiar pocket* is placed within or taken into another extradimensional space (such as a *portable hole*).

If your familiar is within the pocket when the spell duration expires or if the spell ends abnormally (as above), it appears in your space unharmed.

Material Component: A tiny golden needle and a strip of fine cloth given a half twist and fastened at the ends.

FORTIFY FAMILIAR

Universal

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Familiar touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes (Harmless)

This spell makes your familiar tougher, granting it 2d8 temporary hit points and a +2 enhancement bonus to its natural armor.

It also has a 25% chance to avoid extra damage from sneak attacks or critical hits (though such attacks still deal normal damage if successful).

Temporary hit points gained in this fashion last for up to 1 hour.

IMBUE FAMILIAR WITH SPELL ABILITY

Universal

Level: Sorcerer/wizard 6

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Familiar touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell allows you to transfer a number of your spells and the ability to cast them into your familiar.

Spontaneous spellcasters, such as sorcerers, can imbue a familiar with any spells they know how to cast.

Arcanists who prepare spells, such as wizards, can imbue a familiar with any spell they have currently prepared.

In either case, you can imbue one spell per three caster levels, with a maximum spell level of one-third your caster level, rounded down (maximum 5th level).

Multiple castings of *imbue familiar with spell ability* have no effect on these limits.

SPECIFIC DEITIES AND SPELLS

Many of the spells described in this chapter have varying effects based on the deity the target or caster worships. Treat these spells in a manner similar to the way you adjudicate *Player's Handbook* spells such as *spiritual weapon*. If the caster or target does not worship one of the deities noted in the spell description, choose

The transferred spell's variable characteristics (range, duration, area, and so on) function according to your level. Once you cast *imbue familiar with spell ability* on your familiar, both the spell slot from which you cast the spell and the spell slots of the transferred spells remain unavailable for the preparation or casting of new spells until the familiar uses the transferred spells or *imbue familiar with spell ability* expires.

The spell can be dispelled; if this spell fails, the spells transferred are lost as if the familiar had cast them.

In an *antimagic field*, the familiar loses the ability to cast the imbued spells, but regains it again if it leaves the field (so long as the spell's duration hasn't expired).

If any transferred spell requires a focus or material component, you must have it on your person when the spells are cast (components are consumed as normal without requiring you to bring them to hand).

Any XP costs from a transferred spell are deducted from your total when the familiar casts the spell.

COMPLETE CHAMPION (3.5)

the closest possible match to the deity's alignment as you can, allowing for customization based on the creature's alignment as well.

Whenever possible, these spell descriptions include even more deities than the *Player's Handbook* covers (including some monster deities) to assist you in such approximations.

These modifiers end when the affected creature leaves the spell's area.

Alignment	Bonus	Penalty
Chaos	+1 on attack rolls	-1 on saving throws
Evil	+1 on damage rolls	-1 to Armor Class
Good	+1 on saving throws	-1 on attack rolls
Law	+1 to Armor Class	-1 on damage rolls

At any point before the duration expires, you can choose to unleash the spell's remaining power in a 60-foot burst that deals 1d4 points of damage per round of duration remaining (maximum 15d4) to each creature of the opposed alignment in the area.

Each affected creature can attempt a Fortitude save for half damage.

The burst also heals 1 point of damage per round of duration remaining (maximum 15 points) for each creature of the same alignment in the area.

Once this option is invoked, the spell ends immediately.

BENEDICTION

Abjuration

Level: Cleric 2, paladin 2

Components: V, S, DF

Casting Time: 1 full round

Range: Touch

Target: Creature touched

Duration: 10 minutes/level or until discharged

Saving Throw: Will negates (harmless)

ABJURATION

ALIGNED AURA

Abjuration

Level: Blackguard 4, cleric 4, paladin 4

Components: V, S, DF

Casting Time: 1 standard action

Range: 20 ft. or 60 ft.

Area: 20-ft.-radius emanation or 60-ft.-radius burst, centered on you

Duration: 1 round/level or until discharged

Saving Throw: Fortitude partial

Spell Resistance: Yes

A rush of divine energy flows through your holy symbol, infusing your body with the essence of the divine ethos.

When you cast this spell, choose one non-neutral aspect of your own alignment—chaos, evil, good, or law.

(If you are neutral, you can select whichever alignment you wish each time you cast this spell).

You are immediately surrounded in a 20-foot aura of invisible energy associated with the chosen alignment component.

Anyone in that area who shares that alignment component gains a bonus, and anyone with the opposed alignment component must make a Fortitude save or take a penalty. The values of these modifiers and the features to which they apply are given on the following table.

Spell Resistance: Yes (harmless)

You grant your comrade the luck of the gods.

With this spell, you can grant another creature a +2 luck bonus on all saving throws.

If the subject is also under another effect that grants saving throw bonuses, the effects stack.

In addition, at any point before the duration expires, the subject can choose to reroll a single attack roll, saving throw, skill check, or ability check after seeing the result of the initial roll, but before finding out whether it succeeds or fails.

The higher of the two rolls applies.

Once this option is exercised, the spell ends immediately.

Unlike most touch spells, *benediction* cannot be used on yourself.

Its effects are for the benefit of others only.

BODY WARD

Abjuration

Level: Cleric 2, druid 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level or until expended

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Your comrade's body grows denser and stronger beneath your touch.

You grant the subject a limited resistance to ability damage.

You choose one of the three physical ability scores—Strength, Dexterity, or Constitution—when you cast the spell.

Body ward absorbs the next 5 points of damage dealt to that ability score, regardless of its source.

If, for instance, an ally you had warded against Strength damage were subsequently poisoned for 6 points of Strength damage, she would take only 1 point.

The spell lasts until its duration expires, or until the 5 points of protection are used up, whichever comes first.

When cast multiple times upon the same subject, *body ward* has a synergistic effect.

If you use it to affect two physical abilities simultaneously, it wards each against 8 points of damage.

If you use it to affect all three physical abilities at once, it wards each against 10 points of damage.

To achieve this synergy, the multiple castings must occur in subsequent rounds.

The benefits from multiple castings of *body ward* that protect the same ability score do not stack.

BOLSTER AURA

Abjuration

Level: Cleric 3, paladin 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature or object touched

Duration: 10 minutes/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

The divine aura that surrounds you begins to swell, sending off waves of faux power into the ether.

By casting *bolster aura*, you make the aura of the target creature or object stronger, possibly causing other creatures to assume that the target is more powerful than it actually is.

For every two caster levels you possess, the target of a *bolster aura* spell appears to have 1 Hit Die more than it actually does.

If the target has no aura, then *bolster aura* has no effect.

DAMPEN MAGIC

Abjuration

Level: Cleric 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level or until discharged (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You can sense the fibers of magic around you.

Reaching out, you pull them tight about your subject, creating an invisible cocoon of mystical forces.

This spell surrounds the subject with a mystical field that dampens the effects of magic.

While it is in effect, the enhancement bonus of any magic weapon used against the subject is lowered by 1.

For instance, a +4 longsword would have only a +3 enhancement bonus on attack rolls and damage rolls when wielded against the subject.

However, even if a weapon's enhancement bonus is reduced below +1, its masterwork bonus still applies.

Similarly, every spell, spell-like ability, or supernatural ability that affects the subject—whether it is specifically targeted on the subject or merely includes the subject in its area—takes a –1 penalty to caster level and save DC.

The subject of the spell can choose, as a move action, to lower this field to receive the full effects of beneficial spells, but doing so might leave him vulnerable until his next turn, since raising the effect again also requires a move action.

Ongoing magical effects already in place on the subject when *dampen magic* is cast (such as *bull's strength* or the enhancement bonuses of its own equipment) are unaffected, but any item the subject picks up and any spell he receives after *dampen magic* is in effect are affected as normal.

For every six caster levels above 7th that you possess, the spell reduces incoming effects by one additional point.

Thus, if your caster level is 13th–18th, the reduction to the enhancement bonus of weapons and the caster levels and save DCs of spells used against the subject is 2, and if your caster level is 19th or higher, the reduction is 3.

At any time when *dampen magic* has 5 or more rounds of duration left, the subject can render itself utterly immune to most magic for a brief period.

The effect produced is an *antimagic field* (PH 200), which surrounds the subject to a radius of 5 feet.

Divide the remaining rounds of duration by 5 and round down; the result is the number of rounds the antimagic effect lasts.

Once that time expires, the spell ends, and once the antimagic field has been invoked, the original spell effect cannot be reinstated.

DIVINE RETRIBUTION

Abjuration

Level: Cleric 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level or until discharged

Saving Throw: Will partial

Spell Resistance: Yes

You feel your deity's hand hovering over you, ready to smite anyone who harms you.

For the duration of this spell, any creature that attacks you—whether with a physical attack, a spell, or by other means—is struck by a retributive effect immediately after you're affected.

The retribution deals 1d6 points of damage per caster level you possess (maximum 15d6) and 1d4 points of ability damage.

The precise nature of the damage and ability damage are depend upon your deity, as given in the table below, but the damage is always one-half energy and one-half divine power.

A successful Will save halves the hit point damage and negates the ability damage.

Once the retributive effect takes place, the spell ends.

Deity	Energy	Ability Damaged
Bahamut	Cold	Dexterity
Boccob	Electricity	Intelligence
Corellon Larethian	Acid	Wisdom
Ehlonna	Cold	Strength
Erythnul	Fire	Constitution
Fharlanghn	Acid	Constitution
Garl Glittergold	Sonic	Wisdom
Gruumsh	Fire	Strength
Heironeous	Electricity	Dexterity
Hextor	Fire	Strength
Kord	Acid	Strength
Kurtulmak	Fire	Intelligence
Lolth	Electricity	Charisma
Moradin	Sonic	Dexterity
Nerull	Cold	Charisma
Obad-Hai	Electricity	Dexterity
Olidammara	Fire	Dexterity
Pelor	Fire	Wisdom
St. Cuthbert	Sonic	Constitution
Tiamat	Fire	Wisdom
Vecna	Cold	Intelligence
Wee Jas	Cold	Strength
Yondalla	Acid	Strength

If you do not worship a deity, choose one whose alignment is within one step of your own.

You must make this choice when you cast this spell for the first time and cannot subsequently change it, unless your alignment changes in such a way that your previous choice is no longer applicable.

You can have only one *divine retribution* spell in effect at any time.

LIGHT OF COURAGE

Abjuration [Good]

Level: Cleric 6

Components: V, S, DF

Casting Time: 1 swift action

Range: Touch

Target: Holy symbol touched

Duration: 1 round/level, or until discharged

Saving Throw: Will half

Spell Resistance: No

Your holy symbol is wreathed in a wrathful, iridescent glow that causes undead creatures to wither before its celestial light.

You temporarily infuse your holy symbol with divine power.

If you make a turning check before the duration expires, each undead creature that you target takes 1d8 points of damage per two caster levels you possess (maximum 10d8) in addition to effects of the turning (if any).

The turning check need not succeed to trigger this effect.

LIGHT OF FAITH

Abjuration [Good]

Level: Cleric 2

Components: V, S, DF

Casting Time: 1 swift action

Range: Touch

Target: Holy symbol touched

Duration: 1 round/level, or until discharged

Saving Throw: None

Spell Resistance: No

A warm, comforting glow surrounds your holy symbol, renewing your faith and causing the wicked monsters before you to recoil in fear.

This spell grants you a sacred (if you are good or neutral) or profane (if you are evil) bonus equal to one-half your divine caster level (maximum +5) on your next turning check.

LIGHT OF PURITY

Abjuration [Good]

Level: Cleric 4

Components: V, S, DF

Casting Time: 1 swift action

Range: Touch

Target: Holy symbol touched

Duration: 1 round/level, or until discharged

Saving Throw: None

Spell Resistance: No

Your holy symbol gleams with a bright, white light that seems to cleanse the air around you of the foul stench emanating from your undead enemies.

When you cast this spell on your holy symbol, your turning damage increases by 1d6 per four divine caster levels you possess (maximum +5d6) on your next successful turning check.

LIGHT OF WISDOM

Abjuration [Good]

Level: Cleric 3

Components: V, S, DF

Casting Time: 1 swift action

Range: Touch

Target: Holy symbol touched

Duration: 1 round/level, or until discharged

Saving Throw: None

Spell Resistance: No

A cool, blue radiance pours forth from your extended holy symbol, increasing your power against the foul scourge of the undead.

When you cast *light of wisdom* upon your holy symbol, your effective turning level increases by 1 per three caster levels. These bonus levels apply only for the purpose of determining the most powerful undead that your turning check can affect and whether or not the undead you turn are destroyed outright.

The increase has no bearing on the amount of turning damage you deal with a successful turn attempt.

MORAL FACADE

Abjuration

Level: Bard 3, cleric 4, paladin 4

Components: V, S

Casting Time: 1 standard action

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

Target: One creature or object

Duration: 24 hours

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

With an uttered incantation and a motion of your hand, you surround your target with a haze that prevents others from discerning its true nature.

By casting this spell, you cloak the target in an effect that gives a false alignment reading to all divination spells.

At the time of casting, you must designate the alignment that you wish the spell to reveal.

SOUL WARD

Abjuration

Level: Cleric 2, druid 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Your comrade's thoughts and feelings meld with yours, each bolstering the other, through the touch of your hand.

This spell functions like *body ward* (page 117), except that you choose one of the three mental abilities—Intelligence, Wisdom, or Charisma—rather than a physical ability to be affected.

SUBDUE AURA

Abjuration

Level: Cleric 3, paladin 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature or object touched

Duration: 10 minutes/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

The normally formidable aura that marks you as a servant of a higher power recedes, leaving few traces of your allegiance visible to creatures that can see such marks.

This spell masks the target's aura, making it appear less powerful than it really is.

For every two caster levels, the target of a *subdue aura* spell appears to have 1 fewer Hit Die than it really does.

If the target has no aura, the spell has no effect.

CONJURATION

CONDUIT OF LIFE

Conjuration (Healing)

Level: Cleric 2, paladin 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level or until discharged

A small kernel of positive energy grows within your heart, warming your whole body.

The next time you use a class feature or racial ability to channel positive energy (such as *turn undead* or *lay on hands*), you also heal a number of points of damage to yourself equal to $2d10+1$ /caster level (maximum 10).

If you are already subject to an ongoing healing effect (such as *vigor*, or if you receive a *cure* spell while *conduit of life* is still in effect, this spell instead heals a number of points of damage equal to $3d8+1$ /caster level and it is discharged.

DARTS OF LIFE

Conjuration (Healing)

Level: Cleric 5

Components: V, S

Casting Time: 1 standard action

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

Effect: One or more creatures per round

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

Small orbs of light circle your head.

With a gesture, you cause one to spin off and strike your friend, healing him of damage.

You create ten gently pulsing darts of pale blue light that orbit your head like *ioun* stones.

As a free action, you can launch one dart per round at an ally you designate within range.

Alternatively, as a standard action, you can launch up to three darts per round at one or more designated allies within range.

As a full-round action, you can launch all remaining orbs at one or more allies within range.

Each dart heals 1d8 points of damage the target has taken, as though it were a *cure* spell.

Since undead are powered by negative energy, this spell damages them instead of curing their wounds.

An undead creature can apply spell resistance to this effect, and you must make a successful ranged touch attack for each dart you attempt to launch against such a creature.

DOOR OF DECAY

Conjuration (Teleportation)

Level: Cleric 5

Components: V, S

Casting Time: 1 standard action

Range: See text

Target: You

Duration: Instantaneous

You feel yourself pulled forward, into the undead creature you have touched.

Your flesh and soul grow cold, and after an instant of maddening emptiness, you reappear elsewhere.

You can use the Negative Energy Plane as a conduit in the same fashion that most teleportation magic uses the Astral Plane.

Upon casting this spell, you can literally step into an undead creature and emerge from another designated undead creature up to 100 miles away per caster level.

If you do not know the precise location of the destination undead, you can select the undead creature you control nearest your desired exit point.

Both undead creatures must be your size category or larger and either willing or under your control.

(Mindless undead are considered willing only if you control them).

If you worship Wee Jas, Vecna, or another deity associated with both death and magic, you gain a +4 bonus to your caster level for the purpose of determining the maximum distance you can travel.

You can bring along objects as long as their weight doesn't exceed your maximum load, but you cannot bring other creatures with you.

Special: A dread necromancer can learn this spell through the advanced learning class feature, even though it is not a necromancy spell.

HEALING CIRCLE

Conjuration (Healing)

Level: Cleric 5

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level or until discharged

A circle of warm comfort emanates from you, enveloping those who enter in positive energy.

By casting this spell, you create an aura of healing energy upon which your allies can draw to mend their own wounds.

The spell has five charges when cast.

Once per round as a standard action, a single allied creature within 30 feet can drain one charge from the healing circle.

The first charge so drained functions as a *cure critical wounds* spell, the second as a *cure serious wounds* spell, the third as a *cure moderate wounds* spell, and the fourth as a *cure light wounds* spell, and the final charge heals only 5 points of damage.

A creature must be conscious to draw a charge from the healing circle.

The spell effect delivered by each charge functions as if you had personally cast the associated spell.

Thus, the first charge heals 4d8 points of damage +1 point per caster level (maximum +20), and so on.

PHANTOM CHARGE

Conjuration (Teleportation)

Level: Blackguard 4, paladin 4

Components: V, S

Casting Time: 1 swift action

Range: Personal and touch

Target: You and your special mount or fiendish companion

Duration: Instantaneous

You and your mount utter a fierce call as one.

The beating of its hooves grows almost deafening, and the world around you begins to shimmer.

If you cast this spell while mounted on your special mount or mount-sized fiendish companion, you tap into the energies normally released only when you summon or dismiss that creature, creating a short-range teleportation effect.

Between a single pair of steps, you and your mount can teleport directly forward once, moving up to 5 feet per two caster levels.

Many paladins use this spell to attack over rough terrain that would normally prevent a charge.

Because this spell can be cast while your mount is moving, the creature can move part of its speed both before and after the spell takes effect.

If you cast this spell in conjunction with *master cavalier* (page 124) and *war-mount* (page 129), the three spells have a synergistic effect.

See the *master cavalier* spell description for details.

REJUVENATING LIGHT

Conjuration (Healing) [Light]

Level: Cleric 7

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 1 minute/level (D)

Saving Throw: None or Fortitude negates; see text

Spell Resistance: No or yes; see text

A soft, comforting glow emanates from the object you've touched, filling the entire area with light and warmth.

Though seemingly gentle, the light pierces the shadows like the rays of the sun.

The object touched sheds light as a *daylight* spell (PH 216).

In addition, every living creature within the area of bright light (a 60-foot radius) gains fast healing 1.

This effect ends for a given creature if it moves out of the area of light but resumes should it reenter.

Any undead creature within the area of light takes 1d6 points of positive energy damage per round.

An undead creature that is particularly vulnerable to sunlight (such as a vampire) instead takes 2d6 points of damage per round.

A successful Fortitude save negates this damage, but the affected creature must repeat the save every round, whether it succeeds or fails.

If the undead creature has spell resistance, the spell must overcome it to deal damage.

Rejuvenating light counters and dispels any darkness spell of equal or lower level.

SEED OF LIFE

Conjuration (Healing)

Level: Cleric 4, druid 5, paladin 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 rounds + 1 round/level (maximum 30 rounds) or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The energy of life flows through you, warming your hand—and indeed your very soul.

But instead of swiftly infusing that life into others to heal their wounds, you feed it slowly and gradually into your ally.

You implant a tiny seed of positive energy into the subject's soul.

This seed of life grants the subject fast healing 2 for the duration of the spell, in much the same way as vigor.

At any point before the duration expires, the subject can exhaust the remaining positive energy in a sudden burst of healing as a standard action.

When this option is exercised, roll a number of d4s equal to one-half the spell's remaining duration, rounded down (for example, 5d4 if the spell has 11 rounds remaining).

The result is the number of hit points of damage instantly healed.

Using this option ends the spell immediately.

SUMMON HOLY SYMBOL

Conjuration (Summoning)

Level: Cleric 0, paladin 1

Components: V, S

Casting Time: 1 standard action

Range: 0 ft.

Effect: Small wooden holy symbol

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

You whisper a prayer to your deity, and his symbol appears in your hand.

You conjure a small holy symbol, which you can then use to turn undead, or as a divine focus for spells, or for any other purpose that you would normally use one.

The conjured holy symbol is made of wood and is neither magical nor particularly valuable.

TOUCH OF RESTORATION

Conjuration (Healing)

Level: Paladin 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute

When you pray for the power to restore that which your friend has lost, a beam of sun breaks through the clouds and bathes your hands in golden light.

Casting touch of restoration lets you use your lay on hands ability to cure ability damage.

While this spell is active, you can cure 1 point of ability damage per caster level by laying on hands, and you can split these points among different creatures if desired.

For every point of ability damage you cure in this manner, you must subtract 1 from your effective level when determining how many hit points of damage you can heal with your standard lay on hands ability for the remainder of the day.

DIVINATION

FOREST EYES

Divination (Scrying)

Level: Druid 3

Components: V, S, DF

Casting Time: 1 minute

Range: Unlimited

Target: Two plants of the same type, one of which must be in physical contact with you

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

The moment your hand contacts the rough wood, your vision swims, blurs, and resolves into a different image.

Upon casting this spell, you can touch a normal, Medium or larger plant or tree and designate another of the same kind.

You immediately see the surroundings of the destination plant, regardless of the distance separating the two.

You see the area as though you were standing in the exact spot where the destination plant stands.

You cannot move your field of vision from that spot, but you can rotate it in all directions to observe the area around the destination plant.

Unlike other scrying spells, forest eyes does not allow magically or supernaturally enhanced senses to work through it.

If the chosen locale is magically dark, you see nothing.

If it is naturally dark, you can see in a 10-foot radius around the plant at the center of the spell's effect.

Both plants must be alive to allow use of this spell.

You can either select a particular destination plant that is already familiar to you, or designate a direction and distance and let forest eyes find the appropriate type of plant nearest to the desired location.

LORE OF THE GODS

Divination

Level: Cleric 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level or until discharged

Your mind opens to the secrets of the cosmos and briefly touches the omniscience of the gods.

You gain a +5 insight bonus on all Knowledge checks.

At any point before the duration expires, you can make a check with a Knowledge skill in which you have no ranks, or retry a Knowledge check you have previously failed. The +5 insight bonus still applies in both of those cases, but utilizing this option reduces the spell's remaining duration to 1 minute/level.

If you worship a deity who grants access to the Knowledge domain, the bonus is +10 rather than +5—even if you did not choose that domain.

SPIRITUAL ADVISOR

Divination

Level: Cleric 4

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

When you chant the final words of your incantation, a soft, comforting voice seems to whisper in your ear, "What knowledge may I impart to you?"

Spiritual advisor allows you to consult with a spirit, an angel, or some other divine aspect of your deity.

This advisor manifests as a barely shimmering orb that floats above one of your shoulders.

When it speaks, only you can hear its counsel.

As long as the *spiritual advisor* is present, it helps you recall bits of trivia, history, or other knowledge.

This knowledge can be as general or specific as is required, and the information gained grants you a +4 insight bonus on all Knowledge checks while the spell is in effect.

You can even attempt checks with Knowledge skills in which you have no skill ranks or retry a Knowledge check you failed before casting the spell.

ENCHANTMENT

BEWILDERING MISCHANCE

Enchantment (Compulsion) [Mind-Affecting]

Level: Adept 5, cleric 5, shugenja 5

Components: V, S, DF

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Your deity's laughter rains down on your suddenly clumsy foe.

Bewildering mischance causes extreme bad luck to befall the target.

For the duration of the spell, the subject must roll each saving throw, attack roll, and skill check twice, keeping the lower of the two rolls.

CONFOUND

Enchantment (Compulsion) [Mind-Affecting]

Level: Cleric 4

Components: V, S, DF

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Your opponent's eyes try to follow your gestures while you cast, and they fail to refocus when you finish.

You render the target unable to follow your movements effectively.

The subject takes a –2 penalty on attack rolls made against you, and you gain a +2 circumstance bonus on attack rolls made against it.

If you worship a deity that provides access to the Trickery domain—even if you did not choose that domain—these modifiers rise to –3 and +3, respectively.

Furthermore, the subject cannot make attacks of opportunity against you.

If you successfully cast this spell on the same subject in each of 2 consecutive rounds, these beneficial effects extend to your allies as well.

IMPEDE

Enchantment (Compulsion) [Mind-Affecting]

Level: Cleric 1

Components: V, S, DF

Casting Time: 1 standard action

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

Target: One humanoid creature

Duration: 1 round/level (D)

Saving Throw: Will partial

Spell Resistance: Yes

Your will clamps down on the subject's mind, making the slightest movement a strenuous effort.

This spell locks the subject in place.

An affected creature is capable of taking actions, such as attacking or casting spells, but it cannot step from its current square (or squares, if it occupies more than one).

The subject also takes a –1 penalty on melee attack rolls and a –2 penalty on Reflex saves while so rooted.

If the subject succeeds on the initial Will save, it suffers no ill effects and the spell ends immediately.

If it fails the initial save, it can attempt a new Will save every round thereafter.

Once the subject succeeds on one of these secondary saves, it can move, but its base speed is reduced by 10 feet (to a minimum of 5 feet) for the duration of the spell.

If the subject has multiple modes of movement, each is reduced accordingly.

If the subject is already under an effect that curtails its ability to move (such as *slow* or *hold person*), it also takes a –4 penalty to Dexterity for the duration of this spell, even if the other effect ends before this one does.

INTERFAITH BLESSING

Enchantment (Compulsion) [Mind-Affecting]

Level: Adept 2, cleric 2, druid 2, shugenja 2

Components: V, S, DF

Casting Time: 1 round

Range: 20 ft. Area: 20-ft.-radius burst centered on you

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You feel your deity speaking through you to other gods, filling the space around you with diverse divine energies that strengthen your ally.

When you cast *interfaith blessing*, every creature within range is individually blessed by its own deity for the duration of the spell.

The specific blessing gained depends on the particular deity worshiped, as given on the table below.

A subject that venerates more than one deity must roll randomly to determine which blessing is received.

Deity	Blessing
Bahamut, St. Cuthbert, or Yondalla	+1 on attack rolls and saves
Boccob, Corellon Larethian, Vecna, or Wee Jas	+1 on attack rolls and skill checks
Ehlonna, Obad-Hai, or the general worship of nature	+1 on attack rolls and to AC
Erythnul, Gruumsh, or Lolth	+2 on damage rolls
Fharlanghn, Moradin, or Pelor	+2 to AC
Garl Glittergold, Olidammara, or no deity	Roll 1d8 to determine blessing; a result of 6 is player's choice
Heironeous, Hextor, or Nerull	+2 on attack rolls
Kord, Kurtulmak, or Tiamat	+1 on attack rolls and damage rolls

MARK OF SIN

Enchantment [Mind-Affecting]

Level: Cleric 5

Components: V, S, DF

Casting Time: 1 full round

Range: Touch

Target: Creature touched

Duration: 1 round/level or permanent; see text

Saving Throw: Will partial

Spell Resistance: Yes

You bring forth the subject's inner sins and crimes, causing them to manifest in its appearance and aura.

Your successful touch attack leaves a mystical mark upon the subject.

After a number of rounds equal to your divine caster level, the subject is entitled to a Will save.

Success ends the spell at that point, but failure renders the *mark of sin* permanent.

Though the mark is invisible, all living creatures can sense its presence and are repulsed by it.

Thus, they begin their initial interactions with the subject one step nearer to a hostile attitude than they normally would, unless they already know the subject personally.

Furthermore, the subject takes a -10 circumstance penalty on all Diplomacy checks designed to change the attitudes of others.

(See Diplomacy, PH 71).

In addition, the subject takes a -4 penalty to a specific ability score based on your deity, as given in the table for the *divine retribution* spell (page 119).

This penalty cannot be removed in any way as long as the *mark of sin* remains, if you do not worship a deity, you must choose one whose alignment is within one step of your own when you cast this spell for the first time.

This choice is for the purpose of this effect only, and you cannot subsequently change it unless your alignment

shifts in such a way that your previous choice is no longer applicable.

A *mark of sin* cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

Remove curse works only if its caster level is equal to or higher than that of the *mark of sin*.

TURN ANATHEMA

Enchantment (Compulsion) [Mind Affecting and Chaotic, Evil, Good, or Lawful]

Level: Blackguard 2, cleric 2, paladin 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

When you clutch your holy symbol, it pulses briefly with divine power, then grows oddly cold beneath your fingers.

Choose one non-neutral aspect of your own alignment—chaotic, evil, good, or lawful.

If you are neutral, you must choose an alignment component for this spell when you first cast it, and this choice cannot be altered for subsequent castings unless your alignment has changed in such a way as to make that choice unsuitable.

The spell takes on the descriptor of the selected alignment component.

Upon casting this spell, you can use one of your daily turn or rebuke attempts to turn creatures with the opposing alignment subtype as though they were undead.

For instance, if you cast *turn anathema* as a good spell, you could attempt to turn creatures of the evil subtype, such as demons.

You could not, however, turn a red dragon, because although it is an evil creature, it lacks the evil subtype.

This spell allows only turning, not rebuking or destroying, even if you normally rebuke rather than turn.

You can use as many of your daily turn/rebuke attempts as you wish in this way for the duration of the spell.

EVOCATION

SPIRITUAL GUARDIAN

Evocation [Force]

Level: Cleric 6

Components: V, S, DF

Casting Time: 1 standard action

Range: 5 ft.

Effect: A phantasmal knight

Duration: 1 minute/level or 1 round/level; see text

Saving Throw: None

Spell Resistance: No

The sound of hoofbeats begins in the distance and draws swiftly nearer.

As though leaping down from an invisible charger, a translucent knight, clad head to toe in heavy plate, appears by your side.

The holy symbol of your deity is emblazoned across his tabard and shield.

By casting this spell, you create a translucent knight made of force.

It remains within 5 feet of you at all times, constantly matching your speed and mode of travel—even if you are mounted or magically accelerated.

Any time you are attacked, it moves to parry the attack with its shield or longsword, granting you a +6 deflection bonus to Armor Class.

As a standard action in any round, you can command the knight to make a single attack against any creature within 5 feet.

It strikes with its longsword, using your base attack bonus and applying your Wisdom modifier to the roll.

The attack deals 1d8 points of force damage +1 extra point per three caster levels (maximum +10).

At any point before the spell expires, you can turn the knight loose and order it to fight on its own.

It then moves at a speed of 60 feet to attack any foe you designate.

It continues to use your base attack bonus and your Wisdom modifier for its attack rolls, and it can make as many attacks per round as your base attack bonus allows. You need not concentrate on the knight as long as it is fighting a specific opponent, but commanding it to change foes requires a move action.

If its opponent falls, the knight waits for your direction.

Once you have turned the knight loose, you lose the deflection bonus to Armor Class that it provided, and you cannot regain it.

Furthermore, the remaining duration of the spell converts from minutes per level to rounds per level on a one-to-one basis.

WEIGHT OF SIN

Evocation [Chaotic, Evil, Good, or Lawful]

Level: Cleric 6

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous, then 1 round/level or permanent; see text

Saving Throw: Fortitude partial, then Will partial; see text

Spell Resistance: Yes

You use the raw power of your deity to reach into your target's soul and pull forth its sins, leaving their horror exposed for all to see.

You affect the target differently based on how its alignment compares to your own.

If the target's alignment is the same as yours, *weight of sin* has no effect.

If the target's alignment differs from yours but contains no directly opposing components (for example, the target is neutral good and you are lawful neutral), the spell deals 1

Opposed Alignments (Yours/Target's)	Minor Effect	Moderate Effect	Major Effect
Chaotic/lawful	–1 on saving throws	Confusion, as the spell	Baleful polymorph, as the spell
Evil/good	–1 to Armor Class	Crushing despair, as the spell	Weakened, as symbol of weakness
Good/evil	–1 on attack rolls	Exhausted, as ray of exhaustion	Blinded, as power word blind
Lawful/chaotic	–1 on damage rolls	Slow, as the spell	Flesh to stone, as the spell
Chaotic evil/lawful good	—	Confusion, as the spell	Weakened, as symbol of weakness
Chaotic good/lawful evil	—	Exhausted, as ray of exhaustion	Baleful polymorph, as the spell
Lawful evil/chaotic good	—	Crushing despair, as the spell	Flesh to stone, as the spell
Lawful good/chaotic evil	—	Slow, as the spell	Blinded, as power word blind

point of damage per caster level (maximum 15) and has no secondary effect.

If the target's alignment has one aspect opposed to yours (such as law/chaos), but not both, the spell deals 1d4 points of damage per caster level (maximum 15d4), and the subject suffers a minor secondary effect (see the table above).

If the target's alignment is diametrically opposed to yours (such as lawful good/chaotic evil), the spell deals 1d6 points of damage per caster level (maximum 15d6), and the subject suffers a moderate secondary effect (see the table below).

If you cast this spell on the same target in 2 consecutive rounds, any secondary effect the spell has increases by one "step" in severity.

That is, if the spell caused a minor effect on the first casting, it now causes a moderate effect, and if it caused a moderate effect, it now causes a major effect.

Minor and moderate effects end in 1 round per caster level, but major effects are permanent until dispelled.

In all cases, the subject is entitled to a Fortitude save for half damage, and then a Will save to negate the secondary effect, if any.

The target is entitled to this Will save even if the spell duplicated by the secondary effect normally does not permit one.

ILLUSION

BEWILDERING SUBSTITUTION

Illusion (Phantasm) [Mind-Affecting]

Level: Adept 2, cleric 2, shugenja 2

Components: V, S, DF

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You channel the mockery of the trickster deities to sow dissension among your opponents.

By casting this spell, you cause the subject to believe that one ally and one enemy have traded places.

The ally physically closest to the subject now seems to have the appearance, voice, clothing, and gear of its nearest enemy, and that enemy looks and sounds exactly like the subject's nearest ally.

Both the ally and the enemy must be within the spell's range, and the effect ends immediately if either moves out of its range from you.

The illusion affects only the subject.

BEWILDERING VISIONS

Illusion (Phantasm) [Mind-Affecting]

Level: Adept 2, cleric 2, shugenja 2

Components: V, S, DF

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You channel mischievous divine energy to envelop your foe in sickened disorientation.

This spell makes the world appear to be tossing and rippling in a nauseating manner.

The subject is sickened for the duration of the spell and must make a Fortitude save or be nauseated.

This saving through must be repeated each round.

NECROMANCY

BLEED

Necromancy

Level: Blackguard 4, cleric 5, druid 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

Your touch thins the blood of your target, causing it to spill with unnatural ease.

For the duration of the spell, the subject bleeds profusely through any open wound.

Each new hit from a piercing or slashing weapon or effect that deals damage to the subject also deals 1 point of Constitution damage.

This ability damage is not multiplied on a critical hit.

Because this spell thins the subject's blood, repeated uses cause additional difficulty.

In addition to the extra damage, a target subjected to a second use of this spell before the first has expired also takes a -4 penalty on Fortitude saves against disease, poison, or the sickened and nauseated conditions.

Creatures with no discernible anatomy (such as plants and oozes) and those immune to critical hits (such as undead and constructs) are immune to this spell.

EXECRATION

Necromancy

Level: Blackguard 2, cleric 2

Components: V, S, DF

Casting Time: 1 round

Range: Touch

Target: Creature touched

Duration: 10 minutes/level or until discharged

Saving Throw: Will negates

Spell Resistance: Yes

You channel the wrath of your deity through a simple touch, inflicting misfortune on your foe.

With a touch, you impose a -2 penalty on all of another creature's saving throws.

If the subject is also under another effect that imposes saving throw penalties, the effects stack.

At any point before the spell's duration expires, you can force the subject to reroll a single attack roll, saving throw, skill check, or ability check as an immediate action.

You can require this action either before or after the subject rolls, but you must have line of sight to the subject at the time.

The lower of the two rolls applies.

Once this option is exercised, the spell ends immediately.

RAVENOUS DARKNESS

Necromancy [Darkness]

Level: Cleric 7

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 1 minute/level (D)

Saving Throw: None or Fortitude negates; see text

Spell Resistance: No or yes; see text

Tendrils of shadow leap from the object you've touched, then swiftly form into an all-encompassing wave.

The spreading night seems to blot out both light and life.

The object touched sheds darkness as a deeper darkness spell (PH 217).

In addition, every living creature within the area of the resulting darkness (a 60-foot radius) takes 1d6 points of negative energy damage per round.

Any creature under the influence of an ongoing negative energy effect (such as negative levels or necromantic-based ability damage) instead takes 2d6 points of damage per round.

This effect ends for a given creature if it moves out of the area of darkness but resumes should it reenter.

A successful Fortitude save negates the damage, but the affected creature must repeat the save every round, whether it succeeds or fails.

If a creature has spell resistance, the spell must overcome it to deal damage.

Any undead creature within the darkness instead gains fast healing 1.

Ravenous darkness counters and dispels any light spell of equal or lower level.

TRANSMUTATION

DEIFIC BASTION

Transmutation

Level: Blackguard 3, cleric 3, paladin 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Shield or heavy armor touched

Duration: 1 round/level

Saving Throw: Fortitude negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Calling upon your patron for protection, you imbue your defenses with an unnatural resilience.

You must either be holding a shield or wearing heavy armor to cast this spell.

The shield or armor gains a +1 enhancement bonus plus an additional special ability that depends on your deity, as given on the table below.

This enhancement bonus is defensive only; it does not cause a shield to function as a magic weapon if it is used to make a shield bash.

The enhancement bonus of the armor or shield is +2 if your caster level is 9th–11th, +3 if it's 12th–14th level, +4 if it's 15th–16th, and +5 if it's 18th or higher.

Deity	Added Ability
Bahamut	Cold resistance 5
Boccob	Spell resistance 13
Corellon Larethian	Arrow deflection
Ehlonna	Cold resistance 5
Erythnul	Damage reduction 2/magic
Fharlanghn	50% fortification (half of critical hits are negated)
Garl Glittergold	Spell resistance 13
Gruumsh	Arrow deflection
Heironeous	Electricity resistance 5
Hextor	Damage reduction 2/magic
Kord	Damage reduction 2/magic
Kurtulmak	Shadow and silent moves
Lolth	50% fortification (half of critical hits are negated)
Moradin	Arrow deflection
Nerull	50% fortification (half of critical hits are negated)
Obad-Hai	Shadow and silent moves
Olidammara	Shadow and silent moves
Pelor	Fire resistance 5
St. Cuthbert	Damage reduction 2/magic
Tiamat	Fire resistance 5
Vecna	Cold resistance 5
Wee Jas	Spell resistance 13
Yondalla	Shadow and silent moves

DIVINE PRESENCE

Transmutation

Level: Blackguard 2, cleric 2, druid 2, paladin 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

Your back straightens, your eyes flash, and your aura pulses with divine might.

You channel a tiny spark of the divine, granting yourself nearly inhuman presence.

You gain a +5 sacred (if your deity is good or neutral) or profane (if your deity is evil) bonus on Intimidate checks made against anyone who does not worship your deity. When making such checks against individuals who have one alignment component opposed to yours (chaos/law or good/evil), this bonus becomes +10.

When making such checks against someone whose alignment is diametrically opposed to yours, the bonus becomes +15.

FOOTSTEPS OF THE DIVINE

Transmutation

Level: Cleric 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Your body twists and reshapes itself, allowing you brief freedom from the confines of a wholly humanoid shape.

Upon casting this spell, you briefly acquire a new movement mode and speed, as given on the table below.

Unlike most deity-variable spells, *footsteps of the divine* does not limit you to the option offered by your own deity; you are free to choose any option presented on the table.

If you choose an option offered by a deity other than your own, however, the spell duration is halved.

You can choose only one option per casting.

Deity	Movement Mode	Speed
Bahamut	Fly	60 ft. (poor)
Boccob	Fly	40 ft. (perfect)
Corellon Larethian	—	+40 ft.
Ehlonna	Climb	30 ft.
Erythnul	—	+40 ft.
Fharlanghn	—	+50 ft.
Garl Glittergold	Burrow	20 ft.
Gruumsh	Burrow	20 ft.
Heironeous	—	+40 ft.
Hextor	—	+40 ft.
Kord	Climb	30 ft.
Kurtulmak	Burrow	20 ft.
Lolth	Climb	30 ft.
Moradin	Burrow	20 ft.
Nerull	Fly	50 ft. (average)
Obad-Hai	—	+40 ft.
Olidammara	Climb	30 ft.
Pelor	Fly	50 ft. (average)
St. Cuthbert	—	+40 ft.
Tiamat	Fly	60 ft. (poor)
Vecna	Fly	40 ft. (perfect)
Wee Jas	Burrow	20 ft.
Yondalla	Climb	30 ft.

Your assumption of a new movement mode, if any, imposes certain physical changes on you.

For instance, if *footsteps of the divine* grants you flight, you grow wings; if it grants you a burrow speed, you grow heavy digging claws; and so forth.

A “—” entry indicates that you gain no new movement type, but your base speed increases by the amount indicated.

At any point before the duration expires, you can choose to employ a burst of truly inhuman speed.

Doing so adds an additional +10 feet to your speed per round remaining in the spell's duration.

However, this effect lasts for only a single round, after which the spell ends.

FOREST CHILD

Transmutation

Level: Druid 8

Components: V, S, M, DF

Casting Time: 1 standard action

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

Effect: One wooden duplicate

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

The tree trunk bulges, then spits forth a humanoid form made of wood.

Its features shift, creaking and cracking, until they resemble your own.

You draw forth a humanoid figure from the wood of a tree that is at least one size category larger than yourself.

The figure is your size and clearly made of wood, but it resembles you sufficiently that anyone who knows you can recognize your features in its face.

The figure can emerge from the tree you touch, or from any tree of the same type within the spell's range.

Thereafter, if you and the *forest child* separate by more than the maximum range of the spell, or if you lose line of effect to it, it vanishes instantly and the spell ends.

A *forest child* mimics your actions, including speech, unless you direct it to act differently as a move action.

You can see through its eyes and hear through its ears as if you were standing in its location, and you can switch from using its senses to using your own, or back again, as a free action anytime during your turn.

While you are using its senses, your own body is considered blinded and deafened.

If you desire, any spell you cast whose range is touch or greater can originate from the *forest child* instead of from you.

It cannot, however, cast any spells on itself.

Spells cast through the *forest child* function normally in all respects except for the point of origin.

A *forest child* has a number of hit points equal to your character level.

If you use it to attack physically, you take a –4 penalty on attack rolls, and it deals damage equal to your unarmed damage.

As a standard action, you can change places with your duplicate.

(Although the spell itself is a transmutation, this usage is a conjuration [teleportation] effect).

Making use of this option reduces the remaining duration of the spell by 5 rounds.

If you have fewer than 5 rounds of duration left, you cannot invoke this ability.

If you cast this spell along with both *forest eyes* and *forest voice* (see below), the duration of *forest child* doubles, and its range quadruples.

Material Component: A small hardwood replica of yourself, which costs 10 gp to create.

FOREST VOICE

Transmutation (Language-Dependent)

Level: Druid 3

Components: V, S, DF

Casting Time: 1 minute

Range: Unlimited

Target: Two plants of the same kind, one of which must be in physical contact with you

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

You touch the leaves and speak, and your comrade answers you through the plant.

Upon casting this spell, you can touch a normal, Medium or larger plant or tree and designate another of the same kind.

You can then carry on a conversation with anyone who is within 10 feet of the destination plant.

Your conversation is as clear as it would be if you stood within 10 feet of one another.

The plants cannot, however, transmit magical sonic effects. Both plants must be alive to allow use of this spell.

You can either select a particular destination plant that is already familiar to you, or designate direction and distance and let the *forest voice* find the appropriate type of plant nearest to the desired location.

ICONIC MANIFESTATION

Transmutation [Chaotic, Evil, Good, or Lawful]

Level: Druid 4

Components: V, S, DF

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 10 minutes/level, then 1 minute/level (D); see text

Your mind opens to an awareness of a new, spiritual world beyond the natural realm.

Its energies flow into you even as the spirits of the beasts and the trees always have.

The descriptor of this spell matches the non-neutral component of your own alignment.

For instance, if you are lawful neutral, you cast *iconic manifestation* as a lawful spell.

If you are neutral, you cannot cast it at all.

Once you cast the spell, you have up to 10 minutes per caster level to invoke its power before it is spent.

At any point during this period, you can choose to spend one daily use of your wild shape ability to take on aspects of your non-neutral alignment.

You temporarily acquire the celestial template (MM 31) if you are good, the fiendish template (MM 107) if you are evil, the anarchic template (*Manual of the Planes* 198) if you are chaotic, or the axiomatic template (*Manual of the Planes* 197) if you are lawful.

(If your campaign does not use *Manual of the Planes*, you can approximate the axiomatic template by using the celestial template, and substituting lawful for good and chaotic for evil.

You can approximate the anarchic template by using the fiendish template and making the same substitution). Once invoked, this transformation lasts 1 minute per caster level.

You can still use your wild shape ability to take on other forms without negating this spell.

Note: Adding a template “on the fly” can dramatically slow game-play.

If you anticipate using this spell, write down the relevant adjustments—both to your normal form and to any animal, plant, or elemental forms you regularly assume—before play begins.

MASTER CAVALIER

Transmutation

Level: Blackguard 2, cleric 2, paladin 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

When you utter the final words of this spell, your muscles and equilibrium shift dramatically, making you feel more at home in the saddle than you do on your own feet.

Upon casting this spell, you gain a +10 bonus on all Ride checks.

If you have *special mount* or similar class ability, your bonus on Ride checks increases to +20 while you are mounted on your special mount.

If you cast *master cavalier* along with *phantom charge* (see below) and *war-mount* (page 129), the three spells have a synergistic effect.

By shunting a tiny amount of its physical form into the plane from which it normally comes, your mount gains the ability to walk on liquids or even on empty air.

This adjustment grants it a fly speed equal to its normal land-based movement rate, with average maneuverability.

This effect lasts until either *master cavalier* or *war-mount* expires.

METAL FANG

Transmutation

Level: Druid 2, ranger 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject's natural weapons take on a gleaming, metallic sheen.

You temporarily transform one of the subject's natural weapons into either cold iron or silvered, thereby allowing it to bypass the appropriate form of damage reduction.

The affected natural weapon also counts as magical for the purpose of overcoming damage reduction, though it gains no enhancement bonuses on attack or damage rolls.

You can cast the spell twice on the same weapon to make it function as both cold iron and silvered.

PROFANE ITEM

Transmutation [Evil]

Level: Cleric 4, blackguard 4

Components: V, S, DF

Casting Time: 1 full round

Range: Touch

Target: Object touched

Duration: Permanent until discharged

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Negative forces flow through your hands and into the object you hold, filling it with a darkly glowing power that gleams for a moment, then subsides.

You imbue a touched object with latent negative energy.

If the item thereafter touches or is touched by an animal or plant of any alignment, or by an outsider or shapechanger of good alignment, the negative energy discharges with a loud snap, dealing 1d4 points of negative energy damage per caster level (maximum 10d4) to that creature.

If the creature discharging the item is an animal or plant, it must save against fear or flee in terror (or cower, if it cannot move) for 1d4 minutes.

On a successful save, the creature is merely shaken for the same length of time.

If the creature discharging the item is a shapechanger, an image of its natural form or most common alternate form appears for 1d4 rounds, superimposed over its body, revealing its true nature to all witnesses.

Profane item counters and dispels *sacred item* (see below).

SACRED ITEM

Transmutation [Good]

Level: Cleric 4, paladin 4

Components: V, S, DF

Casting Time: 1 full round

Range: Touch

Target: Object touched

Duration: Permanent until discharged

Saving Throw: Will negates

Spell Resistance: Yes (object)

Protective forces flow through your hands into the object you hold, suffusing it with a golden glow that shines for a moment, then subsides.

You imbue a touched object with latent positive energy.

If the item thereafter touches or is touched by an undead creature of any alignment, or by an outsider or shapechanger of evil alignment (other than yourself), the positive energy discharges with a flash of light, dealing 1d4 points of positive energy damage per caster level (maximum 10d4) to that creature.

If the creature discharging the item is undead, it must save against fear or flee in terror (or cower, if it cannot move) for 1d4 minutes.

On a successful save, the creature is merely shaken for the same length of time.

If the creature discharging the item is a shapechanger, an image of its natural form or most common alternate form appears for 1d4 rounds, superimposed over its body, revealing its true nature to all witnesses.

Sacred item counters and dispels profane item (see above).

SUBSTITUTE DOMAIN

Transmutation

Level: Cleric 2

Components: V, S, DF

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: 1 day/level (D)

The power of your deity courses through you, re-placing what you once knew with different ideas and abilities.

Upon casting *substitute domain*, you can swap one of your current domains for another that your deity offers.

You gain the granted power of the new domain, as well as access to any of its spells that you can cast—though you must still prepare the spells normally.

While *substitute domain* is in effect, you lose the granted powers and spells of the domain to which you have given up access.

For example, Saera, a cleric of Pelor, normally has access to the Strength and Sun domains.

She casts *substitute domain*.

on herself and chooses to swap the Strength domain for another of the domains that Pelor normally grants—namely Healing.

While she can now access the spells and granted power of the Healing domain, Saera cannot tap the abilities and spells normally associated with the Strength domain.

SURGE OF FORTUNE

Transmutation

Level: Cleric 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level or until discharged

The power of your deity flows through you, guiding your movements and honing your instincts.

Upon casting this spell, you gain a +2 luck bonus on attack rolls and damage rolls, saving throws, skill checks, ability checks, and spell penetration checks, as well as to Armor Class.

At any point before the spell expires, you can channel some of its remaining power into a single instant of perfect fortune as an immediate action.

The result of the next attack roll, saving throw, skill check, ability check, or spell penetration check you attempt is treated as a natural 20, as long as it occurs within 1 round of the time you invoked this power.

(If you use it for an attack roll, you must still roll to confirm the critical hit normally.)

Using this option instantly ends the spell.

WAR-MOUNT

Transmutation

Level: Blackguard 3, paladin 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Special mount or fiendish companion touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

At your touch, your mount's flanks ripple, and its eyes blaze with newfound energy.

You render the natural attacks of your mount or fiendish companion magical with a touch.

The creature gains a +2 enhancement bonus on attack rolls and damage rolls with its natural weapons for the duration of the spell.

They are treated as both magic and good-aligned (paladin) or evil-aligned (blackguard) weapons for the purpose of overcoming damage reduction.

If you cast this spell in conjunction with *master cavalier* (page 124) and *phantom charge* (page 125), the three spells have a synergistic effect.

See the *master cavalier* spell description for details.

WOODEN BLIGHT

Transmutation

Level: Druid 6

Components: V, S, M

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 round/level (D)

Saving Throw: Fortitude partial

Spell Resistance: Yes

The spirit of the trees manifests within your foe, slowing and transforming its body.

You transform the subject's body into wood from the inside out.

Each round, the subject must make a new saving throw or take 1d4 points of Dexterity damage.

Success halves the Dexterity damage from that round and ends the spell.

A subject whose Dexterity is reduced to 0 or lower by this spell transforms, along with its gear, into a mindless, inert, wooden statue.

A creature in this state is not actually dead, but it does not register as alive either when viewed with spells such as *deathwatch*.

If the target already has Dexterity damage or a penalty to Dexterity, *wooden blight* is even more debilitating.

Each round in which the subject takes Dexterity damage from this spell, its base movement rate is reduced by 5 feet for every point of Dexterity damage it takes (minimum speed 5 feet).

Creatures of the plant type are immune to this spell.

Material Component: A sliver of wood from a living tree.

COMPLETE DIVINE (3.5)

ABJURATION

BLESSING OF BAHAMUT

Abjuration [Good]

Level: Paladin 3

Components: V, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Your skin takes on a platinum sheen that protects you from the weapons of your enemies.

You gain damage reduction of 10/magic for the spell's duration.

Material Component: A canary feather, which is flung into the air.

DANCE OF THE UNICORN

Abjuration

Level: Druid 5, Purification 5

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

You surround yourself with a purifying, swirling mist with a radius of 5 feet per caster level that washes the air clean of smoke dust, and poisons.

Nonmagical contaminants, including inhaled poisons, are automatically negated within the cloud.

Magical effects, including *acid fog*, *cloudkill*, and green dragon breath, are negated only if your level is greater than the offending spell's caster level (or the dragon's HD).

If your level is lower than the caster level, the *dance of the unicorn* grants everyone within the mist a +4 bonus on their saving throws against the effect.

The cloud of mist leaves everything within its area damp.

RESURGENCE

Abjuration

Level: Blackguard 1, cleric 1, paladin 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

By laying hands on a creature and saying a brief prayer, you can convince a higher power to grant a second chance to one of your allies.

The target of *resurgence* can make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability, such as *dominate person*, a chaos beast's corporeal instability, or the sickening effect (but not the damage) from *unholy blight*.

If the target of *resurgence* is subject to more than one ongoing magic effect, the target chooses one of them to retry the save against.

If the subject succeeds at the saving throw on the second attempt, the effect ends immediately.

Resurgence never restores hit points or ability score damage, but it does eliminate any conditions such as shaken, fatigued, or nauseated that were caused by the spell, spell-like ability, or supernatural ability.

If a spell, spell-like ability, or supernatural ability doesn't allow a save (such as *power word stun*), then *resurgence* won't help the subject recover.

RESURGENCE, MASS

Abjuration

Level: Blackguard 3, cleric 4, paladin 3

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

Targets: One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *resurgence*, except that it affects multiple creatures.

The spell grants a second save attempt against a single spell or ability chosen by the caster.

If three of the your allies have been mind blasted by mind flayers and two others have been turned into toads by *baleful polymorph* spells, you must choose either the mind blast (granting three new save attempts) or the *baleful polymorphs* (granting two new save attempts).

SACRED HAVEN

Abjuration [Good]

Level: Paladin 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You shield one creature in a nimbus of holy energy.

The creature gains a +2 sacred bonus to Armor Class.

In addition, while protected by this spell, the creature does not lose its Dexterity bonus to Armor Class when flat-footed.

For the duration of the spell, you gain awareness of the creature's health as with the *status* spell, and you need not be able to touch the affected creature to heal it with your lay on hands ability.

Use of the lay on hands ability still requires a standard action, but it can be done at any range.

SPELL RESISTANCE, MASS

Abjuration

Level: Cleric 7

Components: V, S, DF

Casting Time: 1 standard action

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

Targets: Up to one creature/level, no two of which can be more than 30 ft. apart

Duration: 1 round/level; see text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Each targeted creature gains spell resistance equal to 12 + caster level.

Divide the duration evenly among all the creatures you target.

In order to affect a creature who has spell resistance with a spell, a spellcaster must roll the creature's spell resistance or higher on 1d20 + caster level.

A creature with spell resistance may, as a standard action, voluntarily lower it in order to accept a spell.

STORM TOWER

Abjuration

Level: Druid 7

Components: V, S

Casting Time: 1 full round

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

Area: 100-ft. tall, 20-ft.-radius spread

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

You form a tower of dark, swirling storm clouds that negates many forms of magic.

The *storm tower* absorbs any electricity damage inflicted to those within it.

Magic missiles cannot be cast into, out of, or within the *storm tower*.

The *storm tower* is composed of 60 mph winds (making ranged attacks impossible within the tower), though it has no effect on the movement of creatures within it.

However, only Gargantuan or Colossal creatures can pass through the outer edge of the storm tower; all creatures of lesser size must stop any movement at the edge.

Anyone within the *storm tower* has one-half concealment relative to those outside the tower.

The howling winds of the storm tower also apply a –10 penalty on all Listen checks within 50 feet of it (including all those inside).

UNBINDING

Abjuration

Level: Liberation 9, sorcerer/wizard 9

Components: V, S, M, DF

Casting Time: 1 full round

Range: 180 ft.

Area: 180-ft.-radius burst, centered on you

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

When you cast an *unbinding* spell, a burst of force erupts from your body and magically destroys any spells that contain, constrain, or seal, with the exceptions noted below.

The *unbinding* negates *charm* and *hold* spells of all types, *arcane locks* and similar closures, spells that create physical or magical barriers (*wall of stone*, *wall of force*), *guards and wards*, *temporal stasis*, and *slow* spells, among others.

The effect of a *statue* spell is ended.

A *magic jar* is shattered—forever destroyed—and the life force within snuffed out.

In addition, any spell that holds magical effects, including other spells, immediately releases them at a range of 0 feet (including *magic mouth*, *imbue with spell ability*, and so on). Protective spells such as *protection from evil*, *shield*, *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 *antimagic field* is not affected, nor does the effect of *unbinding* penetrate one.

A *magic circle against evil* (or another alignment) that currently holds a creature imprisoned is dispelled.

Curses and *geas/quest* spells are negated only if the caster is of a level equal to or greater than that of the original caster. All these effects occur without regard to the caster's wishes. Spell effects on the person of the caster or being carried or worn by the caster remain undisturbed, but any others within the burst are effective, including 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.

Material Components: A lodestone and a pinch of saltpeter.

ZEAL

Abjuration

Level: Blackguard 2, paladin 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You invoke a divine shield to protect you as you close with a chosen opponent.

Choose a foe as you cast this spell.

You gain a +4 deflection bonus to your AC against all attacks of opportunity from opponents other than the chosen foe.

Also, you can move through enemies as if they were allies for the duration of this spell, as long as you finish your movement closer to your chosen foe than when you began it.

CONJURATION

BEGET BOGUN

Conjuration (Creation)

Level: Druid 1

Components: V, S, M, XP

Casting Time: 1 standard action

Range: Touch

Effect: Tiny construct

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Beget bogun allows you to infuse living magic into a small mannequin that you have created from vegetable matter.

This is the final spell in the process of creating a bogun.

See the bogun's description for further details.

Material Component: The mannequin from which the bogun is created.

XP Cost: 25 XP.

☛ **Bogun**

Tiny Construct

Hit Dice: 2d10 (11 hp)

Initiative: +3

Speed: 20 ft. (4 squares), fly 50 ft. (good)

Armor Class: 15 (+2 size, +3 Dex), touch 15, flat-footed 12

Base Attack/Grapple: +1/–5

Attack: Nettles +1 melee (1d4–2 plus poison)

Full Attack: Nettles +1 melee (1d4–2 plus poison)

Space/Reach: 2-1/2 ft./0 ft.

Special Attack: Poison

Special Quality: Construct traits

Saves: Fort +0, Ref +3, Will +1

Abilities: Str 7, Dex 16, Con —, Int 8, Wis 13, Cha 10

Skills: Hide +10, Move Silently +9

Feat: Stealthy

Environment: Any (typically forest)

Organization: Solitary

Challenge Rating: 1

Treasure: None

Alignment: Any neutral (always the same as the creator)

Advancement: 3–6 HD (Tiny)

Level Adjustment: —

A bogun is a small nature servant created by a druid.

Like a homunculus, it is an extension of its creator, sharing the same alignment and link to nature.

A bogun does not fight particularly well, but it can perform any simple action, such as attacking, carrying a message, or opening a door or window.

For the most part, a bogun simply carries out its creator's instructions.

Because it is self-aware and somewhat willful, however, its behavior is not entirely predictable.

On rare occasions (5% of the time), the bogun may refuse to perform a particular task.

In that case, the creator must make a Diplomacy check (DC 11) to convince the creature to cooperate.

Success means the bogun performs the task as requested; failure indicates that it either does exactly the opposite or refuses to do anything at all for 24 hours (DM's option as to which).

A bogun cannot speak, but the process of creating one links it telepathically with its creator.

It knows what its creator knows and can convey to him or her everything it sees and hears, up to a range of 500 yards.

A bogun never travels beyond this range willingly, though it can be removed forcibly.

In that case, it does everything in its power to regain contact with its creator.

An attack that destroys a bogun also deals its creator 2d10 points of damage.

If the creator is slain, the bogun also dies, and its body collapses into a heap of rotting vegetation.

A bogun looks like a vaguely humanoid mound of compost. The creator determines its precise features, but the typical bogun stands about 18 inches tall and has a wingspan of about 2 feet.

Its skin is covered with nettles and branches.

Combat: A bogun attacks by brushing against opponents with harsh nettles that deliver an irritating poison.

Poison (Ex): Nettles, Fort save (DC 11); initial and secondary damage 1d6 temporary Dex.

The creator of a bogun is immune to its poison.

Construct Traits: A bogun has immunity to poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless.

It is not subject to critical hits, subdual damage, ability damage, ability drain, fatigue, exhaustion, or energy drain.

Cannot heal damage, but can be repaired.

Darkvision 60 ft. and low-light vision.

Construction: Unlike a homunculus, a bogun is created from natural materials available in any forest.

Thus, there is no gold piece cost for its creation.

All materials used become permanent parts of the bogun.

The creator must be at least 7th level and possess the Craft Wondrous Item feat to make a bogun.

Before casting any spells, a physical form must be woven out of living (or once-living) vegetable matter to hold the magical energy.

A bit of the creator's own body, such as a few strands of hair or a drop of blood, must also be incorporated into this crude mannequin.

The creator may assemble the body personally or hire someone else to do it.

Creating the mannequin requires a Craft (basketweaving or weaving) check (DC 12).

Once the body is finished, the creator must animate it through an extended magical ritual that requires a week to complete.

The creator must labor for at least 8 hours each day in complete solitude in a forest grove; any interruption from another sentient creature undoes the magic.

If the creator is personally weaving the creature's body, that process and the ritual can be performed together.

When not actively working on the ritual, the creator must rest and can perform no other activities except eating, sleeping, or talking.

Missing even one day causes the process to fail.

At that point, the ritual must be started anew, though the previously crafted body and the grove can be reused.

On the final day of the ritual, the creator must personally cast *control plants*, *wood shape*, and *beget bogun*.

These spells can come from outside sources, such as scrolls, rather than being prepared, if the creator prefers.

BOTTLE OF SMOKE

Conjuration (Creation)

Level: Druid 4, ranger 3

Components: V, S, F

Casting Time: 10 minutes

Range: Touch

Effect: One smoky, horselike creature

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You use a fire source to create a plume of smoke that you capture in a special bottle you're holding.

If the bottle is thereafter opened before the spell duration expires, the smoke emerges to form a vaguely horselike creature made of wisps of smoke.

It makes no sound, and anything that touches it simply passes through it.

To mount this smoke horse, the would-be rider must make a successful Ride check (DC 10) while holding the bottle in one hand.

Anyone attempting to mount without the bottle simply passes through the horse's form.

Letting go of the bottle after mounting causes the rider to fall through the horse's smoky form; he or she cannot thereafter remount without the intact bottle in hand.

If the bottle is broken, the spell ends immediately and the rider (if mounted) falls to the ground.

The smoke horse has a speed of 20 feet per caster level, to a maximum of 240 feet.

It can send smoke billowing out behind it at the rider's behest, leaving behind a bank of smoke 5 feet wide and 20 feet high as it moves.

A wind that is at least severe (31+ mph), or magical wind of any kind, disperses the horse (and any smoke it has produced) instantly.

Otherwise, the bank of smoke lasts 10 minutes, starting on the turn it was laid down.

Starting or stopping the smoke trail is a free action.

The mount and the smoke trail it produces give one-half concealment (20% miss chance) to anyone behind them.

The mount is immune to all damage and other attacks because material objects and spells simply pass through it. It cannot attack.

The rider can return the smoke horse to the bottle, and thus pause the spell, at any time by simply uncorking it (a move-equivalent action) and stoppering it again (another move-equivalent action) in the next round after the horse is inside.

If the bottle is reopened later, the spell reactivates with its remaining duration intact.

Regardless of how much duration remains unused, the spell ceases functioning 24 hours after it is cast.

If dispelled at any time while the bottle is corked, the spell ends.

Focus: An ornate, corked bottle worth at least 50 gp.

COMETFALL

Conjuration (Creation)

Level: Cleric 6, druid 6

Components: V, S, DF

Casting Time: 1 standard action

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

Effect: 400-pound ball of rock and ice

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

You conjure a bright, glowing comet, which appears in midair above your enemies, then strikes the ground with tremendous force.

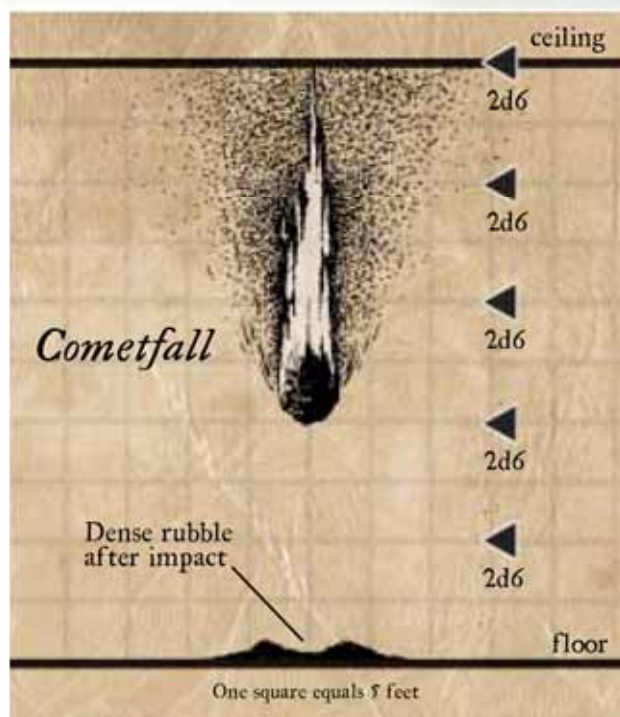
The comet appears 5 feet per caster level above the ground or at the ceiling, whichever is lower.

The comet immediately falls, dealing 2d6 points of damage per 10 feet fallen to everything in the 10-foot-square area directly below it.

The force of the comet can also knock creatures prone. Creatures who failed their Reflex save are subject to a trip attempt.

The comet has a +11 bonus (+7 for effective Strength of 25 and +4 for being Large) on the trip check.

The comet breaks apart on impact, filling the 10-foot-square area with dense rubble (as described on page 90 of the *Dungeon Master's Guide*).



DEIFIC VENGEANCE

Conjuration (Summoning)

Level: Cleric 2, Purification 2

Components: V, S, DF

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

When you cast this spell, you call out to a deity, listing the crimes of your target and urging the deity to punish the miscreant.

(The target's alignment is irrelevant to the success of the spell).

The divine power of the angry deity imposes this punishment in the form of a sharp, spiritual blow to the target.

This attack hits automatically and deals 1d6 points of damage per two caster levels (maximum 5d6), or 1d6 points per caster level (maximum 10d6) if the target is undead.

A successful Will saving throw reduces the damage by half.

GOLDEN BARDING

Conjuration (Creation) [Force]

Level: Blackguard 1, paladin 1

Components: V, DF

Casting Time: 1 standard action

Range: Touch

Target: Special mount touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You conjure forth a glowing, golden suit of barding for your special mount.

The golden barding you create has no armor check penalty and has no effect on your mount's speed. The exact nature of the barding depends on your caster level.

2nd–3rd: Scale mail barding (+4 armor bonus).

4th–5th: Chainmail barding (+5 armor bonus).

6th–7th: Splint mail barding (+6 armor bonus).

8th–9th: Half-plate barding (+7 armor bonus).

10th+: Full plate barding (+8 armor bonus).

Because *golden barding* is made of force, incorporeal creatures can't bypass it the way they do normal armor.

MAELSTROM

Conjuration (Creation)

Level: Ocean 8

Components: V, S, DF

Casting Time: 1 full round

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

Effect: A whirlpool 120 ft. wide and 60 ft. deep

Duration: 1 round/level

Saving Throw: Reflex negates (and see text)

Spell Resistance: No

Maelstrom causes a deadly vortex to form in water.

A body of water at least 120 feet wide and 60 feet deep must be present, or the spell is wasted.

Waterborne creatures or objects within 50 feet of the vortex (below and on all sides) must make successful Reflex saves or be sucked in.

Trained swimmers can attempt Swim checks instead if their skill modifier is higher than their Reflex save bonus.

Waterborne vessels avoid being sucked in if their operators make Profession (sailor) checks against the same DC as the spell's saving throw.

These creatures and objects take 3d8 points of damage upon being sucked in.

Once inside, creatures and objects take 3d8 points of bludgeoning damage each round.

They remain trapped for 2d4 rounds.

Subjects of Large or smaller size are ejected from the bottom of the vortex.

Larger subjects are ejected from the top.

OBEDIENT AVALANCHE

Conjuration (Creation) [Cold]

Level: Cold 9

Components: V, S

Casting Time: 1 standard action

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

Effect: 20-ft.-radius avalanche of snow, centered anywhere within range; see text

Duration: Instantaneous

Saving Throw: Reflex half; see text

Spell Resistance: No

You summon an avalanche of snow out of a rift in midair, burying your foes and sending them to a frosty death.

The *obedient avalanche* affects creatures differently, depending on where they are in relation to the avalanche.

Within 20 feet of the Center Point: Creatures take 1d8 points of damage per two caster levels (maximum 10d8) and an additional 1d6 points of cold damage per two caster levels. Creatures who fail their saves are also buried (as described in *Avalanches*, page 90 of the *Dungeon Master's Guide*).

All squares within 20 feet of the center point are covered in heavy snow (see page 94 of the *Dungeon Master's Guide*), which persists as long as ordinary snow would.

Between 20 feet and 40 feet of the Center Point: Creatures take half as much damage from the impact of the avalanche as the creatures nearer the center point took (Reflex save negates).

Creatures who fail their saves must also resist the force of the snow moving past them as if they were being bull rushed.

The snow has a +13 bonus (+5 for effective Strength of 20 and +8 for effectively being Huge) on the bull rush check, and it pushes characters away from the center point of the spell.

All squares in the 20-foot to 40-foot ring are covered in light snow, which persists as long as ordinary snow would.

Terrain and Structures: The avalanche uproots small trees and other vegetation automatically, and it leaves a trail of light rubble (as described on page 91 of the *Dungeon Master's Guide*) even after the snow melts.

Structures struck by an *obedient avalanche* take 1d6×10 points of damage.

The *obedient avalanche* extinguishes all flames, whether normal or magical, it touches.



OTYUGH SWARM

Conjuration (Creation)

Level: Pestilence 9

Components: V, S

Casting Time: 1 standard action

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

Effect: Three or more otyughs, no two of which are more than 30 ft. apart

Duration: Seven days or seven months (D); see text

Saving Throw: None

Spell Resistance: No

Otyugh swarm creates otyughs from a large collection of refuse and filth, such as a sewer or cesspool.

You can choose to create 3d4 ordinary otyughs or 1d3+1 Huge otyughs with 15 HD (see page 296 of the *Monster Manual*).

The otyughs willingly aid you in combat or battle, perform a specific mission, or serve as bodyguards.

They remain with you for seven days unless you dismiss them.

If the otyughs are created only for guard duty, the duration of the spell is seven months.

In this case, the otyughs can only be ordered to guard a specific site or location.

Otyughs summoned to guard duty cannot move outside the spell's range.

You must create the otyughs in an area containing at least 6,000 pounds of sewage, refuse, or offal.

After you cast the spell, otyughs not summoned for guard duty may leave the area of offal at your command.

PAVILION OF GRANDEUR

Conjuration (Creation)

Level: Creation 9

Components: V, S, DF

Casting Time: 10 minutes

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

Effect: Extradimensional pavilion, up to five 10-ft. cubes/level (S), plus feast for 12 creatures/level

Duration: 1 day/level (D) plus 12 hours; see text

Saving Throw: None

Spell Resistance: No

You conjure up a grand pavilion-sized tent that has a single entrance on the plane from which the spell was cast.

The entry point looks like a faint shimmering in the air that is 10 feet wide by 15 feet high.

Only those you designate may enter the pavilion, and the entrance is shut and made invisible behind you when you enter.

You may open it again from your own side at will.

Once observers have passed beyond the entrance, they are in a spacious tent decorated in the colors of your faith.

The lighting can vary between darkness and daylight, and the temperature between 40 and 90 degrees Fahrenheit, at your discretion when casting the spell.

The pavilion is sumptuously furnished, including a full meal for a dozen people per caster level.

Anyone who spends one full hour dining here gains benefits identical to those of a *heroes' feast*.

While in the pavilion, creatures heal naturally at double the normal rate (not including fast healing or regeneration).

PHANTOM BEAR

Conjuration (Summoning)

Level: Druid 9

Components: V, S, DF

Casting Time: 1 full round

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

Effect: One summoned phantom bear

Duration: Concentration up to 1 round/level

Saving Throw: None

Spell Resistance: No

As *phantom wolf*, except you instead conjure an incorporeal bear with a fearsome roar.

➤ **Phantom Bear:** Huge magical beast (incorporeal); HD 14d10+48; hp 113; Init +9; Spd fly 60 ft. (good); AC 25, touch 25, flat-footed 16; Base Atk +14; Grp —; Atk +23 melee touch (2d6 plus 3d6 cold, claw); Full Atk +23 melee touch (2d6 plus 3d6 cold, 2 claws) and +21 melee (2d8 plus 3d6 cold, bite); SA fearsome roar; SQ darkvision 60 ft., incorporeal traits; AL N; SV Fort +13, Ref +17, Will +7; Str —, Dex 29, Con 20, Int 11, Wis 17, Cha 28.

Skills and Feats: Listen +20, Spot +20; Dodge, Combat Reflexes, Mobility, Multiattack, Weapon Focus (bite).

Fearsome Roar: A phantom bear can loose a fearsome roar every 1d4 rounds.

All creatures except the caster of the *phantom bear* spell within 120 feet must succeed on a DC 26 Will save or be frightened for 3d6 rounds.

Those who are within 30 feet when they fail their saves are panicked instead of frightened.

Incorporeal Traits: A phantom bear is harmed only by other incorporeal creatures, magic weapons, spells, spell-like abilities, and supernatural abilities.

It has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with ghost touch weapons.

It can pass through solid objects, but not force effects, at will.

Its attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them.

An incorporeal creature always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

PHANTOM STAG

Conjuration (Creation)

Level: Druid 5

Components: V, S

Casting Time: 1 standard action

Range: 0 ft.

Effect: One quasi-real, staglike creature

Duration: 1 hour/level (D)

Saving Throw: None; see text

Spell Resistance: No

You conjure a Large, corporeal staglike creature that bears you or a person you designate into combat or overland at great speed.

A phantom stag has a black body and head with sharp, silvery antlers, and smoke-colored, insubstantial hooves that make no sound.

It has no saddle, bridle, or bit, but it is exceptionally alert to the nudges and balance changes of its rider.

The phantom stag has an AC of 20 (–1 size, +6 natural armor, +5 Dex) and 40 hit points +5 hit points per caster level.

It attacks with its antlers at a +10 bonus, dealing 1d8+9 points of damage (doubled on a successful charge).

It can also trample Medium or smaller foes, who must succeed on a Reflex save or take 1d6+9 points of damage as the stag moves through their space.

A phantom stag has a speed of 20 feet per caster level, to a maximum of 300 feet.

It can bear its rider's weight plus up to 10 pounds per caster level.

It ignores terrain elements such as undergrowth, rubble, or mud that would slow its movement.

Phantom stags gain certain powers according to caster level.

A mount's abilities include those of mounts of lower caster levels.

Thus, a mount created by a 16th-level caster has the 12th and 14th caster level abilities as well.

12th Level: The phantom stag can use *air walk* at will (as the spell, no action required to activate this ability) for up to 1 round at a time, after which it falls to the ground.

The phantom stag gains a +2 deflection bonus to AC.

14th Level: The phantom stag can fly at its speed (average maneuverability).

The phantom stag gains a +4 deflection bonus to AC.

16th Level: The phantom stag's antlers have the wounding and ghost touch weapon qualities.

The phantom stag gains a +6 deflection bonus to AC.

18th Level: The phantom stag can use *etherealness* on behalf of its rider (as the spell, caster level 18th).

The phantom stag gains a +8 deflection bonus to AC.

PHANTOM WOLF

Conjuration (Summoning)

Level: Druid 8

Components: V, S, DF

Casting Time: 1 full round

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

Effect: One summoned phantom wolf

Duration: Concentration up to 1 round/level

Saving Throw: None

Spell Resistance: No

You conjure forth an incorporeal white wolf with abnormally large, frosty jaws.

This phantom wolf follows your mental commands, acting on your behalf as long as it remains within range and you continue to concentrate on it.

The phantom wolf appears where you designate and acts as you direct on your turn.

You don't need to maintain line of effect once the spell is cast, but the spell ends if the phantom wolf is ever outside the spell's range.

☛ **Phantom Wolf:** Large magical beast (incorporeal); HD 12d10+48; hp 113; Init +9; Spd fly 60 ft. (good); AC 25, touch 25, flat-footed 16; Base Atk +12; Grp—; Atk +21 melee touch (2d6 plus 3d6 cold, bite); Full Atk +22 melee touch (2d6 plus 3d6 cold, bite); SA frightful presence; SQ darkvision 60 ft., incorporeal traits; AL N; SV Fort +12, Ref +17, Will +7; Str —, Dex 29, Con 18, Int 11, Wis 17, Cha 26. *Skills and Feats:* Listen +20, Spot +20; Alertness, Dodge, Combat Reflexes, Mobility, Weapon Focus (bite).

Frightful Presence: Creatures of less than 12 HD within 30 feet of an attacking phantom wolf must succeed on a DC 24 Will save or be frightened for 3d6 rounds.

An opponent that succeeds on the saving throw is immune to that same phantom wolf's frightful presence for 24 hours.

Incorporeal Traits: A phantom wolf is harmed only by other incorporeal creatures, magic weapons, spells, spell-like abilities, and supernatural abilities.

It has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with ghost touch weapons.

It can pass through solid objects, but not force effects, at will.

Its attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them.

An incorporeal creature always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

PLAGUE OF RATS

Conjuration (Summoning)

Level: Pestilence 5

Components: V, S, DF

Casting Time: 1 full round

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

Effect: Swarm of dire rats in a 20-ft. spread

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes; see text

A swarm of dire rats viciously attacks all other creatures within a 20-foot spread, inflicting damage and spreading filth fever (see page 292 of the *Dungeon Master's Guide*).

A creature in the swarm that takes no action other than fighting off the rats takes 1d4 points of damage on its turn and makes a Fortitude saving throw against DC 15 + your Intelligence bonus to avoid contracting filth fever.

A creature in the swarm who takes any other action, including leaving the swarm, takes 1d4 points of damage per caster level, and must save at a –4 penalty to avoid contracting the disease.

Spellcasting or concentrating on spells within the swarm is impossible.

The rats' attacks are nonmagical, so being incorporeal, damage reduction, and other defenses can protect a creature from damage.

The disease effect is magical and spreads by touch.

Any corporeal creature in the swarm that is subject to disease may contract it.

The swarm cannot be fought effectively with weapons, but fire and damaging area effects can force it to disperse.

The swarm disperses when it has taken a total of 8 points of damage per caster level from these attacks.

A *stinking cloud* spell and similar area spells disperse a swarm immediately.

As a move-equivalent action, you can direct the swarm to move up to 40 feet per round.

POISON VINES

Conjuration (Creation)

Level: Druid 7

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

As *vine mine*, but the vines you create are poisonous (contact, 1d6 Dex/2d6 Dex).

A successful Fortitude save is required only upon the first entry into the spell's area (and again 1 minute later); creatures don't have to save each time they enter (or each round they remain within).

You are immune to the poison of the vines you create, and you can select a number of other targets equal to your level to share this immunity.

QUILL BLAST

Conjuration (Creation)

Level: Druid 5

Components: V, S, M

Casting Time: 1 standard action

Range: 20 ft.

Area: 20-ft.-radius spread, centered on you

Duration: Instantaneous

Saving Throw: Reflex half; see text

Spell Resistance: Yes

Needle-sharp quills emerge from your skin as you cast this spell, then fly outward in every direction when you complete the spell.

Creatures within the spread of a *quill blast* are hit by one or more quills, depending on their size:

Creature Size	Number of Quills
Tiny or smaller	1
Small	1d4
Medium	2d6
Large	3d6
Huge or larger	4d6

Creatures who make their saves are struck by half as many quills; Tiny or smaller creatures avoid the quills completely. Each quill inflicts 1d6 points of piercing damage and lodges itself in the flesh of any living creature it hits.

Lodged quills impose a -1 penalty on attacks, saves, and checks per quill.

A quill can be removed safely as a standard action with a DC 20 Heal check.

Otherwise, removing a quill deals an extra 1d6 points of damage.

Material Component: Porcupine quill.

RECITATION

Conjuration (Creation)

Level: Cleric 4, Purification 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: All allies and foes within a 60-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

By reciting a sacred passage or declaration, you invoke your deity's blessing upon yourself and your allies while causing confusion and weakness among your enemies.

The spell affects all allies and foes within the spell's area at the moment you cast it.

Your allies gain a +2 luck bonus on attack rolls and saving throws, or a +3 luck bonus if they worship the same patron deity as you.

Enemies suffer a -2 luck penalty on attack rolls and saving throws.

After casting the spell, you are free to take further actions during the spell's duration as you see fit.

Divine Focus: In addition to your holy symbol, this spell requires a sacred text as a divine focus.

REJUVENATION COCOON

Conjuration (Healing)

Level: Druid 5

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Willing creature touched

Duration: 2 rounds

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With this spell, you create a temporary cocoon of energy around a creature you touch that provides healing and a measure of protection.

When you cast the spell, the cocoon forms around the target.

The glowing, yellow-green cocoon is made of force, but it is somewhat flexible and responds to pressure from the inside of the cocoon.

The cocoon initially forms a few inches from the target, but deforms enough to allow the target to reach into a backpack, cast a spell with a somatic component, draw a weapon, or perform similar actions.

The target can't move from the space it is in while cocooned, however.

Nor can it leave the *rejuvenation cocoon* early without using teleportation magic or dealing enough damage to destroy the cocoon.

The cocoon has hardness 10 and 10 hit points per caster level.

If it is destroyed, the spell ends.

One round after the cocoon forms, it heals the target of 10 points of damage per caster level and purges the target of poison and disease.

At the end of the second round, the *rejuvenation cocoon* dissipates and the target emerges, able to move and act freely.

Material Component: Cocoon from a butterfly.

RENEWAL PACT

Conjuration (Healing)

Level: Cleric 7, Pact 7

Components: V, S, DF, XP

Casting Time: 10 minutes

Range: Touch

Target: Willing living creature touched

Duration: Permanent until triggered

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell creates a pact between the target and a deity that uses divine energy to wipe away any of a host of conditions that may afflict the target.

Once this spell is cast, the pact remains dormant until the target is subjected to one or more of the following adverse conditions: ability damage, blinded, *confused*, dazed, dazzled, deafened, diseased, exhausted, fatigued, *feebleminded*, insanity, nauseated, sickened, stunned, or poisoned.

One round after the target is affected by a condition that triggers the *renewal pact*, the target receives a *heal* spell (caster level equal to the caster of the *renewal pact*).

A creature can be subject to only one *renewal pact* at a time.

Casting *renewal pact* on a target who already has an untriggered *renewal pact* voids the earlier pact.

XP Cost: 500 XP.

REVENANCE

Conjuration (Healing)

Level: Blackguard 4, cleric 4, paladin 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Dead ally touched

Duration: 1 min./level

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

You touch a recently slain ally and temporarily restore her to life so she may continue to fight.

The target can have been dead for up to 1 round/caster level.

She functions as if a *raise dead* spell had been cast upon her, except that she does not lose a level and has half of her full normal hit points.

She is alive (not undead) for the duration of the spell and can be healed normally, but dies as soon as the spell ends.

While the subject is under this spell, she is not affected by *resurrection* or *raise dead*.

The target gains a +1 morale bonus on attacks, damage, saves, and checks against the creature that killed her.

SLIME WAVE

Conjuration (Summoning)

Level: Cleric 7, druid 7

Components: V, S, M

Casting Time: 1 standard action

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

Area: 15-ft.-radius spread

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: No

You create a wave of green slime that begins at the range you choose and violently spreads to the limit of the area.

The wave splashes and splatters as it passes; some slime clings to any wall or ceiling.

Green slime devours flesh and organic materials on contact, and even dissolves metal.

Each creature is covered with one patch of green slime for every 5 feet of its face.

A patch of green slime deals 1d6 points of temporary Constitution damage per round while it devours flesh.

Against wood or metal, green slime deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood.

It does not harm stone.

On the first round of contact, the slime can be scraped off a creature (most likely destroying the scraping device), but after that it must be frozen, burned, or cut away (applying damage to the victim as well).

Extreme cold or heat, sunlight, or a *remove disease* spell destroys the green slime.

Unlike normal green slime, the slime created by this spell gradually evaporates, disappearing by the end of the duration.

Material Component: A few drops of stagnant pond water.

SPIRITUAL CHARIOT

Conjuration (Creation)

Level: Blackguard 4, paladin 4

Components: V, S, DF

Casting Time: 1 standard action

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

Target: One special mount

Duration: 1 hour/level

When this spell is cast, a ghostly chariot forms behind the paladin's special mount.

The chariot is large and ornate, and it is made of transparent, faintly glowing energy.

Usually the holy symbol of the paladin's deity is emblazoned on the sides of the chariot.

The mount is correctly harnessed to the chariot.

The chariot can hold 1 Medium creature or two Small creatures plus the driver (usually the paladin).

Although the chariot seems large and sturdy, it and its occupants have no weight for the purpose of the mount's load, so the horse can travel at full speed.

If the chariot is ever unhitched from the special mount, it disappears.

The driver of the spiritual chariot gains a +4 sacred bonus on her Handle Animal checks.

The chariot is made of magical force and is immune to damage.

It interacts with other spells just like a *wall of force*.

Those in the chariot have cover based on their size and the position of their attackers.

In most situations, Medium creatures inside the chariot gain cover (+4 bonus to AC, +2 bonus on Reflex saving throws).

STORM OF ELEMENTAL FURY

Conjuration (Summoning)

Level: Druid 8

Components: V, S

Casting Time: 1 full round

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

Effect: 40-ft.-radius storm cloud, 200 feet above the ground

Duration: Concentration (maximum 4 rounds) (D)

Saving Throw: See text

Spell Resistance: Yes

This spell creates a black storm cloud that hovers over your enemies, striking them with a terrifying combination of effects from the Elemental Planes.

When created, the *storm of elemental fury* buffets the area immediately below it with a whirling windstorm that functions as described on pages 94–95 of the *Dungeon Master's Guide*.

Ranged attacks within the area of the storm are impossible, and Small or smaller creatures must succeed on a Fortitude save or be blown away.

Medium creatures must make their Fortitude save or be knocked prone, and Large or larger creatures must succeed on a Fortitude save to move that round.

Flying creatures that fail their saves are instead blown in a random direction, traveling 1d6×5 feet of Large or larger, 1d6×10 feet if Medium, and 2d6×10 feet if Small or smaller. Spells cast within the area are disrupted unless the caster succeeds on a Concentration check against a DC equal to

the *storm of elemental fury's* save DC + the level of the spell the caster is trying to cast.

If you do not maintain concentration on the spell after casting it, the spell ends.

If you continue to concentrate, the spell generates additional effects in each following round, as noted below. Each effect occurs during your turn.

As a move action (taken in addition to the standard action required to maintain concentration), you can move the storm cloud up to 40 feet in any direction.

2nd round: Chunks of rock fall from the sky, dealing 5d6 points of bludgeoning damage (no save).

3rd round: A deluge of rain extinguishes unprotected flames and perhaps protected ones as well (50% chance). The torrential downpour reduces visibility to 5 feet and cuts movement speed in half.

4th round: Flame pelts the area underneath the storm cloud, dealing 1d6 points of fire damage per caster level (Reflex half).

TRUE CREATION

Conjuration (Creation)

Level: Creation 8

Components: V, S, M, XP

Casting Time: 10 minutes

Range: 0 ft.

Effect: Unattended, nonmagical object of nonliving matter, up to 1 cu. ft./level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You create a nonmagical, unattended object of any sort of matter.

Items created are permanent and cannot be negated by dispelling magics or negating powers.

For all intents and purposes, these items are completely real.

The volume of the item created cannot exceed 1 cubic foot per caster level.

You must succeed on an appropriate skill check to make a complex item, such as a Craft (bowmaking) check to make straight arrow shafts or a Craft (gemcutting) check to make a cut and polished gem.

Unlike the items brought into being by the lower-level spells *minor creation* and *major creation* (see the *Player's Handbook* for those spell descriptions), objects created by the casting of *true creation* can be used as material components.

Material Component: A small piece of matter of the same type of item you plan to create—a sliver of wood to create arrow shafts, a tiny piece of the appropriate stone to create a polished gem, and so forth.

XP Cost: The item's gold piece value in XP, or a minimum of 1 XP, whichever is more (see the *Player's Handbook* for item costs).

VIGOR

Conjuration (Healing)

Level: Cleric 3, druid 3

Duration: 10 rounds + 1 round/level (max 25 rounds)

This spell is the same as *lesser vigor*, except that it grants fast healing at the rate of 2 hit points per round.

VIGOR, GREATER

Conjuration (Healing)

Level: Cleric 5, druid 5

Duration: 10 rounds + 1 round/level (max 35 rounds)

This spell is the same as *lesser vigor*, except that it grants fast healing at the rate of 4 hit points per round.

VIGOR, LESSER

Conjuration (Healing)

Level: Cleric 1, druid 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 rounds + 1 round/level (max 15 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With a touch of your hand, you boost the subject's life energy, granting him or her the fast healing ability for the duration of the spell.

The subject heals 1 hit point per round of such damage until the spell ends and is automatically stabilized if he or she begins dying from hit point loss during that time.

Lesser vigor does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple *vigor* spells do not stack; only the highest-level effect applies.

Applying a second *vigor* spell of equal level extends the first spell's duration by the full duration of the second spell.

VIGOR, MASS LESSER

Conjuration (Healing)

Level: Cleric 3, druid 3

Components: V, S

Casting Time: 1 standard action

Range: 20 ft.

Target: One creature/two levels, no two of which can be more than 30 ft. apart

Duration: 10 rounds + 1 round/level (max 25 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You invoke healing energy over a group of creatures, granting each the fast healing ability for the duration of the spell.

Each subject heals 1 hit point per round of such damage until the spell ends and is automatically stabilized if he or she begins dying from hit point loss during that time.

Mass lesser vigor does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple *vigor* spells do not stack; only the highest-level effect applies.

Applying a second *vigor* spell of equal level extends the first spell's duration by the full duration of the second spell.

VIGOROUS CIRCLE

Conjuration (Healing)

Level: Cleric 6, druid 6

Duration: 10 rounds + 1 round/level (max 40 rounds)

This spell is the same as *mass lesser vigor*, except that it grants fast healing at the rate of 3 hit points per round.

WATERSPOUT

Conjuration (Creation)

Level: Ocean 7

Components: V, S, DF

Casting Time: 1 full round

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

Effect: A cylinder 10 ft. wide and 80 ft. tall

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: No

Waterspout causes water to rise up into a whirling, cylindrical column.

A body of water at least 10 feet wide and 20 feet deep must be present, or the spell is wasted.

If the waterspout encounters insufficient depth after it has formed, it collapses.

The waterspout moves at a speed of 30 feet and must remain over water.

You can concentrate on controlling the waterspout's every movement or specify a simple program, such as move straight ahead, zigzag, circle, or the like.

Directing the waterspout's movement or changing its programmed movement is a standard action for you. The waterspout always moves during your turn in the initiative order.

If the waterspout exceeds the spell's range, it collapses and the spell ends.

The waterspout batters creatures and objects it touches, and it often sucks them up.

Any creature or object that comes in contact with the waterspout must succeed on a Reflex save or take 3d8 points of damage.

Medium or smaller creatures who fail their save are sucked into the spout and held suspended in its powerful currents, taking 2d6 points of damage each round with no save allowed.

Trapped creatures remain inside for 1d3 rounds before the waterspout ejects them out the top of the spout, and they fall back to the surface (taking falling damage) 1d8×5 feet from the base of the waterspout.

Waterborne creatures or objects within 10 feet of the spout (below and on all sides) also must make successful Reflex saves or be sucked into the spout if they are Medium or smaller.

Anything sucked into the spout takes 3d8 points of damage and is then trapped for 1d3 rounds as explained above.

Only the smallest canoes, kayaks, or coracles can be sucked into the spout.

The occupant of any such craft may make a Profession (sailor) check instead of a Reflex save (his choice) to avoid being sucked up.

WOOD WOSE

Conjuration (Creation)

Level: Druid 1

Components: V, S, DF

Casting Time: 1 standard action

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

Effect: One nature servant

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

A *wood wose* is a translucent, green nature spirit that you can command to perform simple natural tasks.

It can build a campfire, gather herbs, feed an animal companion, catch a fish, or perform any other simple task that doesn't involve knowledge of technology.

It cannot, for example, open a latched chest, since it doesn't know how a latch works.

The wose can perform only one activity at a time, but it repeats the same activity if told to do so.

Thus, if you commanded it to gather leaves, it would continue to do so while you turned your attention elsewhere, as long as you remained within range.

The wose has an effective Strength score of 2, so it can lift 20 pounds or drag 100 pounds.

It can trigger traps, but the 20 pounds of force it can exert is not enough to activate most pressure plates.

Its speed is 15 feet in any direction, even up.

A *wood wose* cannot attack in any way; it is never allowed an attack roll or a saving throw.

It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks.

If you attempt to send the wose beyond the spell's range (measured from your current position), it ceases to exist.

DIVINATION

BLESSED AIM

Divination

Level: Blackguard 2, cleric 3, paladin 2

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Effect: 60-ft. spread, centered on you

Duration: Concentration

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell grants a +2 morale bonus on all ranged attacks for your allies within the spread.

BRAIN SPIDER

Divination [Mind-Affecting]

Level: Cleric 8, Mind 7

Components: V, S, M, DF

Casting Time: 1 full round

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

Targets: Up to eight living creatures within range

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

This spell allows you to eavesdrop as a standard action on the thoughts of up to eight other creatures at once, hearing as desired:

- The ceaseless chaos representing images of surface thoughts
- Individual trains of thought in whatever order you desire
- Information from all minds about one particular topic, thing, or being, one nugget of information per caster level

• A study of the thoughts and memories of one creature of the group in detail Once per round, if you do not perform a detailed study of one creature's mind, you can attempt (as a standard action) to implant a *suggestion* in the mind of any one of the affected creatures.

The creature can make another Will saving throw to resist the *suggestion*, using the save DC of the *brain spider*.

(Creatures with special resistance to enchantment spells can use this resistance to keep from being affected by the *suggestion*).

Success on this saving throw does not negate the other effects of the *brain spider* for that creature.

You can affect all intelligent beings of your choice within range (up to the limit of eight), beginning with known or named beings.

Language is not a barrier, and you need not personally know the beings—you can choose, for instance, “the nearest eight guards who must be in that chamber there”. The spell cannot reach those who make a successful Will save.

Material Component: A spider of any size or type. It may be dead, but must still have all eight legs.

CHAIN OF EYES

Divination

Level: Cleric 3, druid 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

You can use a creature's vision instead of your own.

While this spell gives you no control over the creature, each time it comes into physical contact with another living being, you can choose to transfer your sensor to the new creature.

In this way, your sensor can infiltrate a closely guarded area.

During your turn in a round, you can use a free action to switch from seeing through the current creature's eyes to seeing normally or back again.

DETECT FAVORED ENEMY

Divination

Level: Ranger 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: Quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to 10 min./level (D)

Saving Throw: None

Spell Resistance: No

You can sense the presence of a favored enemy.

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

1st Round: Presence or absence of a favored enemy in the area.

2nd Round: Types of favored enemies in the area and the number of each type.

3rd Round: The location and HD of each individual present.
Note: Each round you can turn to detect things in a new area.

The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks detection.

DREAM SIGHT

Divination

Level: Dream 6

Components: S, DF

Casting Time: 1 full round

Range: See text

Target: You

Duration: 1 min./level (D)

You fall into a deep sleep while your spirit leaves your body in incorporeal form and travels to distant locations.

Your spirit can move 100 feet per round, and can see and hear anything you could if you were in the same location.

The spirit can be blocked by any spell that wards incorporeal creatures, and it can be detected and attacked in the same way as incorporeal creatures can.

Your spirit can do nothing but move and observe—it cannot speak, attack, cast spells, or perform any other action.

At the end of the spell, your spirit instantaneously returns to your body and you wake up.

If your body is disturbed while your spirit is wandering, the spell ends immediately.

IMPLACABLE PURSUER

Divination

Level: Blackguard 4, ranger 4

Components: V, S

Casting Time: 1 minute

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

Target: One creature

Duration: 1 hour/level (D)

Saving Throw: Will negates; see text

Spell Resistance: Yes

With this spell, you become an unerring tracker, instantly aware of your quarry's location whenever it's on the move.

The *implacable pursuer* spell gives you the direction and distance to the target creature whenever it finishes a turn more than 10 feet away from where it started.

The difficulty of the save against *implacable pursuer* depends on your relationship to the subject.

You apply your favored enemy bonus (if any) to the DC of the Will save the target attempts.

Once you successfully target a creature with *implacable pursuer*, you'll know its location as long as it's moving, no matter where it goes on the same plane.

Even if it leaves the plane, *implacable pursuer* tells you what plane the target creature went to.

The spell then provides no further information until you and the subject creature are on the same plane, in which case *implacable pursuer* resumes functioning normally.

MARK OF THE HUNTER

Divination

Level: Ranger 3

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature, which must be a favored enemy of the caster

Duration: 10 min./level

Saving Throw: Will negates

Spell Resistance: Yes

By pointing your figure at a favored enemy of yours, you mark it with a glowing rune that only you can see. Your favored enemy bonuses against a foe with a *mark of the hunter* are +4 higher than they would otherwise be. Furthermore, the rune limns your enemy, making him easier for you to attack.

The subject of a *mark of the hunter* gains no bonus to Armor Class against your attacks from any cover less than total cover, nor does it gain a miss chance against your attacks from any concealment less than total concealment.

Other effects that grant a miss chance (such as incorporeality) work normally.

Material Component: A bit of skin or bone from the relevant favored enemy type.

OMEN OF PERIL

Divination

Level: Cleric 1, druid 1

Components: V, F

Casting Time: 1 full round

Range: Personal

Target: You

Duration: Instantaneous

A brief supplication gives you (and only you) a vision that hints at how dangerous the immediate future is likely to be. Based on an assessment of the caster's immediate surroundings and likely path of travel, the caster receives one of three visions: safety, peril, or great danger. The base chance for receiving an accurate reply is 70% + 1% per caster level, to a maximum of 90%; the DM makes the roll secretly.

If the *omen of peril* is successful, you get one of three visions, which lasts just a second or two:

- **Safety.** The caster isn't in any immediate danger. If he continues on his present course (or remains where he is if he's been stationary for some time before casting the spell), he'll face no significant monsters, traps, or other challenges for the next hour or so.
- **Peril.** The caster will face challenges typical of an adventure: challenging but not overwhelming monsters, dangerous traps, and other hazards for the next hour or so.
- **Great danger.** The caster's very life is at grave risk.

He will likely face powerful NPCs or deadly traps in the next hour.

If the roll fails, you get one of the other two results, determined randomly by the DM, and you don't necessarily know that you failed because the DM rolls secretly.

Choosing which vision is "correct" takes some educated guesswork on the part of the DM, who should assess the party's likely courses of action and what dangers they're likely to face.

The exact form that an *omen of peril* takes depends on whether the caster worships a specific deity, venerates nature as a druid, or simply upholds abstract principles.

A druid might see a white dove for safety, a dark cloud obscuring the sun for peril, and a forest fire for great danger.

A cleric of Fharlanghn might get a vision of a straight road for safety, a crossroads for peril, and a washed-out bridge for great danger.

Unlike the more powerful *augury*, an *omen of peril* doesn't respond to a specific question.

It only indicates the level of danger likely for the next hour, not what form the danger will take.

Focus: A set of marked sticks, bones, or similar tokens of at least 25 gp value.

PROBE THOUGHTS

Divination [Mind-Affecting]

Level: Mind 6, sorcerer/wizard 6

Components: V, S

Casting Time: 1 minute

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

Target: One living creature

Duration: Concentration

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

All the subject's memories and knowledge are accessible to you, ranging from memories deep below the surface to those still easily called to mind.

You can learn the answer to one question per round, to the best of the subject's knowledge.

You can also probe a sleeping subject, though the subject may make a Will save against the DC of the *probe thoughts* spell to wake after each question.

Subjects who do not wish to be probed can attempt to move beyond the power's range, unless somehow hindered.

You pose the questions telepathically, and the answers to those questions are imparted directly to your mind.

You and the subject do not need to speak the same language, though less intelligent creatures may yield up only appropriate visual images in answer to your questions.

TELEPATHIC BOND, LESSER

Divination [Mind-Affecting]

Level: Cleric 3, Mind 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Targets: You and one willing creature within 30 ft.

Duration: 10 min./level

Saving Throw: None

Spell Resistance: No

You forge a telepathic bond with another creature with an Intelligence score of 6 or higher.

The bond can be established only with a willing subject.

You can communicate telepathically through the bond regardless of language.

No special power or influence is established as a result of the bond.

Once the bond is formed, it works over any distance (although not from one plane to another).

WEATHER EYE

Divination

Level: Cleric 4, druid 3
Components: V, S, M, DF
Casting Time: 1 hour
Range: 1 mile radius + 1 mile/level
Area: 1 mile radius + 1 mile/level, centered on you
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
 You may accurately predict the natural weather up to one week into the future.
 If unnatural forces currently affect the weather, then *weather eye* reveals as much information as a *detect magic* spell.
Material Component: Incense.
Divine Focus: A scrying device of some kind (bowl, mirror, crystal ball, and so forth).

ENCHANTMENT

BOLTS OF BEDEVILMENT

Enchantment [Mind-Affecting]
Level: Madness 5
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Ray
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes
 This spell grants you the ability to make one ray attack per round.
 The ray dazes one living creature, clouding its mind so that it takes no action for 1d3 rounds.
 The creature is not stunned (so attackers get no special advantage against it), but it can't move, cast spells, use mental abilities, and so on.

MADDENING SCREAM

Enchantment (Compulsion) [Mind-Affecting]
Level: Madness 8
Components: V
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: 1d4+1 rounds
Saving Throw: None
Spell Resistance: Yes
 The subject cannot keep himself from screaming, gibbering, and leaping about as though completely mad.
 This spell makes it impossible for the victim to do anything other than race about caterwauling.
 The spell gives the subject a -4 penalty to Armor Class, makes Reflex saving throws impossible except on a roll of 20, and makes it impossible to use a shield.

MONSTROUS THRALL

Enchantment (Compulsion) [Mind-Affecting]
Level: Domination 9
Components: V, S, XP
Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes
 As *true domination*, except the subject can be any creature and is permanently dominated if it fails its initial Will save.
 A subject ordered to take an action against its nature receives a saving throw with a -4 penalty to resist taking that particular action.
 If the save succeeds, the subject still remains your thrall despite its minor mutiny.
 Once a subject makes a successful saving throw to resist a specific order, it makes all future saving throws to resist taking that specific action without a penalty.
 XP Cost: 500 XP per Hit Die or level of the subject.

RIGHTEOUS WRATH OF THE FAITHFUL

Enchantment (Compulsion) [Mind-Affecting]
Level: Cleric 7
Components: V, S, DF
Casting Time: 1 standard action
Range: 30 ft.
Targets: All allies within 30 ft.-radius burst centered on you
Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes
 When you cast this spell, you fire your allies and companions with a divine madness or fury that greatly enhances their combat ability.
 Allies who are fighting on your side are affected as if they had received an *aid* spell, gaining a +1 morale bonus on attack rolls and saving throws against fear effects, plus 1d8 temporary hit points for the duration of the spell.
 Allies who worship the same deity as you are infused with the *righteous wrath*.
 They gain one additional melee attack each round, at their highest attack bonus, and a +2 morale bonus on attack and damage rolls and saving throws.
 They gain an additional 1d8 temporary hit points (for a total of 2d8) and a +3 morale bonus on saving throws against mind-affecting spells or effects.
 When the spell duration expires, any allies who were affected by the full *righteous wrath* are fatigued (-2 to Strength, -2 to Dexterity, can't charge or run) for 10 minutes.

TOUCH OF MADNESS

Enchantment [Mind-Affecting]
Level: Madness 2
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes
 You may daze one living creature by making a successful touch attack.

If the target creature does not make a successful Will save, its mind is clouded and it takes no action for 1 round per caster level.

A dazed creature is not stunned (so attackers get no special advantage against it), but it can't move, cast spells, use mental abilities, and so on.

TRUE DOMINATION

Enchantment (Compulsion) [Mind-Affecting]

Level: Domination 8

Components: V, S

Casting Time: 1 standard action

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

Target: One humanoid of Medium size or smaller

Duration: 1 day/level

Saving Throw: Will negates

Spell Resistance: Yes

You can control the actions of any humanoid that is Medium or smaller.

You establish a telepathic link with the subject's mind. If a common language is shared, you can generally force the subject to perform as you desire, within the limits of his abilities.

If no common language is shared, you can communicate only basic commands, such as "Come here", "Go there", "Fight", and "Stand still".

You know what the subject is experiencing, but you do not receive direct sensory input from him.

Subjects have a chance of resisting this control (Will save to avoid the effects when the spell is cast).

Those affected by the spell and then forced to take actions against their nature receive a new saving throw with a penalty of -4.

Obviously self-destructive orders may be carried out, unless the subject can make a saving throw with the -4 penalty.

Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane.

You need not see the subject to control it.

Protection from evil or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so warded, but it does not prevent the establishment of domination or dispel it.

WAVE OF GRIEF

Enchantment [Evil, Mind-Affecting]

Level: Bard 2, blackguard 2, cleric 2

Components: S, M

Casting Time: 1 standard action

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

Area: Cone

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

All within the cone when the spell is cast are overcome with sorrow and grief.

They suffer a -3 morale penalty on all attack rolls, saving throws, ability checks, and skill checks.

Material Component: Three tears.

EVOCATION

ANGER OF THE NOONDAY SUN

Evocation [Light]

Level: Druid 6

Components: V, S

Casting Time: 1 standard action

Range: 10 feet

Area: All sighted creatures within a 10-ft.-radius burst centered on you

Duration: Instantaneous

Saving Throw: Reflex negates

Spell Resistance: Yes

This spell unleashes a blinding flash of sunlight originating with you and expanding outward.

Any creature within the area of the spell that can see you must make a saving throw or be temporarily blinded.

The blindness lasts for 1 minute per caster level.

An undead creature caught within the spell area takes 1d6 points of damage per two caster levels (maximum 10d6), or half damage if a Reflex save is successful.

In addition, the beam results in the destruction of any undead creature specifically harmed by bright light (such as a vampire) if it fails its save.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

BANE BOW

Evocation

Level: Ranger 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Ranged weapon touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell allows you to channel divine power into any ranged weapon you choose.

The weapon gains a +5 enhancement bonus on attack and damage rolls, plus the bane quality (+7 enhancement bonus on attack and damage rolls, plus an additional 2d6 points of damage) against foes of a type you specify.

You must choose one of your favored enemy categories as the type that your *bane bow* is effective against.

The spell is automatically canceled 1 round after the weapon leaves your hand.

You cannot have more than one *bane bow* at a time.

If this spell is cast on a magic weapon, the powers of the spell supersede any that the weapon normally has, rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the spell.

This spell is not cumulative with other spells that modify weapons in some way.

This spell does not work on artifacts.

Note: A masterwork weapon's bonus on attack rolls does not stack with a magic enhancement bonus on attacks.

Ammunition fired from a *bane bow* loses its magic qualities (taking those of the *bane bow* instead), but it retains its

material qualities for the purpose of overcoming damage reduction.

For example, a *bane bow* can still shoot silver arrows that bypass the damage reduction of lycanthropes.

BINDING WINDS

Evocation

Level: Druid 5, Weather 5

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: Concentration

Saving Throw: Reflex negates

Spell Resistance: Yes

You create a flurry of air to encircle and hold your target. The *binding winds* do not move.

Instead, they become a physical barrier surrounding the subject.

The subject may act normally, but she cannot move from her current location.

The winds carry her voice away, so she can speak but cannot be heard, and she cannot hear anything but the roar of the winds.

Furthermore, no sonic or language-dependent spells or effects may be cast into or out of the binding winds (though spells cast by the caster upon himself function normally).

Ranged attacks made into or out of the *binding winds* suffer a -2 penalty.

Binding winds hold flying creatures in mid-air.

BLAST OF FORCE

Evocation [Force]

Level: Force 3

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You direct an invisible blast of force at a chosen target.

The blast is a ranged touch attack that deals 1d6 points of damage per two caster levels (maximum 5d6).

In addition, a successful hit forces the target to make a Fortitude save or be knocked down (size and stability modifiers apply to the saving throw as if the spell were a bull rush).

BOLT OF GLORY

Evocation [Good]

Level: Glory 6

Components: V, S, DF

Casting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

By casting this spell, you project a bolt of energy from the Positive Energy Plane against one creature.

You must make a successful ranged touch attack to strike your target.

A creature struck takes varying damage, depending on its nature or its home plane of existence and your level:

Creature's Origin/Nature	Maximum Damage	Value
Material Plane, Elemental Plane, neutral outsider	1d6/2 levels	7d6
Negative Energy Plane, evil outsider, undead creature	1d6/level	15d6
Positive Energy Plane, good outsider	—	—

CASTIGATE

Evocation [Sonic]

Level: Cleric 4

Components: V

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft. radius emanation

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

This spell allows you to verbally rebuke foes.

By shouting your deity's teachings about other alignments, you inflict pain on those who hear, and those in the area need not understand your divine words to be affected.

This spell has no effect on creatures that cannot hear.

Otherwise, you deafen foes of the same alignment for 1d4 rounds (save for half).

Foes within one alignment step of your alignment (lawful, neutral, chaotic; good or evil) take 1 point of damage per caster level (maximum 10).

Foes whose alignment is more than one step different from yours take 1d4 points of damage per caster level (maximum 10d4).

A Fortitude saving throw is allowed for half damage from this spell.

CLOUDBURST

Evocation (Water)

Level: Druid 2

Components: V, S

Casting Time: 1 full round

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

Area: 100-ft.-radius emanation

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

You cause clouds to gather and a heavy rain to fall.

The rain reduces visibility ranges by half, resulting in a -4 penalty on Spot and Search checks.

It automatically extinguishes unprotected flames, and has a 50% chance of extinguishing protected flames.

Ranged weapon attacks and Listen checks suffer a -4 penalty.

This spell does not function indoors, underground, underwater, or in desert climates.

After the spell end, the water created evaporates over the next 10 minutes.

The water created with this spell does not slake thirst or provide any nourishment to plants.

CROWN OF GLORY

Evocation

Level: Glory 8

Components: V, S, M, DF

Casting Time: 1 full round

Range: 120 ft.

Area: 120-ft.-radius emanation, centered on you

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

You are imbued with an aura of celestial authority, inspiring awe in all lesser creatures that behold your terrible perfection and righteousness.

You gain a +4 enhancement bonus to your Charisma score for the duration of the spell.

All creatures with fewer than 8 HD or levels cease whatever they are doing and are compelled to pay attention to you.

Any such creature that wants to take hostile action against you must make a successful Will save to do so.

Any creature that does not make this saving throw the first time it attempts a hostile action is *enthralled* for the duration of the spell (as the *enthrall* spell), as long as it is in the spell's area, nor will it try to leave the area on its own. Creatures with 8 HD or more may pay attention to you, but are not affected by this spell.

When you speak, all listeners telepathically understand you, even if they do not understand your language.

While the spell lasts, you can make up to three suggestions to creatures of less than 8 HD in range, as if using the *mass suggestion* spell (Will save negates); creatures with 8 HD or more aren't affected by this power.

Only creatures within range at the time a suggestion is given are subject to it.

Material Component: An opal worth at least 200 gp.

DIVINE SACRIFICE

Evocation

Level: Blackguard 1, paladin 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You can sacrifice life force to increase the damage you deal. Once each round, as a free action, you can sacrifice up to 10 of your hit points (doing this does not trigger an attack of opportunity).

For every 2 hit points you sacrifice, on your next successful attack you deal +1d6 damage, to a maximum of +5d6 on that attack.

Your ability to deal this additional damage ends when you successfully attack or when the spell duration ends.

You can make as many sacrifices as the spell duration allows.

Sacrificed hit points count as normal damage.

For example, an 8th-level paladin can cast this spell with a duration of 4 rounds.

If she sacrifices 10 hit points a round and hits in every round, she can spend up to 40 hit points and deal up to +5d6 points of additional damage all 4 rounds.

DRAGON BREATH

Evocation [Good or Evil]

Level: Cleric 5, sorcerer/wizard 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You gain the ability to breathe a gout of energy that mimics a dragon's breath as a standard action.

Once you've used the breath attack, you must wait 1d4 rounds before doing so again.

When you cast *dragon breath*, you choose one true dragon whose breath you're emulating.

If you choose a chromatic dragon, then *dragon breath* gains the evil descriptor.

If you choose a metallic dragon, then *dragon breath* gains the good descriptor.

Dragon	Breath	Saving Throw
Black	30-ft. line of acid, 1d8/2 caster levels (maximum 10d8)	Reflex half
Blue	30-ft. line of electricity, 1d8/2 caster levels (maximum 10d8)	Reflex half
Green	15-ft. cone of acid, 1d8/2 caster levels (maximum 10d8)	Reflex half
Red	15-ft. cone of fire, 1d8/2 caster levels (maximum 10d8)	Reflex half
White	15-ft. cone of cold, 1d8/2 caster levels (maximum 10d8)	Reflex half
Brass	15-ft. cone of sleep; lasts 1d6 rounds	Will negates
Bronze	30-ft. line of electricity; 1d8/2 caster levels (maximum 10d8)	Reflex half
Copper	15-ft. cone of slow; lasts 1d6 rounds	Will negates
Gold	15-ft. cone of fire, 1d8/2 caster levels (maximum 10d8)	Reflex half
Silver	15-ft. cone of paralysis; lasts 1d6 rounds	Fort negates

ENERGY VORTEX

Evocation [Acid, Cold, Fire, Electricity, or Sonic]

Level: Cleric 4, druid 4

Components: V, S

Casting Time: 1 standard action

Range: 20 ft.

Area: All creatures within a 20-ft.-radius burst centered on you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

When you cast *energy vortex*, you choose one of five energy types: acid, cold, fire, electricity, or sonic.

A blast of that energy type bursts in all directions from you, dealing 1d8 points of damage +1 point per caster level (maximum +20) to nearby creatures other than you.

If you are willing to take the damage yourself, you deal twice as much damage.
You don't get a Reflex save, but spell resistance applies, as do any resistances and immunities you have to the energy type.

ENVELOPING COCOON

Evocation

Level: Druid 6

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Cocoon of force around one Large or smaller creature

Duration: 1 round/level (D)

Saving Throw: Reflex negates

Spell Resistance: Yes

A cocoon of shimmering blue-green energy encloses a creature of size Large or smaller, containing it for the spell's duration or until it's destroyed.

The cocoon has hardness 10 and 10 hit points per caster level.

The *enveloping cocoon* prevents the creature trapped inside from moving or casting spells with somatic components. The cocoon is too confining to permit effective attacks with anything larger than a natural or light weapon (and the creature inside can attack only the cocoon in any event). The caster of an *enveloping cocoon* can attach a second spell to the cocoon by casting it at the cocoon.

When the *enveloping cocoon* spell ends or is dismissed, the attached spell automatically affects the creature inside, with no save allowed (although spell resistance, if any, still applies).

If the cocoon is destroyed before it is dismissed or the spell duration ends, the attached spell is wasted.

Any of the following spells can be attached to an *enveloping cocoon*: *baleful polymorph*, *blight*, *contagion*, *dominate animal*, *flame strike*, *infestation of maggots*, *languor*, *miasma*, *phantasmal disorientation*, *poison* (the target fails the initial save but gets to attempt the second save).

Material Component: A live caterpillar.

FIRES OF PURITY

Evocation [Fire]

Level: Druid 6, Purification 6, sorcerer/wizard 6,

Components: V, S, DF

Casting Time: 1 standard action

Target: Creature touched

Duration: 1 round/level

Saving Throw: Reflex negates (harmless); see text

Spell Resistance: Yes (harmless); see text

The creature you touch bursts into magical flames that do not harm the target, but are quite capable of harming anyone else who comes into contact with them.

With a successful melee attack, the subject deals an extra 1d6 points of fire damage +1 point per caster level (maximum +15).

If the defender has spell resistance, it applies to this effect. Creatures hitting the subject are susceptible to the same damage unless they attack with weapons that have exceptional reach, such as longspears.

Any creature taking fire damage from *fires of purity* must succeed on a Reflex save or catch fire.

Creatures on fire burn for 1d4 rounds and take 1d6 points of fire damage each round, unless they succeed on Reflex saves (at the spell's DC) in subsequent rounds or douse themselves in water (see *Catching on Fire*, page 303 of the *Dungeon Master's Guide*).

The target takes only half damage from fire-based attacks. If such an attack allows a Reflex save for half damage, the target takes no damage on a successful save.

FLAME OF FAITH

Evocation

Level: Cleric 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Nonmagical weapon touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You can temporarily turn any single normal or masterwork melee weapon into a magical, flaming one.

For the duration of the spell, the weapon acts as a +1 *flaming burst weapon* that deals an additional +1d6 points of fire damage.

On a critical hit, the weapon deals +1d10 points of bonus fire damage if the weapon's critical multiplier is ×2, +2d10 points if the weapon's multiplier is ×3, and +3d10 points if the multiplier is ×4.

This spell effect does not stack with a weapon's enhancement bonus or with a *flaming* or *flaming burst* weapon bonus.

Material Focus: A lump of phosphorus, touched to the target weapon.

MIASMA

Evocation

Level: Druid 6

Components: V, S, DF

Casting Time: 1 standard action

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

Target: One living creature

Duration: 3 rounds/level

Saving Throw: See text

Spell Resistance: Yes

By filling the subject's mouth and throat with unbreathable gas, you prevent him from doing much more than coughing and spitting.

The subject can hold his breath for 2 rounds per point of Constitution but must make a Constitution check (DC 10 +1 per previous success) each round thereafter to continue doing so.

Failure on any such check (or voluntary resumption of breathing) causes the subject to fall unconscious (0 hp).

On the next round, the subject drops to -1 hit points and is dying; on the third round, he suffocates (see *Suffocation*, page 304 of the *Dungeon Master's Guide*).

MURDEROUS MIST

Evocation

Level: Druid 4

Components: V, S

Casting Time: 1 standard action

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

Effect: Cloud that spreads in 30-ft. radius, 20 ft. high

Duration: 1 round/level

Saving Throw: Reflex half; see text

Spell Resistance: Yes

You create a cloud of scalding hot steam that moves in a straight line, away from you, at a speed of 10 feet per round. Anyone within the cloud takes 2d6 points of damage and is permanently blinded.

If a creature within the area makes a successful Reflex saving throw, it takes only half damage and is not blinded. Any creature within the cloud has one-quarter concealment.

Winds do not affect the cloud's direction or speed.

However, a moderate wind (11+ mph) disperses the cloud in 4 rounds, and a strong wind (21+) disperses it in 1 round.

NATURE'S AVATAR

Evocation

Level: Druid 9

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Animal touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You infuse the subject with the spirit of nature.

The affected creature gains a +10 morale bonus on attack and damage rolls and 1d8 temporary hit points per caster level, plus the effects of haste.

NATURE'S FAVOR

Evocation

Level: Druid 3, ranger 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Animal touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

By calling on the power of nature, you grant the target animal a +1 luck bonus on attack and damage rolls for every 2 caster levels you possess.

NIMBUS OF LIGHT

Evocation [Light]

Level: Cleric 1, Purification 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level or until discharged (D)

A glittering corona of sunlight surrounds your body at a few inches distance—until you release it as a focused blast of divine energy.

The *nimbus of light* glows like a lantern, shedding bright light in a 30-foot radius (and dim light for an additional 30 feet) from you.

As a move action, you can coalesce the energy from the *nimbus of light* around your outstretched arm, and then as a standard action fling it toward a foe within 30 feet.

As a ranged touch attack, the *nimbus of light* deals 1d8 points of damage +1 point per round that's elapsed since you cast the spell (max of 1d8 + caster level damage).

Attacking with the *nimbus of light* ends the spell, whether the energy hits its target or not.

SANDBLAST

Evocation

Level: Druid 1

Components: V, S, DF

Casting Time: 1 standard action

Range: 10 ft.

Area: Semicircular burst of sand 10 ft. long, centered on your hands

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You fire a hail of hot sand from your fingers, dealing 1d6 points of nonlethal damage to creatures in the arc.

Any creature that fails its Reflex save is also stunned for 1 round.

STALWART PACT

Evocation

Level: Cleric 5, Pact 5

Components: V, S, DF, XP

Casting Time: 10 minutes

Range: Touch

Target: Willing living creature touched

Duration: Permanent until triggered, then 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell allows the target to enter a binding agreement with a deity that provides a measure of protection when the need is dire.

Once this spell is cast, the pact remains dormant until the target is reduced to half or less of her full normal hit points.

The target immediately gains 5 temporary hit points per caster level, damage reduction of 5/magic, and a +4 luck bonus on saving throws.

The hit points, damage reduction, and saving throw bonus evaporate when the spell ends.

XP Cost: 250 XP.

TIDAL SURGE

Evocation [Water]

Level: Druid 6, Ocean 5

Components: V, S

Casting Time: 1 standard action

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

Targets: One or more creatures in a 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

When you cast this spell, you create a huge wave of water that slams into one or more targets within range.

If there is no large, natural source of water (a river, lake, or ocean) within the spell range, you can affect only one target.

If such a source of water exists within the range of the spell, the spell creates a burst centered on a location you designate.

In either case, the water deals 1d8 points of damage per two caster levels (maximum 7d8) to the target or to creatures within the area.

In addition, all affected creatures suffer a bull rush attack, forcing them to make opposed Strength checks against the wave of water.

The water has an effective Strength of 16 and is considered Medium size (or Strength 20 and Large if cast near a source of water).

You designate the direction the wave pushes when you cast the spell; creatures who lose the opposed Strength check are pushed back 5 feet, plus an additional 5 feet for every 5 points by which the wave beats their Strength checks, in that direction.

It is possible for a wave arising from a body of water to push characters into the water.

The wave puts out torches, campfires, exposed lanterns, and other open flames if they are carried by the target or located within the area and they are Large size or smaller.

If the wave hits a magical fire, those flames are targeted by a *dispel magic* effect as if you had cast the spell.

WHIRLWIND, GREATER

Evocation [Air]

Level: Druid 9

Components: V, S

Casting Time: 1 standard action

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

Effect: 20-ft.-radius tornado, up to 5 ft./caster level tall, centered anywhere within range

Duration: 1 round/level

Saving Throw: Fortitude partial

Spell Resistance: Yes

This spell creates a tornado that wreaks destruction as you direct, flinging your foes into the air and destroying nearby structures.

The *greater whirlwind* affects creatures differently, depending on their size and where they are in relation to the twister.

Near the Tornado: Large or smaller creatures who start their turn within 60 feet of the center of the *greater whirlwind* must succeed on a Fortitude save or be dragged 1d4×10 feet toward the center of the twister, taking 1d4 points of nonlethal damage per 10 feet dragged.

Huge creatures within 40 feet of the twister must succeed on a Fortitude save or be knocked prone.

Gargantuan and Colossal creatures within 40 feet of the twister must succeed on a Fortitude save before moving away from the twister.

Flying creatures of size Huge or smaller that fail their Fortitude saves are sucked to the center of the twister, taking 2d6 points of damage from the battering and buffeting.

Gargantuan flying creatures must succeed on a Fortitude save or be pulled 1d6×10 feet toward the center of the twister.

Colossal flyers must likewise make Fortitude saves or be pulled 1d6×5 feet toward the twister's center.

Inside the Tornado: Creatures who start their turn inside the tornado take 6d6 points of damage for each of the 1d10 rounds they remain inside it (roll separately for each creature).

Creatures inside the tornado can't do much; attacks, spellcasting, and movement are impossible within an *greater whirlwind*.

When the *greater whirlwind* expels a creature, it reappears 4d6×5 feet away from the twister's center in a random direction, and 4d6×5 feet off the ground (immediately falling if it can't fly).

Terrain and Structures: The tornado uproots trees and other vegetation automatically, and it leaves a trail of dense rubble (as described on page 90 of the *Dungeon Master's Guide*) wherever it goes.

Structures within a *greater whirlwind* take 2d6×10 points of damage per round.

In a round or two, that is sufficient to destroy any building made of materials less sturdy than reinforced masonry.

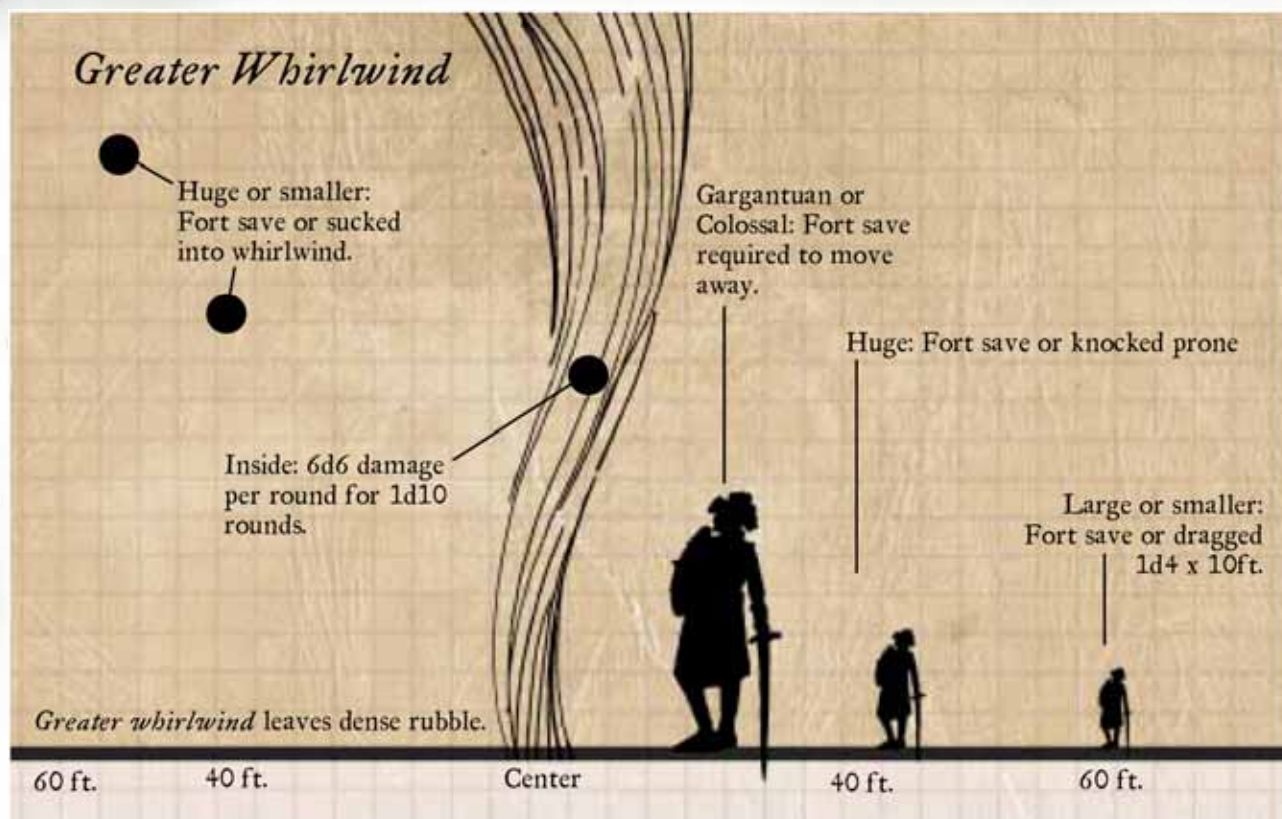
No ranged attacks can pass through the twister.

The *greater whirlwind* extinguishes all flames it touches.

Listen checks are impossible within a *greater whirlwind*.

The *greater whirlwind* remains stationary unless you direct it elsewhere as a move action.

It moves up to 60 feet per round.



ZEALOT PACT

Evocation

Level: Cleric 6, Pact 6

Components: V, S, DF, XP

Casting Time: 10 minutes

Range: Touch

Target: Willing living creature touched

Duration: Permanent until triggered, then 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell creates a binding agreement between a deity and the target that grants the target a measure of divine power to crush the deity's enemies.

Once this spell is cast, the pact remains dormant until the target successfully hits a foe whose alignment is exactly opposite that of the deity.

The target's subsequent melee attacks gain a +4 bonus, deal double damage, and automatically confirm critical hits for the spell's duration.

Furthermore, the target's melee attacks have alignment descriptors that match the deity with whom you've made the pact.

The target is compelled to attack foes of opposite alignment every round if able to do so.

The target knows which creatures within 60 feet are of opposite alignment (as if the relevant detect spells had been cast).

If you create a *zealot pact* with a completely neutral deity such as Obad-Hai, choose one alignment from the following list that triggers the *zealot pact*: lawful good, lawful evil, chaotic evil, or chaotic good.

A creature can be subject to only one *zealot pact* at a time.

Casting *zealot pact* on a target who already has an untriggered *zealot pact* voids the earlier pact.
XP Cost: 500 XP.

ILLUSION

DOOMTIDE

Illusion (Pattern)

Level: Cleric 4

Components: V, S, DF

Casting Time: 1 standard action

Range: 80 ft.

Effect: Eight 10-ft. cubes extending from the caster's location

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You fill an area with illusory black, creeping mist that vaguely resembles thousands of slender grasping tentacles. You and one creature you touch are immune to the effects of this spell and can see through it without difficulty. When you cast the spell, you decide if the effect remains stationary or moves away from you at a rate of 10 feet per round.

The mist obscures all sight, including darkvision, beyond 5 feet.

A creature within 5 feet has one-half concealment (attacks suffer a 20% miss chance).

Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

A moderate wind (11+ mph) disperses the *doomtide* in 4 rounds; a strong wind (21+ mph) disperses the mist in 1 round.

Furthermore, creatures within its area must make Will saves or be dazed for as long as they remain in the cloud. The spell does not function underwater.

PHANTASMAL DECOY

Illusion (Phantasm) [Mind-Affecting]

Level: Ranger 3

Components: V, S

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 round/level

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: Yes

You create a phantasmal image of the subject's most hated enemy by sifting through the subconscious mind of the subject.

Only you and the spell's subject can see the phantasmal creature, and the phantasm seems blurry and indistinct to you.

A creature of Int 3 or lower automatically chases after a *phantasmal decoy*, and more intelligent creatures are likely to do as well unless such action would be obviously foolish. As a move action, you can move the phantasmal decoy up to 60 feet in any direction.

Because it's not real, the phantasmal decoy isn't affected by terrain that slows movement (although you can slow its progress voluntarily if you like to help maintain the façade of realism).

The target gets a Will save if she successfully attacks the phantasmal decoy or moves adjacent to it.

PHANTASMAL DISORIENTATION

Illusion (Phantasm) [Mind-Affecting]

Level: Druid 6

Components: V, S

Casting Time: 1 standard action

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

Target: One living creature

Duration: 10 min./level (D)

Saving Throw: Will negates

Spell Resistance: Yes

You create ever-shifting phantasmal terrain and landmarks that confuse the subject when it tries to move.

The very ground seems to shift and twist beneath the subject's feet, and the landscape seems to move of its own accord.

The subject finds it nearly impossible to walk in a straight line.

Each round the subject of a *phantasmal disorientation* wants to move, he must attempt a DC 20 Survival check to discern the true landmarks from the phantasmal ones.

If he succeeds, he moves normally.

If he fails, he instead moves in a direction 90 degrees to either side (equal chance of going left or right).

Because of the *phantasmal disorientation*, the subject doesn't realize he's headed in the wrong direction until he meaningfully interacts with his environment (by making

an attack or manipulating an object such as a door, for example) or the round ends.

If the subject discovers he's moved in the wrong direction before the round is over, he can make a new Survival check to try to move in the right direction, but he won't know whether the second check failed until he interacts with the environment again or the round ends.

A *phantasmal disorientation* spell affects only movement.

Creatures subject to it can still fight, cast spells, and otherwise act normally.

SHADOW LANDSCAPE

Illusion (Shadow)

Level: Druid 9

Components: V, S, DF

Casting Time: 1 hour

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

Area: One-mile radius spread, centered on a point in space

Duration: 1 day/level (D)

Saving Throw: Reflex partial; see text

Spell Resistance: Yes

By infusing the nearby landscape with power stolen from the Plane of Shadow, you make the surrounding terrain a more savage, dangerous place.

The spell's exact effects vary with the terrain upon which it is cast.

Desert: *Shadow landscape* transforms a desert into a place where no one goes willingly.

The average temperature increases by 30 degrees, or decreases by 30 degrees if the desert is actually a tundra (see Cold Dangers and Heat Dangers, pages 302–303 of the *Dungeon Master's Guide*).

Sandstorms (or snowstorms if in a tundra) blow through a *shadow landscape* desert on an hourly basis.

Forest: Forests augmented with a *shadow landscape* spell become frightening places where a canopy of rotting leaves blocks the sun and all the trees are strangely twisted.

Spaces with light undergrowth have heavy undergrowth instead, and spaces covered with heavy undergrowth grasp at passersby as if an *entangle* spell had been cast on them (Reflex partial at the *shadow landscape's* DC).

Hill: Even gentle hills become more treacherous under the effects of a *shadow landscape* spell.

Light undergrowth becomes heavy undergrowth in hill terrain under the effects of *shadow landscape*, and slopes seem steeper than their elevation would indicate.

It takes two squares to move uphill on a gradual slope, and four squares to move uphill on a steep slope.

Cliffs have frequent overhangs and are made of crumbling rock, requiring a DC 25 Climb check to ascend or descend.

Marsh: Marshes seem swampier and more forbidding.

Half the undergrowth spaces in the marsh become quicksand (described on page 88 of the *Dungeon Master's Guide*).

Mountain: The mountains become places of jagged peaks, slippery slopes, and howling winds.

Cliffs and chasms require a DC 25 Climb check to scale.

Creatures who fail Climb checks or make loud noises have a 10% chance of starting an avalanche (described on page 90 of the *Dungeon Master's Guide*).

Altitude effects are one category worse: areas lower than 5,000 feet are treated as the 5,000- to 15,000-foot category,

and anything above 5,000 feet is treated as being above 15,000 feet.

Plain: Only natural grasslands change as a result of *shadow landscape*, but they become wide-open spaces with stands of thick bushes where thunderstorms and tornados are frequent.

Half the spaces with undergrowth (light or heavy) grasp at passersby as if an *entangle* spell had been cast on them (Reflex partial at the *shadow landscape*'s DC).

Underground: Ordinary dungeons aren't affected by *shadow landscape*, but naturally occurring caverns are.

Natural stone floors take 4 squares of movement per space to enter.

Stalagmites cover 10% of the available floor space.

In addition to the terrain-specific effects, the *shadow landscape* spell worsens the weather within the spell's area.

When rolling random weather on Table 3–23 in the *Dungeon Master's Guide* (or a similar table specific to the local area), roll twice and take the higher result.

In plains terrain, roll three times and take the highest result.

Don't roll random weather underground.

You don't suffer the terrain-specific effects (entangling terrain, hindrances to movement, altitude effects, higher Climb DCs, and so on) of a *shadow landscape* you've created.

When you cast *shadow landscape*, you can designate one creature per four caster levels as a designated traveler.

Creatures so designated don't suffer the terrain-specific effects of the *shadow landscape* spell, but they're still subject to the bad weather.

You can also designate one or more animals, plants, or magical beasts native to the spell's area as shadow guardians of the landscape.

You can designate 1 HD of creature per caster level, split up however you like.

For example, a 20th-level druid could designate two treants (7 HD each) and a dire wolf (6 HD) as shadow guardians.

As long as the designated guardians remain within the spell's area, they have a friendly attitude toward you and the travelers you've designated, and also gain the following special qualities: resistance to cold 10, darkvision 60 ft.; damage reduction 5/magic, evasion, and low-light vision.

If the creature already has one or more of these special qualities, use the better value.

NECROMANCY

CONTAGIOUS TOUCH

Necromancy

Level: Druid 6

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Upon casting this spell, you must choose one disease from this list: blinding sickness, cackle fever, filth fever, mindfire, red ache, the shakes, or slimy doom (see Disease, page 292 of the *Dungeon Master's Guide*, for descriptions).

Any living creature you hit with a melee touch attack during the spell's duration is affected as though by the

contagion spell, immediately contracting the disease you have selected unless it makes a successful Fortitude save. You cannot infect more than one creature per round.

CURSE OF LYCANTHROPY

Necromancy

Level: Pestilence 6

Components: V, S, M, DF

Casting Time: 1 standard action

Range: Touch

Target: Humanoid touched

Duration: Permanent; see text

Saving Throw: Fortitude negates

Spell Resistance: Yes

You can cause temporary lycanthropy in a humanoid you touch.

A humanoid who fails the saving throw contracts lycanthropy, and the condition manifests with the next full moon.

Unlike other forms of lycanthropy, the effect of this spell can be broken by *remove curse* or *break enchantment*.

You can induce any type of common lycanthropy (and evil clerics frequently experiment with new kinds).

As a rule, the lycanthrope's animal form can be any predator between the size of a small dog and a large bear.

The source of the material component determines the victim's animal form.

(More information on lycanthropes can be found in Appendix 3 of the *Monster Manual*).

Material Component: A pint of animal blood.

DEATH PACT

Necromancy [Evil]

Level: Cleric 8, Pact 8

Components: V, S, M, DF, XP

Casting Time: 10 minutes

Range: Touch

Target: Willing living creature touched

Duration: Permanent until triggered

Saving Throw: None

Spell Resistance: No

This spell allows the target to enter into a binding agreement with your deity that brings the target back to life if she is slain.

When this spell is cast, the target's Constitution is permanently lowered by 2 points.

In exchange for this, if she ever dies, several spells are brought into effect.

First, she is teleported to a safe location designated by you at the time of casting as if with a *word of recall* spell.

Second, the target is brought back from the dead with a *raise dead* spell with the standard loss of a level.

Finally, the target is healed with a *heal* spell.

She does not regain the 2 Constitution points when returned to life.

If a *raise dead* spell could not return the target to life (for example, if she was disintegrated or died of old age), the *death pact* cannot restore her to life.

If the spell is dispelled before the target dies, she does not regain her 2 lost Constitution points.

Material Component: A diamond worth at least 500 gp.

XP cost: 250 XP.

DECOMPOSITION

Necromancy

Level: Druid 2

Components: V, S, DF

Casting Time: 1 standard action

Range: 50 ft.

Area: All enemies within a 50-ft.-radius emanation centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

Whenever an enemy within the area takes normal (not subdual) damage, that wound festers for an additional 1 point of damage per round thereafter for the duration of the spell.

A successful Heal check (DC 15) or the application of any cure spell or other healing magic (*heal*, *healing circle*, and so on) stops the festering.

Only one wound festers at a time; additional wounds suffered while the first is still festering are not subject to this effect.

Once festering has been stopped, however, any new wound suffered while the subject is within the area (before the spell expires) begins the process anew.

For example, a subject who takes 6 points of damage from an attack while within the area of a *decomposition* spell takes 1 point of damage from festering the next round, and another 1 point on the round after that.

On the following round, that subject receives 4 points of healing from a *cure light wounds* spell, so the festering stops and the subject takes no festering damage that round.

The next round, the subject remains within the emanation and takes another 3 points of damage in battle.

The festering begins again, inflicting 1 point of festering damage on the next round.

INFESTATION OF MAGGOTS

Necromancy

Level: Druid 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: One round/2 levels

Saving Throw: Fortitude negates

Spell Resistance: Yes

With a successful melee touch attack, you infest a creature with maggotlike creatures.

They deal 1d4 points of temporary Constitution damage each round.

The subject makes a new Fortitude save each round to negate the damage of that round and end the effect.

The infestation can be removed with a *cure disease* or *heal* spell.

Material Component: A handful of dead, dried flies.

LAST BREATH

Necromancy

Level: Druid 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

With this spell, you can return a dead creature to 0 hit points, provided it died within the last round.

You take 1d4 points of damage per Hit Die of the creature affected, and your spell resistance cannot overcome this damage.

The subject's soul must be free and willing to return (see *Bringing Back the Dead*, page 171 of the *Player's Handbook*).

If the subject's soul is not willing to return, the spell does not work; therefore, a subject who wants to return receives no saving throw.

Last breath cures enough damage to bring the subject's current hit points to 0.

Any ability scores damaged to 0 or below are raised to 1.

Normal poison and normal disease are cured, but magical diseases and curses are not undone.

The spell closes mortal wounds and repairs lethal damage of most kinds, but missing body parts are still missing when the creature returns to life.

None of the dead creature's equipment or possessions are affected in any way by this spell.

Coming back from the dead is an ordeal.

The subject loses one level when it returns to life, just as if it had lost a level to an energy-draining creature.

This level loss cannot be repaired by any spell.

A subject who was previously 1st level loses 1 point of Constitution instead.

A character who died with spells prepared has a 50% chance of losing any given spell upon being raised, in addition to losing spells for losing a level.

A spellcasting creature that doesn't prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell, in addition to losing spell slots for losing a level.

Last breath has no effect on a creature that has been dead for more than 1 round.

A creature that died from a death effect can't be raised by this spell, nor can constructs, elementals, outsiders, and undead creatures.

Last breath cannot bring back a creature who has died of old age.

NATUREWATCH

Necromancy

Level: Druid 0, ranger 1

Components: S

Casting Time: 1 standard action

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

Target: Quarter circle emanating from you to the extreme of the range

Duration: 10 min./level

Saving Throw: None

Spell Resistance: No

This spell is identical to *deathwatch*, but only functions on animals and plants.

In addition, it also allows you to determine a variety of other mundane information about the animals and plants (whether or not the plants are dehydrated, the animals are malnourished, and so forth).

SCOURGE

Necromancy

Level: Pestilence 7

Components: V, S, F, DF

Casting Time: 1 standard action

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

Target: One living creature/level, no two of which can be more than 50 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

This nasty spell causes a major disease and weakness in those who fail their saving throws.

Afflicted creatures are immediately stricken with a sickening scourge that quickly spreads to cover their entire bodies.

The subject suffers excruciatingly painful and highly debilitating blackened boils, magenta blotches, violet lesions, seeping abscesses, and malignant cysts.

The disease deals 1d3 points of temporary Strength and Dexterity damage per day, unless the creature makes a successful Fortitude save on a particular day.

As with mummy rot, successful saves do not allow the creature to recover.

The symptoms persist until the creature finds some magical means to cure the disease (such as *remove disease*, *heal*, or *restoration*).

Focus: A black whip or riding crop, which is cracked in the direction of the intended victims during the casting of the spell.

WRACK

Necromancy [Evil]

Level: Cleric 3, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

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

Area: One humanoid

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

A humanoid subject of the spellcaster's choosing is wracked with such pain that he doubles over and collapses.

His face and hands blister and drip fluid, and the eyes cloud with blood, rendering him blind.

For the duration of the spell, the subject is considered helpless and cannot take actions.

Even when the spell ends, the subject is still visibly shaken and suffers a -2 penalty on attack rolls, saves, and checks for 3d10 minutes.

The subject's sight returns at the end of the spell's duration.

TRANSMUTATION

AWAKEN, MASS

Transmutation

Level: Druid 8

Components: V, S, F, XP

Casting Time: 24 hours

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

Target: One animal or tree/three levels, no two of which may be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

You awaken one or more trees or animals to humanlike sentience.

All *awakened* creatures must be of the same kind.

To succeed, you must make a successful Will save (DC 10 + the HD of the highest-HD target, or the HD the highest target tree has once *awakened*, whichever is greater).

Failure indicates that the spell fails for all targets.

The *awakened* animal or tree is friendly toward you.

You have no special empathy or connection with it, but it serves you in specific tasks or endeavors if you communicate your desires to it.

An *awakened* tree has characteristics as if it were an animated object (see the *Monster Manual*), except that its Intelligence, Wisdom, and Charisma scores are all 3d6.

Awakened plants gain the ability to move their limbs, roots, vines, creepers, and so forth, and they have senses similar to a human's.

An *awakened* animal has 3d6 Intelligence, a +1d3 bonus to Charisma, and +2 HD.

An *awakened* tree or animal can speak one language that you know, plus one additional language that you know per point of Intelligence bonus (if any).

XP Cost: 250 XP per creature awakened.

BEAST CLAWS

Transmutation

Level: Cleric 4, druid 3

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Beast claws changes your hands and fingers, giving you long, curving claws and heavy knuckles.

These claws act as slashing melee weapons, inflicting 1d6 damage plus any magical or normal bonuses such as from Strength, with a threat range of 19–20.

Attacks with your transformed hands do not provoke an attack of opportunity.

The claws do not hinder your manual dexterity or spellcasting.

Material Component: The claw of a bird of prey, such as an eagle or falcon.

BESTOW CURSE, GREATER

Transmutation

Level: Bard 6, cleric 7, sorcerer/wizard 8

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

The spellcaster places a curse on the creature touched, choosing one of the three following effects:

- One ability score is reduced to 1, or two ability scores suffer –6 penalties (minimum 1).
- –8 penalty on attack rolls, saving throws, ability checks, and skill checks.
- Each turn, the subject has a 25% chance to act normally; otherwise, he takes no action.

You may also invent your own curse, but it should be no more powerful than those listed above, and the Dungeon Master (DM) has final say on the curse's effect.

The *greater curse* cannot be dispelled, nor can it be removed with a *break enchantment*, *limited wish*, or *remove curse* spell.

A *miracle* or *wish* spell removes the *greater curse*, but each *greater curse* also must have a single means of removing it with some deed that the spellcaster designates.

The deed must be something that the subject can accomplish within one year (assuming he undertakes it immediately).

For example, the deed might be “slay the dragon under Castle Bluecraft”, or “climb the tallest mountain in the world”.

The cursed victim can have help accomplishing the task, and in some cases another character can lift the curse (see the Curses section of Chapter 2 for curse guidelines).

BLINK, IMPROVED

Transmutation

Level: Bard 5, Celerity 8, sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Like the 3rd-level arcane spell blink, you flicker back and forth between the Material and Ethereal planes.

However, you are capable of controlling the timing of you blinks and therefore make better use of them.

Blinking by means of this spell has several effects: Physical attacks against you have a 50% miss chance, and the Blind-Fight feat doesn't help the attacker.

If the attack is capable of striking invisible or incorporeal creatures, the miss chance is only 20%.

An attacker who can both see and strike ethereal creatures takes no penalty.

You have no chance of interfering with your own attacks. Individually targeted spells have a 50% chance to fail against you while blinking, unless your attacker can target invisible, ethereal creatures.

You have no chance of interfering with your own spells.

You take only half damage from area attacks (or full damage from those that extend onto the Ethereal Plane).

While blinking, you strike as an invisible creature (+2 bonus on attack rolls), denying your target any Dexterity bonus to AC.

You take only half damage from falling, since you are subject to gravity only while you are on the Material Plane. You can ready an action to blink away from a specific enemy attack, physical or magical.

If you do so, the attack misses automatically unless it can also affect ethereal targets.

You move at three-quarters speed, since movement on the Ethereal Plane is at half speed and you spend about half your time there and half your time material.

While blinking, you can step through (but not see through) solid objects.

You do not risk materializing inside a solid object unless you actually end your move inside one, in which case you materialize and are shunted off to the nearest open space. You take 1d6 points of damage per 5 feet traveled in this manner.

Since you spend about half your time on the Ethereal Plane, you can see and even attack ethereal creatures.

You interact with ethereal creatures in roughly the same way you interact with material ones (their attacks have a 50% miss chance against you, and so on).

BODY OF THE SUN

Transmutation [Fire]

Level: Druid 2, sorcerer/wizard 2

Components: V, S, DF

Casting Time: 1 standard action

Range: 5 ft.

Area: 5-ft.-radius emanation centered on you

Duration: 1 round/level

By drawing on the power of the sun, you cause your body to emanate fire.

This fire extends 5 feet in all directions from your body, illuminating the area and inflicting 1d4+1 points of fire damage (Reflex save for half) to any creature it touches except you.

BRAMBLES

Transmutation

Level: Cleric 2, druid 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Wooden weapon touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Small magical thorns or spikes protrude from the surface of a wooden weapon, such as a club, greatclub, nunchaku, or quarterstaff.

For the duration of the spell, the weapon deals both piercing and bludgeoning damage.

It gains a +1 enhancement bonus on its attacks and deals an additional +1 point of damage per caster level (maximum +10).

This spell works only on melee weapons with wooden striking surfaces.

For instance, it does not work on a bow, an arrow, or a metal mace.

Material Component: A small thorn.

BRIAR WEB

Transmutation

Level: Cleric 3, druid 2, ranger 2

Components: V, S, DF

Casting Time: 1 standard action

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

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

Duration: 1 minute/level

Saving Throw: Reflex negates; see text

Spell Resistance: No

This spell causes grasses, weeds, bushes, and even trees to grow thorns and then wrap and twist around creatures in or entering the area.

Creatures that make their save against this spell are unaffected other than having to move at half speed within the area of affect.

If a creature fails its initial saving throw, it has three options: stay perfectly still, attempt to break free from the thorns, or continue to act normally.

A creature that fails its save but stands perfectly still is entangled (–2 attack, –4 Dexterity), but experiences no other effect and takes no damage.

Anyone entangled in this way loses the entangled condition if they leave the area of the spell.

Each round in which a creature remains in the area, it may spend a full-round action extricating themselves from the thorns.

Doing so allows for a new saving throw.

If successful, the creature is unaffected by the thorns except it may only move at half speed in the area of the spell.

Successfully breaking free in this way is the only thing a character can do that does not cause thorn damage to the character.

A failed attempt to break free deals the normal 2d6 thorn piercing damage.

Those that attempt actions (such as attack, cast a spell with a somatic component, or move) take 2d6 points of piercing damage from the thorns.

A creature that tries to cast a spell must also make a Concentration check (DC 15 + spell level + damage taken) or lose the spell.

The plants provide cover.

A creature 5 feet away has cover.

Creatures separated by 20 or more feet of *briar webs* have total cover.

BRILLIANT AURA

Transmutation

Level: Druid 7

Components: V, S

Casting Time: 1 standard action

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

Targets: 1 person per 2 levels, all of whom must be within 30 ft. of each other

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You limn your allies in a glowing nimbus, transforming their attacks into brilliant energy.

Each person affected by this aura gives off light as a torch (20-foot radius).

Their weapon attacks (melee or ranged) function as if their weapons were brilliant energy weapons: they ignore nonliving matter, and armor and enhancement AC bonuses do not count against them.

The attacks cannot harm undead, constructs, or objects.

In addition, all attacks gain an enhancement bonus on damage equal to one-half the caster's level (maximum +10).

CAMOUFLAGE

Transmutation

Level: Druid 1, ranger 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

You change the coloring of your skin and clothing to match the environment around you.

Throughout the duration of the spell, your coloration changes instantly to match the background of any new environment you enter, with no effort on your part.

This effect grants you a +10 circumstance bonus on Hide checks.

CAMOUFLAGE, MASS

Transmutation

Level: Druid 4, ranger 4

Components: V, S

Casting Time: 1 standard action

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

Target: Any number of creatures, no two of which can be more than 60 ft. apart

Duration: 10 min./level

As *camouflage*, except the effect is mobile with the group.

The spell is broken for any individual who moves more than 60 feet from the nearest member of the group.

(If only two individuals are affected, the one moving away from the other one loses its camouflage.)

If both are moving away from each other, they both become visible when the distance between them exceeds 60 feet).

CLOUDWALKERS

Transmutation

Level: Druid 7, Weather 6

Components: V, S, DF

Casting Time: 1 standard action

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

Targets: One creature/level, no two of which can be more than 30 ft. apart

Duration: 1 hour/level (D)

Saving Throw: Reflex negates (harmless)

Spell Resistance: Yes (harmless)

You create gaseous pads of cloudstuff on the subject's feet, allowing them to walk on the clouds.

These pads allow each subject to move straight up or down at a speed of up to 30 feet or laterally with a fly speed of 60 feet (perfect maneuverability), as desired.

(Lateral movement is possible only for a subject who is already at least 90 feet off the ground).

To touch the earth again, a subject must use a standard action to shake off the cloudstuff, which ends the spell for that creature.

You may dismiss the spell, but only for all subjects at once—an act that can have significant consequences for subjects already in the air.

CREEPING COLD

Transmutation [Cold]

Level: Druid 2

Components: V, S, F

Casting Time: 1 standard action

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

Target: One creature

Duration: 3 rounds

Saving Throw: Fortitude half

Spell Resistance: Yes

You turn the subject's sweat to ice, creating blisters as the ice forms on and inside the skin.

The spell deals 1d6 cumulative points of cold damage per round it is in effect (that is, 1d6 on the 1st round, 2d6 on the second, and 3d6 on the third).

Only one save is allowed against the spell; if successful, it halves the damage each round.

Focus: A small glass or pottery vessel worth at least 25 gp filled with ice, snow, or water.

CREEPING COLD, GREATER

Transmutation [Cold]

Level: Druid 7

Duration: See text

This spell is the same as *creeping cold*, but it adds a fourth round to the duration, during which it deals 4d6 points of damage.

If the caster is at least 15th level, the spell adds a fifth round at 5d6 points of damage.

If the caster is at least 20th level, the spell adds a sixth round at 6d6 points of damage.

CRUMBLE

Transmutation

Level: Druid 6

Components: V, S

Casting Time: 1 standard action

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

Target: One structure or construct

Duration: Instantaneous

Saving Throw: Fortitude partial (object)

Spell Resistance: Yes (object)

You bring the forces of erosion to bear on a fabricated structure such as a stone bridge, a wooden building, an iron wall, a construct, or any other object not formed by nature itself.

The erosion inflicts 1d6 points of damage per caster level to the object (hardness does not apply) to a maximum of 15d6.

This spell does not affect living creatures.

It does, however, affect constructs.

The maximum size of the object affected depends on your level.

If you cast this spell on an object of greater size than you can affect, the spell fails.

Level	Size of Object Affected
Up to 15	Huge
16–18	Gargantuan
19–20	Colossal

CURSE OF ILL FORTUNE

Transmutation

Level: Blackguard 2, cleric 2

Components: V, S, DF

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

You place a temporary curse upon the subject, giving her a –3 penalty on attack rolls, saving throws, ability checks, and skill checks.

Curse of ill fortune is negated by any spell that removes a *bestow curse* spell.

DIVINE AGILITY

Transmutation

Level: Cleric 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: No

Calling on the divine power of your patron, you imbue a living creature with agility and skill in combat.

You confer the base Reflex save bonus of a rogue of your total character level, a +4 enhancement bonus to Dexterity, and the Spring Attack feat on the target for the duration of the spell.

FIRE WINGS

Transmutation [Fire]

Level: Druid 3

Components: V, S, M, F

Casting Time: 1 full round

Range: Personal

Target: You

Duration: 1 min./level

This spell transforms your arms into wings of brilliant fire. The flame does not damage you or any items you carry.

Because your arms are transformed, you cannot hold items in your hands or cast spells that require somatic components while using *fire wings*, but rings, bracers, and other items worn on your arms when you cast the spell still function normally.

The wings allow you to fly at a speed of 60 feet (or 40 feet if you wear medium or heavy armor), with good maneuverability.

You can charge but not run while flying, and you cannot carry more than a light load aloft.

Using a *fire wings* spell requires only as much concentration as walking, so you can take other actions normally.

If the spell duration expires while you are aloft, you descend at a rate of 60 feet per round for 1d6 rounds, then fall the rest of the distance if you haven't already landed.

Because dispelling a spell effectively ends it, the subject also descends in this way if the *fire wings* spell is dispelled, but not if it is negated by an *antimagic field*.

You can make unarmed attacks with the *fire wings*, but you are not considered proficient with them and thus suffer a –4 penalty on your attack rolls.

A successful unarmed strike deals 2d6 points of fire damage in addition to your normal unarmed attack damage.

The wings can be extinguished (and the spell canceled) by a *quench* spell, immersion in water, or a wind of hurricane or greater force.

Material Component: the feather of a bird, which you must burn when you cast the spell.

Focus: A golden amulet shaped like a phoenix.

FORESTFOLD

Transmutation

Level: Druid 4, ranger 3

This spell grants you a +20 competence bonus on Hide and Move Silently checks.

The spell ends if you move more than 10 feet from where you stood when you cast the spell.

It is otherwise the same as *camouflage*.

HAWKEYE

Transmutation

Level: Druid 1, ranger 1

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

This spell gives you the ability to see accurately at long distances.

Your range increment for projectile weapons increases by 50%, and you gain a +5 competence bonus on all Spot checks.

LANGUOR

Transmutation

Level: Druid 4

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes creatures it hits to become weak and slow. A subject who fails a Will save is *slowed* as the spell and suffers a cumulative enhancement penalty to Strength equal to 1d6–1 per two caster levels (minimum additional penalty of 0, maximum of –10) each round.

If the subject's Strength drops below 1, it is helpless.

The spell's *slow* effect counters and is countered by *haste*. However, the Strength penalty is not countered by *haste*.

POISON THORNS

Transmutation

Level: Druid 5

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Black, glistening thorns emerge from your skin, causing you no damage but endangering those who attack you in melee.

Any creature grappling with you or striking you with handheld weapons or natural weapons takes 1d6 + your Strength bonus in piercing damage from the thorns that protect you.

Weapons with exceptional reach, such as longswords, do not endanger their users in this way.

You can't use the thorns yourself to attack; they're effective only when someone attacks you.

Furthermore, a scratch from the thorns is sufficient to deliver a dose of poison to your attacker.

Any creature grappling you is exposed to the poison each round at the start of your turn.

The poison from the thorns deals 1d4 points of temporary Strength damage immediately and another 1d4 points of temporary Strength damage 1 minute later.

Each instance of damage can be negated by a successful Fortitude save (DC 10 + 1/2 your caster level + your Wisdom modifier).

Material Component: A dried black rose.

SCENT

Transmutation

Level: Druid 2, ranger 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: None

Spell Resistance: Yes (harmless)

You give the target an enhanced sense of smell, equivalent to the scent ability of some monsters.

This ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell.

If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet.

Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above.

Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When a creature detects a scent, the exact location is not revealed—only its presence somewhere within range.

The creature can take a partial action to note the direction of the scent.

If it moves within 5 feet of the source, the creature can pinpoint that source.

A creature with the scent ability can follow tracks by smell, making a Wisdom check to find or follow a track.

The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent).

This DC increases or decreases depending on the strength of the quarry's odor, the number of creatures, and the age of the trail.

For each hour that the trail is cold, the DC increases by 2.

The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Arcane material Components: A sprinkle of mustard and pepper, and a drop of sweat.

SPIKES

Transmutation

Level: Cleric 3, druid 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Wooden weapon touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

As *brambles*, except that the affected weapon gains a +2 enhancement bonus on its attacks, and its threat range is doubled.

STANDING WAVE

Transmutation

Level: Druid 3

Components: V, S, DF

Casting Time: 1 standard action

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

Target: Waves under a creature or object within range

Duration: 10 min./level

Saving Throw: Reflex negates

Spell Resistance: Yes

You command the waters to lift a creature or object and propel it forward.

An object so lifted may contain creatures or other objects.

What the wave can lift depends on your caster level.

Caster Level	Size of Creature or Object
5th	Up to Medium
7th	Large
9th	Huge
11th	Gargantuan
13th	Colossal

Standing wave moves the lifted creature or object in a straight line at a speed of 60 feet over water.

The spell dissipates when the wave contacts land, lowering its burden harmlessly to shore.

STORMRAGE

Transmutation [Electricity]

Level: Cleric 8, druid 8

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

You harness the powers of wind and storm to move, protect yourself, and attack.

You gain the benefits of a *fly* spell, and are protected from each direction as if surrounded by a *wind wall* spell.

You are completely unaffected by natural or magical wind (such as a hurricane or *gust of wind* spell), easily able to hold

your position and completely uninhibited by other adverse effects of extreme wind (such as having to make Concentration checks because of strong winds).

Finally, you can discharge bolts of electricity from your eyes.

Your caster level is the total number of d6 that you can create with this spell (maximum 20d6).

You may use them all at once or divide the dice over several rounds.

For example, a 16th-level caster can fire an 8d6 bolt on one round and another 8d6 bolt on the next, fire sixteen bolts over 16 or more rounds (each doing 1d6 electricity damage), or make one large bolt that deals 16d6.

Each bolt affects only one creature.

Launching a bolt is a standard action that does not provoke an attack of opportunity, has a range of 100 feet, and requires a ranged touch attack (you gain a +3 attack bonus if the opponent is wearing metal armor, made out of metal, or carrying a lot of metal).



SUBVERT PLANAR ESSENCE

Transmutation

Level: Cleric 5, sorcerer/wizard 6

Components: V, S, M/DF

Casting Time: 1 standard action

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

Area: 20-ft.-radius emanation centered on a point in space

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

Outsiders within the emanation of a *subvert planar essence* spell find their connection disrupted with the planar forces that created them.

Outsiders who fail their saves have their damage reduction and spell resistance each reduced by 10 points.

For example, a barbed devil subject to *subvert planar essence* would have no damage reduction and SR 13, while a pit fiend would have damage reduction of 5/good and silver and SR 22.

Outsiders attempt Fortitude saves and check SR when they first enter the spell's area.

If they make their save or the spell fails to overcome their SR, they're thereafter unaffected by that casting of *subvert planar essence* and can enter and exit the spell area without making further saves.

Outsiders who fail their saves or whose SR is overcome by the spell are affected as long as they remain within the spell area, and they are automatically affected if they leave and reenter the spell area.

Material Component: A rough statuette carved from adamantine ore (100 gp).

TORTOISE SHELL

Transmutation

Level: Druid 6

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Area/Effect/Target: Living creature touched

Duration: 10 min./level

Saving Throw: None

Spell Resistance: Yes (harmless)

Tortoise shell grants the armor plating of a tortoise across a creature's torso and a tough, leathery skin elsewhere.

The effect grants a +6 enhancement bonus to the creature's existing natural Armor Class.

This enhancement bonus increases by 1 for every three caster levels above 11th, to a maximum of +9 at 20th level.

The enhancement bonus provided by *tortoise shell* stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor.

A creature without natural armor has an effective natural armor bonus of +0, much as a character wearing only normal clothing has an armor bonus of +0.

Tortoise shell slows a creature's movement as if it were wearing heavy armor.

An elf subject to *tortoise shell*, for example, would have a speed of 20 feet and would run at 60 feet per round.

The spell affects only a creature's speed; *tortoise shell* doesn't have an armor check penalty or arcane spell failure chance.

TRAVELER'S MOUNT

Transmutation

Level: Blackguard 1, druid 1, paladin 1, ranger 1

Components: V, S

Casting Time: 1 standard action

Range: Touch Area/Effect/Target: Animal or magical beast touched

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell makes a mount better able to handle the rigors of overland travel, at the expense of its will to fight.

The touched animal or magical beast gets a +10 feet enhancement bonus to its speed, and it can hustle without taking damage or becoming fatigued as long as the spell is in effect).

However, the mount no longer attacks in combat.

The steed willingly bears its rider into battle; it just can't use its own natural weapons for the duration of the spell.

UNYIELDING ROOTS

Transmutation

Level: Druid 9

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch Area/Effect/Target: Willing creature touched

Duration: 1 min./level (D)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The creature you touch grows thick tree roots that anchor him to the ground and provide him with life-sustaining healing.

(If the creature you touch isn't touching the ground, the *unyielding roots* spell has no effect).

For the duration of the spell, the touched creature can't move from his current space, nor can he be moved from his space by bull rushes, overruns, magic such as Bigby's *forceful hand*, or any effect short of a massive earthquake.

Such attempts simply fail.

If an overrun attempt is made against a creature with *unyielding roots*, the rooted creature must block rather than avoid the overrun.

The rooted creature automatically wins the Strength check to stop the overrun and can make a Strength check (opposed by the overrunning creature's Strength or Dexterity check) to knock the overrunning creature prone.

The roots draw life energy from the ground that feed the touched creature, healing up to 30 points of damage per round, neutralizing poisons automatically, and wiping away negative levels (as the *restoration* spell).

The touched creature gets a +4 bonus on Fortitude and Will saves as long as the roots remain, but a -4 penalty on Reflex saves.

VISAGE OF THE DEITY

Transmutation [Evil, Good]

Level: Cleric 6

As *lesser visage of the deity*, but you take on all the qualities of a celestial or fiendish creature (see the *Monster Manual* for complete details):

- You take on a shining, metallic appearance (for good clerics) or a more fearsome appearance (for evil clerics).
- You gain the ability to smite evil (for good clerics) or good (for evil clerics) once a day.

Add your Charisma modifier to your attack roll and your character level to your damage roll against a foe of that alignment.

- You gain darkvision to a range of 60 ft.
- You gain acid, cold, and electricity resistance 20 (for good clerics) or cold and fire resistance 20 (for evil clerics).
- You gain damage reduction 10/magic.
- You gain spell resistance 20.

Your creature type does not change (you do not become an outsider).

VISAGE OF THE DEITY, GREATER

Transmutation [Evil, Good]

Level: Cleric 9

As *lesser visage of the deity*, except that you take on the qualities of a half-celestial or half-fiend (see the *Monster Manual* for complete details).

You do not gain the spell-like abilities of these creatures. Your creature type changes to outsider for the duration of the spell.

Unlike other outsiders, you can be brought back from the dead if you are killed in this form.

Good clerics undergo the following transformations:

- You grow feathered wings that allow you to fly at twice your normal speed (good maneuverability).
- You gain +1 natural armor.
- You gain low-light vision.
- You gain resistance 10 to acid, cold, and electricity.
- You gain immunity to disease.
- You gain a +4 racial bonus on saving throws against poison.
- You gain damage reduction 10/magic.
- You gain spell resistance 25.
- You gain the following bonuses to your ability scores: +4 Str, +2 Dex, +4 Con, +2 Int, +4 Wis, +4 Cha.

Evil clerics undergo the following transformations:

- You grow batlike wings that allow you to fly at your normal speed (average maneuverability).
- You gain +1 natural armor.
- You gain bite and claw attacks.
- If you are size Medium or larger, your bite deals 1d6 points of damage and each claw attack deals 1d4 points of damage. If you are Small, your bite deals 1d3 points of damage and each claw attack deals 1d3 points of damage.
- You gain darkvision out to a range of 60 feet.
- You gain immunity to poison.
- You gain resistance 10 to acid, cold, electricity, and fire.
- You gain damage reduction 10/magic.
- You gain spell resistance 25.
- You gain the following bonuses to your ability scores: +4 Str, +4 Dex, +2 Con, +4 Int, +2 Cha.

VISAGE OF THE DEITY, LESSER

Transmutation [Evil, Good]

Level: Blackguard 4, cleric 3, paladin 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

When you cast this spell, your body changes into a form more like your deity's (in a very limited fashion, of course).

You gain a +4 enhancement bonus to your Charisma score.

You also gain resistance 10 to two or three energy types: acid, cold, and electricity if you are good; cold and fire if you are evil.

WEAPON OF THE DEITY

Transmutation

Level: Blackguard 4, cleric 4, paladin 4

Components: V, DF

Casting Time: 1 standard action

Range: 0 ft.

Target: One weapon you hold

Duration: 1 round/level

You must be using your deity's favored weapon to cast this spell.

You may use the weapon as if you had proficiency with it even if you normally do not.

The weapon gains a +1 enhancement bonus on attack and damage rolls and an additional special ability (see the list below).

A double weapon gains this enhancement bonus and special ability for only one of its two heads, as chosen by the caster.

When you reach 9th caster level, the enhancement bonus of the weapon increases to +2.

At 12th level, the bonus rises to +3, at 15th level it is +4, and at 18th level it is +5.

The list below includes deities from the core pantheon only, along with the five alignment components.

If a cleric worshipping a different deity casts this spell, the DM should assign an appropriate special property of the same power level as those listed here.

FAVORED WEAPONS

Deity	Weapon
Bahamut	+1 frost heavy pick
Boccob	+1 spell storing quarterstaff
Corellon Larethian	+1 keen longsword
Ehlonna	+1 frost longsword
Erythnul	+1 mighty cleaving morningstar
Fharlanghn	+1 defending quarterstaff
Garl Glittergold	+1 throwing battleaxe
Gruumsh	+1 returning shortspear
Heironeous	+1 shock longsword
Hextor	+1 mighty cleaving heavy flail
Kord	+1 mighty cleaving greatsword
Kurtulmak	+1 shock shortspear
Lolth	+1 keen whip
Moradin	+1 throwing warhammer
Nerull	+1 keen scythe
Obad-Hai	+1 defending quarterstaff
Olidammara	+1 keen rapier
Pelor	+1 flaming heavy mace
St. Cuthbert	+1 mighty cleaving heavy mace
Vecna	+1 frost dagger
Wee Jas	dagger of venom
Tiamat	+1 flaming heavy pick
Yondalla	+1 defending short sword

Alignment	Weapon
Good	+1 frost warhammer
Evil	+1 mighty cleaving light flail
Neutral	+1 defending heavy mace
Law	+1 flaming longsword
Chaos	+1 shock battleaxe

WINGED MOUNT

Transmutation

Level: Blackguard 4, paladin 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Your touched mount

Duration: 10 min./level

This spell causes your mount to sprout giant, feathery white wings.

This grants the mount a fly speed of 60 ft., with a maneuverability of good.

The mount is slowed as normal for weight carried, barding worn, and environmental factors.

COMPLETE MAGE (3.5)

ABJURATION

ARCANE TURMOIL

Abjuration

Level: Hexblade 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: None or Will partial; see text

Spell Resistance: Yes

As you make the final spell gesture, the look in your rival's eyes gives evidence enough of the chaos rampaging through his mind. You affect the subject of the spell as if by the targeted variant of dispel magic.

Additionally, if the subject is a spellcaster who fails a Will save, she loses one randomly determined prepared spell or spell slot from her highest level of available spells remaining.

This spell or spell slot is lost as if it had been cast or used for the day.

Material Component: A broken eggshell.

ATTENTIVE ALARM

Abjuration

Level: Sorcerer/wizard 2

Your mind seems to expand as a mystical sixth sense begins observing the target area.

This spell functions like *alarm*, except that you immediately know the type and number of creatures that triggered the spell.

This effect applies only to creatures that cross the boundary during the round in which the spell is triggered; creatures that come afterward are not automatically detected.

CACOPHONOUS ALARM

Abjuration

Level: Bard 2

Your magic causes the surrounding region to vibrate briefly with a deep rumble.

This spell functions like *alarm*, although you can only set it to produce an audible result, not a mental one.

Furthermore, an effect equivalent to a *sound burst* spell affects the first creature to violate the warded area (only this creature is affected, not a 10-foot-radius spread).

ENERGY ABSORPTION

Abjuration

Level: Sorcerer/wizard 7, wu jen 7

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level or until expended

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Your skin warms, and your chest fills with a rush of cool air.

The sensation fades as you touch your subject, transferring a spark of all the energies of magic.

The subject gains resistance 10 against all five energy types: acid, cold, electricity, fire, and sonic.

As an immediate action, the subject can cause the spell to absorb the power of a single energy-based attack.

The subject gains immunity to any energy types used in that attack (but only for that attack), and also heals a number of points of damage equal to 1/2 the damage the effect would normally have caused.

For instance, if a red dragon breathes fire on the subject for 87 points of damage, he could decide as an immediate action to absorb the effect, thus healing 43 points of damage instead of taking any damage.

Hit points in excess of the subject's normal maximum are lost.

Taking advantage of this function ends the duration of the spell.

KARMIC AURA

Abjuration

Level: Hexblade 1, sorcerer/wizard 1

Components: V

Casting Time: 1 swift action

Range: 20 ft.

Area: 20-ft.-radius emanation, centered on you

Duration: 1 round/level

Saving Throw: Will partial

Spell Resistance: Yes

You feel the currents of fate flow through you, tugging on the strings of chance.

While this spell is in effect, any creature within range that deals damage to you with an attack, spell, or other effect becomes fatigued for 3 rounds.

A successful Will save indicates that the attacker is unaffected and immune to the spell's effect until the start of your next turn, but must save again if he damages you after that point.

An attacker already fatigued suffers no additional effect from this spell.

Karmic aura, karmic backlash, and karmic retribution interact in an unusual fashion.

If you have more than one of these spells active at once, the subject must save against each spell in descending order of spell level.

If he fails any of these saves, he is automatically fails any save against any lower-level spell of the set that you have active.

(Spell resistance still applies to each effect separately).

For example, suppose you have all three spells active when a foe strikes you.

He first attempts to save against *karmic retribution*.

If that save fails, he is treated as if he had failed his saving throws against all three spells.

If the first save succeeds, but the save against *karmic backlash* fails, he is treated as if he had failed his saves against both that spell and *karmic aura*. Only if he succeeds on both of the first two saves is he entitled to a save against *karmic aura*.

KARMIC RETRIBUTION

Abjuration

Level: Hexblade 4, sorcerer/wizard 6

By manipulating fate itself, you ensure that any who attack you suffer greatly for their insolence.

This spell functions like *karmic aura*, except that any creature that damages you and fails its Will save becomes stunned for 1 round.

KARMICK BACKLASH

Abjuration

Level: Hexblade 2, sorcerer/wizard 3

Your magic influences the flow of fate, doing harm to all who would dare attack you.

This spell functions like *karmic aura*, except that any creature that damages you and fails its Will save becomes exhausted for 2 rounds.

MYSTERIOUS REDIRECTION

Abjuration

Level: Sorcerer/wizard 8, wu jen 8

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 5 rounds or until expended

Your foe's attacks mysteriously veer toward other targets.

This spell creates a field around you that deflects physical blows.

The field affects melee and ranged attacks made with natural or manufactured weapons, but not spells or magical attacks unless they are delivered with a physical touch attack.

Anyone who aims a melee or ranged attack against you must make a Will save to overcome the spell's effect.

If the save fails, all attacks that individual makes against you while the spell lasts have a 50% chance to be deflected to another target instead.

Spell resistance applies to this effect.

If a melee attack is deflected, the new target must be a creature both adjacent to you and within your attacker's melee reach.

If a ranged attack is deflected, the new target must be both adjacent to you and within your attacker's range.

If more than one target is available, determine which creature is attacked randomly.

Any combat modifiers (such as cover) apply to the attack. A creature that has total cover against the attacker can't be selected as a target, nor can the attacker.

If no eligible target exists, the attack misses.

As an immediate action while the spell lasts, you can choose to redirect a deflected attack back at the attacker.

You can wait to make this decision until after you know an attack has been deflected, but you must do so before you know which creature is the target of the deflected attack.

Using this ability ends the spell's duration.

OTILUKE'S IMPRESSING FIELD

Abjuration

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 full round

Range: 20 ft.

Area: 20-ft.-radius emanation, centered on you

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

Your skin tingles as you radiate a field of powerful magic.

When you cast this spell, designate either a school of magic or a subtype of magic (such as evil spells or fire spells).

Spells of that type are suppressed within the area of your spell.

Anyone attempting to cast such a spell in (or into) the area must succeed on a caster level check against a DC of 11 + your caster level.

(Abilities and feats that improve the ability to defeat spell resistance, such as Spell Penetration, apply here as well).

Anyone attempting to activate an item that produces a spell or effect of that type must make a similar roll, using the item's caster level for the level check.

Constant items or precast effects make this check when first exposed to your *suppressing field*.

If they succeed, they remain unaffected for the duration.

If they fail, they are suppressed for the duration, resuming function (if their duration has not expired) when they leave the area.

PRISMATIC AURA

Abjuration

Level: Sorcerer/wizard 6

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level or until discharged (D)

You are surrounded in a flashing aura of multiple colors.

The *prismatic aura* spell obscures your image, offering you concealment.

In addition, any creature that hits you with a nonreach melee weapon is subject to a random prismatic effect.

Roll 1d8 and consult the table under *prismatic spray* (PH 264); reroll any result of 8, since a *prismatic aura* can't generate two effects at once.

Each time an effect is expended, that color disappears from the *aura* (reroll if it comes up again on the table).

Thus a *prismatic aura* can affect a maximum of seven attackers before it disappears, and the spell ends.

An attacker is entitled to any applicable saves, and spell resistance applies to this effect.

REPELLING SHIELD

Abjuration [Force]

Level: Sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

You create a shield of force that can push your attackers away from you.

This spell functions like the *shield* spell, except that any adjacent creature that makes a melee attack against you is also pushed 5 feet away from you after the attack is resolved.

A successful Reflex save negates this effect, and spell resistance applies.

You can choose the direction of the creature's movement, as long as it ends up farther away from you than it began. You can't push a creature into a space that it couldn't legally occupy (such as a wall).

If no legal space exists to push the creature, it is unaffected.

TENACIOUS DISPELLING

Abjuration

Level: Sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

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

Target or Area: One creature or object, or 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

A wave of your hand sweeps away some of the magical effects on your target, but a surge of energy within you wants another try.

This spell functions as a targeted *dispel magic*.

If you cast *tenacious dispelling* again before the end of your next turn, the second casting can function either as a targeted or area *dispel magic*, and you gain a +2 bonus on *dispel* checks made as part of the spell.

CONJURATION

CAUSTIC MIRE

Conjuration (Creation)

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

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

Area: 20-ft.-radius spread

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

A foul sludge seeps out of the ground, coating the area before you. You cover the ground in an acidic slime, roughly the consistency of thick mud.

The sludge is sticky; entering any square affected by *caustic mire* costs 2 squares of movement.

In addition, each square entered deals 1d6 points of acid damage to the creature moving.

A creature who stands in the area without moving from its space takes 1d6 points of damage per round at the end of its turn.

The fumes rising out of *caustic mire* are flammable.

Any effect that deals fire damage within an area of *caustic mire* deals an extra 1 point of damage per die (minimum +1 damage).

CAUSTIC SMOKE

Conjuration (Creation)

Level: Sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

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

Effect: Acidic fog spreads in a 20-ft. radius, 20 ft. high

Duration: 5 rounds

Saving Throw: Fortitude partial

Spell Resistance: No

Green-tinged smoke billows from the earth, obscuring sight and burning all it touches.

You create a bank of smoke, similar in effect to a *fog cloud*.

In addition to obscuring sight, the cloud deals 1d6 points of acid damage per round to all creatures within.

Furthermore, its acrid fumes burn the eyes, imposing a –5 penalty on all attack rolls and Search and Spot checks unless a creature succeeds on a Fortitude save (repeated each round the creature is within the cloud).

These penalties last as long as the subject remains within the cloud, plus an additional 2 rounds thereafter.

If a creature within the cloud takes acid damage from any other effect, it must succeed on a Fortitude save (using this spell's save DC) or be blinded for 1 round.

CHOKING COBWEBS

Conjuration (Creation)

Level: Sorcerer/wizard 7

Components: V, S

Casting Time: 1 standard action

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

Effect: Dusty webs in a 10-ft.-radius spread

Duration: 1 minute/level (D)

Saving Throw: Fortitude partial

Spell Resistance: No

You fill an area with thin, dust-laden choking strands.

This spell covers an area in layers of clinging filaments that resemble old, dusty cobwebs.

Unlike a *web* spell, the strands of a *choking cobwebs* spell need not be anchored to two or more solid and diametrically opposed points, though they can be.

Unsupported cobwebs flutter in the air as through held up by a rising current.

The cobwebs block sight beyond 5 feet.

A creature within 5 feet has concealment.

Creatures farther away have total concealment.

Entering a square of cobwebs costs 2 squares of movement.

A living creature that enters *choking cobwebs* falls into a fit of horrific coughing, making it sickened for as long as it remains in the area and for 1 round after it leaves.

A successful Fortitude save negates the sickened effect, but the save must be repeated each round the creature enters or remains within the area.

If two or more *choking cobwebs* spells overlap the same area, the overlapping area of the two spells becomes a nearly impenetrable barrier of stands.

In addition to the effects described above, any creature within the overlapping area has cover against adjacent creatures, and total cover against creatures more than 5 feet away.

Entering a square of overlapping cobwebs costs 4 squares of movement, and a living creature within this area is

nauseated rather than sickened (Fortitude negates) and also takes 1d4 points of Constitution damage in each round that it is nauseated.

CLIMBING TREE

Conjuration (Creation)

Level: Druid 1, ranger 1, wu jen 1 (wood)

Components: V, S, DF

Casting Time: 1 full round

Range: 0 ft.

Effect: A thin but sturdy tree

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

At your call, a tree snakes up from the earth, in seconds growing as tall as trees that have lived for years.

You cause a 1-foot-diameter tree to grow in the center of any adjacent square.

The tree can grow as high as 10 feet per caster level (to a maximum of 50 feet).

The branches are evenly spaced and perfect for climbing; ascending the tree requires a successful DC 5 Climb check. The tree can grow only in soft terrain, such as dirt, soil, or sand.

The tree has hardness 5 and 120 hit points; if cut down, it vanishes instantly.

It can't be animated by any means, such as with *animate plants*, nor can it serve as the basis for any plant-related spell such as *tree stride*.

Treat the tree as a slender pillar (DMG 64) for terrain purposes.

DEADLY LAHAR

Conjuration [Earth, Fire]

Level: Druid 8, sorcerer/wizard 8, wu jen 8 (earth and fire)

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped spread

Duration: Instantaneous

Saving Throw: Reflex partial

Spell Resistance: No

A rushing torrent of liquid rock bursts from the ground, washing over your foes.

You create a liquid landslide of molten-hot volcanic material.

All creatures in the area of the spell take 10d6 points of fire damage.

Additionally, those creatures are coated in a thick layer of the viscous substance, slowing them (as the *slow* spell) for the next 3 rounds and dealing an additional 5d6 points of fire damage per round.

A successful Reflex save reduces the initial damage by half and prevents the *slow* effect and the additional damage.

DIMENSION JUMPER

Conjuration (Teleportation)

Level: Bard 5, sorcerer/wizard 5

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You and objects touched

Duration: 1 round/level

You whisk yourself from place to place with a word.

For the duration of this spell, you gain the ability to teleport yourself up to 30 feet once per round as a move action.

You can bring along held or carried objects, as long as their weight doesn't exceed your maximum load.

You can't transport other creatures except for a familiar.

You must be able to see your destination; if you attempt to teleport into a solid object, the action is wasted but the spell remains in effect.

If you don't end your teleport on a solid surface, you fall immediately.

DIMENSION JUMPER, GREATER

Conjuration (Teleportation)

Level: Sorcerer/Wizard 9

You whisk yourself from place to place with but a thought.

This spell functions like *dimension jumper*, except that you teleport as a swift action rather than as a move action, and the range of your teleport extends to 60 feet.

FAMILIAR REFUGE

Conjuration (Teleportation)

Level: Sorcerer/wizard 6

Components: V

Casting Time: 1 swift action

Range: Unlimited

Target: You or your familiar

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You feel the bond between yourself and your familiar strengthen, and then the animal stands before you.

You instantly transport yourself to your familiar, or your familiar to you, as *greater teleport*.

You can't bring any other living creatures with you.

FIRE AND BRIMSTONE

Conjuration (Creation) [Fire]

Level: Sorcerer/wizard 5, wu jen 5 (fire)

Components: V, S, M

Casting Time: 1 standard action

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

Targets: One creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

With a shout, you cause your foes to erupt in a foul, acrid-smelling burst of yellow fire.

The subject ignites in a burst of sulfuric fire that deals 1d6 points of damage per caster level (maximum 15d6) and causes the subject to be sickened for 5 rounds.

A successful Fortitude save halves the damage and negates the sickening.

Material Component: A pinch of brimstone.

GENIUS LOCI

Conjuration (Creation) [see text]

Level: Sorcerer/wizard 9

Components: V, S, M

Casting Time: 1 hour

Range: 0 ft.

Target: One building, location, or discernible geographic area, up to a maximum area of one 10-ft. cube/caster level

Duration: Permanent

Saving Throw: None

Spell Resistance: No

At your final word, the air around you hums and the region glows with a sudden flash of light.

It fades swiftly, but you can now feel a presence, as though the environment itself watched you.

With this spell, you grant the particular building or location a permanent "guardian spirit".

You must task the spirit with a specific purpose, and that purpose must in some manner involve protecting the building or region to which it is attached.

The task can be very general ("Slay any creature who attempts to enter!") or far more specific ("Kill any goblin who tries to take the red sword down off the wall").

The task can't be so specific as to mention the names of individual creatures, or to require unseen knowledge such as alignments or allegiances.

Finally, it must be simple enough to clearly convey in one or two sentences.

If the triggering event occurs, the *genius loci* manifests exactly where you cast the spell, taking the form of an elder elemental (choose air, earth, fire, or water when you cast the spell).

It immediately attempts to carry out the designated task. Once the spell is complete, you have no special control over the spirit's actions, and if you trigger the manifestation, it attacks you just as it would anyone else.

The manifested spirit behaves in all ways as a normal elemental of its kind, within the parameters of the task assigned.

If the spirit's manifested form is slain, it is not destroyed and the spell is not broken.

However, it can't manifest for 24 hours after being destroyed.

The only way to permanently break a *genius loci* spell is with a *miracle*, *Mordenkainen's disjunction*, or *wish*, or else to permanently defeat the guardian spirit's purpose.

If, for instance, the spirit was commanded to prevent a particular item from being destroyed, the destruction of that item renders its existence moot.

When not actively involved in protecting its territory or following its task, the spirit shows no sign of its existence. When it manifests, the creature appears to come out of nowhere.

Anyone viewing the building or area with *detect magic* sees an overwhelming aura of conjuration; *true seeing* reveals the spirit wandering its territory, appearing as a vague, hazy silhouette of the creature it manifests as.

Genius loci becomes a spell of the same type as the elemental manifestation specified (air, earth, fire, or water).

Material Component: A paste made up of silver, mithral, and holy water, worth a total of 3,000 gp.

GREAT WORM OF THE EARTH

Conjuration (Creation) [Earth]

Level: Druid 7, wu jen 7 (earth)

Components: V, S

Casting Time: 1 standard action

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

Effect: A great wormlike maw

Duration: 1 round/level or until escaped

Saving Throw: Reflex partial

Spell Resistance: No

With a fearsome roar, an enormous wormlike mouth bursts from the earth beneath your opponent's feet, attempting to swallow him whole.

You conjure a great wormlike maw from the ground beneath the feet of another creature, which immediately bites and tries to swallow that creature.

A successful Reflex save means the creature takes only 4d6 points of damage and the spell ends.

If the creature fails its save, it takes 8d6 points of damage and becomes "swallowed" by the mouth, dragged beneath the ground.

A creature so trapped can't act except to try to escape and takes an additional 2d6 points of acid damage each round on your turn as the worm "digests" it.

Each round on its turn, a creature trapped within the worm can take a full-round action to attempt a new Reflex save to escape.

If successful, the creature appears prone in its original space and the spell ends.

An ally in or adjacent to the creature's original space can use the aid another action to help unearth it; a successful DC 10 Strength check grants a +2 bonus on the creature's next Reflex save to escape.

You can place this spell's effect only on a horizontal area of dirt or stone at least 10 feet thick.

Any creature more than 5 feet off the ground can't be affected by this spell.

INCENDIARY SLIME

Conjuration (Creation)

Level: Sorcerer/wizard 2

A slick, greasy liquid seeps from the targeted object, thoroughly coating it.

This spell functions like grease (PH 237), but the liquid is also highly flammable.

If any fire damage is dealt within the area of the spell (or to the subject of the spell), the spell's area (or subject) bursts into flame.

This effect deals 4d6 points of damage to anyone in the area (or holding the subject), but also ends the spell's duration. A successful Reflex save halves this damage.

MORDENKAINEN'S TRUSTED BLOODHOUND

Conjuration (Creation)

Level: Assassin 4, sorcerer/wizard 6

Effect: Phantom bloodhound

You conjure a phantom hound, that can track and bring down your prey.

This spell functions like *Mordenkainen's faithful hound*, except that the phantom bloodhound created can also track a creature as if it had the Track feat.

Its Survival modifier is equal to your caster level for this purpose, but it can't use the Survival skill for any other tasks.

A *trusted bloodhound* has a land speed equal to yours, and can move at full speed without taking a penalty on Survival checks to track.

A *trusted bloodhound* can't attack, provide a flank, or have any other effect on combat.

However, as a standard action, you can instruct a *trusted bloodhound* to serve as a watchdog; in this role it functions identically to *Mordenkainen's faithful hound*, except that its attack bonus equals your caster level.

You can command a *trusted bloodhound* to resume its tracking again as a standard action.

RAIN OF SPINES

Conjuration (Creation) [Earth]

Level: Wu jen 4 (metal)

Components: V, S

Casting Time: 1 standard action

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

Area: Cylinder (5-ft. radius, 20 ft. high)

Duration: Instantaneous

Saving Throw: Reflex partial

Spell Resistance: No

With a shout, you call down a rain of spines upon your foes, piercing their flesh and pinning them to the floor.

You cause a veritable storm of small, piercing metallic projectiles to rain from the air.

This spell deals 6d6 points of damage to each creature in the area.

In addition, each creature in the area is knocked prone and immobilized by spines pinning it to the floor.

A successful Reflex save halves the damage and negates the secondary effect.

A creature immobilized by spines is considered entangled and can't move from its space for 1 round per caster level; a DC 20 grapple check or Escape Artist check allows it to break free and end the secondary effect.

RESINOUS TAR

Conjuration (Creation)

Level: Bard 1, sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 standard action

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

Area or Target: One object or 10-ft. square

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: No

A sticky layer of black liquid coats your target.

The *resinous tar* spell makes a solid surface sticky.

Movement costs across the area are doubled.

Any prone creature in the area must succeed on a DC 10 Strength check to stand up.

The spell can also be used to create a sticky coating on an item.

Items not in use or in a creature's possession are always affected by this spell.

An object wielded or held by a creature receives a Reflex saving throw to avoid the effect.

A creature holding an affected item must use a full-round action to let go of the item, drop it, put it away, pick it up from the ground, or ready it for use.

A creature wielding an affected item gains a +5 circumstance bonus on opposed checks to avoid being disarmed.

A creature wearing armor or clothing affected by this spell takes a -5 penalty on Escape Artist checks and on grapple checks made to resist or escape a grapple or to escape a pin. *Resinous tar* counters and dispels *grease* (and vice versa).

Material Component: A drop of honey, molasses, or pine resin.

STEAL SUMMONING

Conjuration (Summoning)

Level: Sorcerer/wizard 6

Components: V, S

Casting Time: 1 immediate action

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

Target: One summoned creature

Duration: Concentration (up to 1 round/level) + 1 round

Saving Throw: None

Spell Resistance: No

With an act of will and the utterance of arcane syllables, you steal the nascent connection being formed between summoner and minion.

You steal control of a creature as it is being summoned.

If you succeed on a caster level check (DC 11 + the caster level of the summoned), you gain control over the target creature as if you had summoned it.

You must cast this spell immediately after the spell or spell-like ability that summoned the target resolves, before the creature takes even a single action.

If this spell's duration expires before the spell that summoned the creature ends, the target returns to its original master's control at that time.

If the original master is no longer available to control it, it becomes free-willed until its original master returns.

STORM OF NEEDLES

Conjuration (Creation)

Level: Wu jen 4 (metal)

Components: V, S, M

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

You flick a needle out in front of you.

Instantly, the area is filled with a burst of thousands of tiny needles, which vanish almost as swiftly as they appear.

Creatures in the cone take 1d4 points of damage per caster level (maximum 15d4).

Material Component: A 1-inch-long metal needle.

SUMMON COMPONENT

Conjuration (Summoning)

Level: Bard 1, sorcerer/wizard 1

Components: S

Casting Time: 1 swift action

Range: 0 ft.

Effect: Noncostly material component for a single spell

Duration: 1 round

Saving Throw: None

Spell Resistance: No

You cup your hand and the object you desire appears in your palm.
You conjure the material component or components for a single spell that you can cast.

No component you summon can be worth more than a single gold piece, and it can't be a magic item.

Summoned components disappear when the spell duration expires, if they were not consumed in casting the spell.

SUMMON WEAPON

Conjuration (Summoning)

Level: Assassin 2, bard 2

Components: V, S

Casting Time: 1 swift action

Range: 0 ft.

Effect: Nonmagical light weapon

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

A weapon appears in your hand, ready for use.

You conjure a nonmagical light weapon sized for you.

The weapon is normal in every respect.

It can't be made of any unusual metal, nor is it masterwork.

TACTICAL TELEPORTATION

Conjuration (Teleportation)

Level: Sorcerer/wizard 6

Components: V, S

Casting Time: 1 standard action

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

Targets: One willing creature/3 levels

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Spell Resistance: No and Yes (object)

You instantly analyze the field of battle, visualizing lines of power connecting you and your allies to tactically viable positions.

With a shout, you cause those lines to pull taut.

This spell instantly teleports a number of willing creatures a short distance with no chance for mishap, as *greater teleport*.

Effectively, *tactical teleportation* lets you reposition a number of allies (including yourself, if you choose) around the battlefield.

Each creature to be affected must be within range of you, and no creature can be transported farther away from your original position than the range allows.

You must have line of sight to all the intended destinations when you cast the spell.

Each subject can bring along held or carried objects as long as their weight doesn't exceed the subject's maximum load. Only objects held or in use (attended) by another individual receive saving throws and spell resistance.

If any subject would appear in a space occupied by another creature or a solid object, that subject is unaffected by the spell, but the rest of the effect resolves normally.

TOWERING THUNDERHEAD

Conjuration (Creation) [Air]

Level: Druid 9, sorcerer/wizard 9

Components: V, S

Casting Time: 1 standard action

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

Area: Cylinder (40-ft. radius, 60 ft. high)

Duration: 3 rounds (D)

Saving Throw: None

Spell Resistance: No

A cylinder of roiling clouds appears, shot through with punishing winds and sheets of lightning.

This spell creates an enormous mass of dark clouds that provide concealment as *fog cloud*.

Powerful and contrary currents of wind inside the cylinder have the effect of a *wind wall* spell.

Movement within the cylinder is hampered; entering an affected square costs 2 squares of movement.

You can see and move normally within your own *towering thunderhead* spell (though your ranged attacks are hindered as much as anyone else's).

Any sonic or electricity spell of 7th level or lower cast by a creature within a *towering thunderhead* is automatically empowered (as if affected by the Empower Spell feat, but with no adjustment to the spell's level or casting time).

Spells already affected by Empower Spell don't gain this benefit.

TOXIC TONGUE

Conjuration (Creation)

Level: Assassin 3

Components: V, S

Casting Time: 1 standard

Range: Personal

Target: You

Duration: 1 minute/level

A sickly black fluid dribbles from the corner of your mouth.

You gain the ability to create a virulent poison in your mouth.

You can then either spit the poison at a foe or apply it to a weapon.

In either case, a Fortitude save negates each instance of damage, as normal for poison.

Spitting the poison at a foe requires a standard action and a successful ranged touch attack; the range is 30 feet.

In this form, the poison deals 1d3 points of Constitution damage as its initial and secondary damage.

Applying the poison to a weapon requires a swift action (and requires you to touch the weapon).

This form of the poison deals 1d6 points of Constitution damage as its initial and secondary damage.

You can apply the poison either to a manufactured or natural weapon, including your own bite attack (if you have one).

The poison remains on your weapon until you make a successful attack or until the spell's duration ends, whichever comes first.

Each dose of poison you create reduces the remaining duration of the spell by 1 minute.

The poison has no effect if ingested.

DIVINATION

ALLIED FOOTSTEPS

Divination

Level: Sorcerer/wizard 2

Components: V, S

Casting Time: 1 full round

Range: Touch

Target: Willing living creature touched

Duration: 1 day/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With a touch, you feel the bond between you and your companion grow stronger.

The subject of the spell knows the direction and approximate (within 10%) distance he must travel to reach you, enabling him to find you under almost any circumstances.

He might not know the best route, however, since the spell does not account for obstacles.

The spell works at any distance and continues even if you die.

If you travel to a different plane, or if either you or the target enters an *antimagic field* or similar area, the spell is temporarily suppressed.

COMBINED TALENT

Divination

Level: Bard 1

Components: V, S

Casting Time: 1 standard action

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

Targets: Two willing creatures no more than 30 ft. apart

Duration: 10 minutes (D) or until expended

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

For an instant, both your companions' eyes go wide as they sense the mental link that now exists between them.

You allow one of the subjects to make use of the skill ranks of the other subject, in place of her own, up to a value equal to your caster level (maximum 10 ranks).

You must decide which skill is affected when you cast the spell, and the spell lasts for long enough to attempt a single use of that skill, up to a maximum of 10 minutes.

The beneficiary of the spell uses the other subject's skill ranks in place of her own but applies her own ability, racial, and other modifiers.

The second subject does not lose access to his skill ranks while under the effect of this spell.

CRITICAL STRIKE

Divination

Level: Assassin 1

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: One attack

As you complete this spell, you sense the blood rushing through your target's veins.

This spell guides your next attack to your foe's vital spots. Your next single attack roll (if it is made before the end of the next round) ignores any miss chance due to concealment.

(In the case of a foe that has total concealment, you must still attack the correct square).

This even allows you to deliver a sneak attack against a foe that has concealment.

DEATHSIGHT

Divination

Level: Assassin 4

Components: S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: One attack

The vital spots on your foe seem to call out to you, guiding your weapon of their own accord.

You gain temporary, intuitive insight into the actions and physiology of your foes.

Your next attack (if it is made before the end of your next turn) is considered a death attack, without the need for the standard 3 rounds of observation.

All other rules for a death attack, such as determining success and damage dealt, apply as normal.

If you don't have the ability to deliver a death attack, this spell has no effect.

ELEMENTAL EYE

Divination

Level: Wu jen 3

Components: V, S, F

Casting Time: 1 full round

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

Target: One object weighing up to 1 pound (see Focus, below)

Duration: See text (D)

Saving Throw: None

Spell Resistance: No

You close your eyes, and instantly the area around the chosen object comes into focus.

You enspell a small object to serve as a magic sensor, much like that created by *clairaudience/clairvoyance*.

Once you have touched the object and cast the spell, you have up to 1 hour/level to activate the magic, thus enabling you to plant the object in a location and then move to a different spot to spy on that location.

Once you have activated the magic—that is, once you begin actually using the magic sensor to see—the spell lasts for 1 minute/level, or until you choose to end it.

This spell otherwise functions as *clairvoyance*.

If the object is moved, your sight moves with it, but the spell ends if the stone passes out of range.

Focus: Depending on your chosen element, you must use one of the following as a focus: a stone (earth), a lump of charcoal (fire), a piece of metal (metal), a puddle of water (water), or a chunk of wood (wood).

In each case, the object must weigh between 1/2 and 1 pound.

The focus is also the target of the spell.

ENDURING SCRUTINY

Divination

Level: Assassin 3, bard 3, paladin 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 day/level

Saving Throw: None

Spell Resistance: Yes

You sense a sudden, empathic connection with the subject, as though you were constantly a mere step or two behind.

You designate a particular action when casting this spell.

If the subject engages in or commits that particular action during the spell's duration, you are instantly alerted of that fact, regardless of the distance between you and the subject (and even if the subject is on another plane).

For instance, you could command the spell to alert you if the subject casts a spell or kills someone.

You do not necessarily know the precise details of when or how the subject committed the designated action; you only know, instantly, that he did so.

GUIDED PATH

Divination

Level: Bard 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

With a sudden flash of insight, you know exactly where to turn and which streets to travel.

This spell imparts to you the most direct route to a type of location within 1 mile.

In this instance, a location is defined as a particular sort of building or establishment.

For example, you could learn the route to the nearest tavern, temple, or blacksmith's workshop.

You can't obtain directions to a specific location, such as the shop of Rufus the blacksmith.

Additionally, the location's purpose must be publicly known.

If the thieves guild secretly operates out of a warehouse, you can't obtain directions to the "headquarters of the thieves guild", because that is not publicly available information.

MAGIC SAVANT

Divination

Level: Bard 2

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level

Your hands and mind warm as the flow of mystical energy strengthens within you.

You align your own energy with that of the magic items around you.

You gain a +4 insight bonus on Use Magic Device checks.

If you have 10 or more ranks in Use Magic Device, you can take 10 on Use Magic Device checks, even if the situation wouldn't normally allow you to do so.

NEAR HORIZON

Divination

Level: Assassin 2, ranger 2

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 3 rounds

The horizon seems to lurch nearer to you as your eyes attain superhuman acuity.

You gain a mystical insight into targets most people can barely see.

For the duration of the spell, you take no range penalties when using ranged weapons, though they are still limited to their normal maximum distance.

SPELLCASTER'S BANE

Divination

Level: Sorcerer/wizard 3

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level

The air around you seems to glow as the currents of magic running through the world become visible to your eyes.

You gain a +2 insight bonus on dispel checks and caster level checks made to counterspell.

If you have 5 or more ranks in Spellcraft, you also automatically recognize any spell being cast, as though you had succeeded on a Spellcraft check.

You must have line of sight to the caster, but distance is otherwise not a factor.

If you have 15 or more ranks in Spellcraft, you not only recognize any spell being cast, but you also know the caster level of any spell being cast.

Again, you must have line of sight to the caster for this effect to function.

TRUE CASTING

Divination

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: One spell

You focus your magic deep in your soul until it becomes a torrent that must be unleashed.

Your next single spell (if it is cast before the end of the next round) gains a +10 insight bonus on any caster level check made to overcome spell resistance.

VIGILANT SLUMBER

Divination

Level: Assassin 1, bard 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 full round

Range: Personal

Target: You

Duration: 12 hours or until awakened

Even as you prepare for sleep, you feel a strange alertness in the back of your mind.

You set a specific condition under which you automatically wake up.

This condition might be anything from "If any Tiny or larger creature comes within 10 feet of me" to "When the moon is at its zenith".

The condition must be something that you would normally be able to observe if you were awake.

Thus, you can't set the spell to wake you when something happens elsewhere, or when an *invisible* foe sneaks into your campsite.

You awaken fully alert and ready for action.

VITAL STRIKE

Divination

Level: Assassin 3

Components: S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: One attack

You suddenly see two versions of your target, one a split second ahead of the other, allowing you to target the holes in his defenses. You gain temporary, intuitive insight into the actions of your foes.

Your next single attack roll (if it is made before the end of the next round) is considered a sneak attack, even if your foe is neither flat-footed nor flanked.

This spell does not allow you to sneak attack creatures normally immune to such attacks, nor does it allow you to make use of other abilities—such as certain feats—that deal ability damage, or otherwise grant you extra benefits, when you make a sneak attack.

ENCHANTMENT

BOTHERSOME BABBLE

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 2, hexblade 2, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: 3 rounds

Saving Throw: Will negates

Spell Resistance: Yes

A sudden confused look appears on your target's face as the words coining from his mouth become nonsense.

The subject can't make himself understood through verbal communication.

No matter how hard he tries, he can't speak a language, but only utters nonsense sounds.

His ability to write is unimpeded.

To cast a spell with a verbal component, the subject must succeed on a Concentration check; the DC equals this spell's save DC + level of the spell to be cast.

If you cast *bothersome babble* on a creature currently affected by a previous casting of the spell, the second spell has a different effect.

As long as both spells' durations last, the subject's speech is physically painful to it.

In any round in which the creature speaks, it takes 1d8 points of damage.

Treat this as continuous damage for the purpose of making Concentration checks to cast spells.

When the first duration ends, this secondary effect is replaced by the normal effect of the spell.

CATERWAUL

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Bard 2

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: 1 round

Saving Throw: Will partial

Spell Resistance: Yes

You loose an earsplitting shriek that induces revulsion.

You draw upon your primal emotions to emit a stomach-churning wail.

Creatures in the area become nauseated for 1 round; those that make successful Will saves become sickened for 1 round instead.

ENDLESS SLUMBER

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 5, sorcerer/wizard 6

Components: V, S, M

Casting Time: 1 full round

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

Target: One living creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

As you utter the final syllable, your foe's eyes roll up in her head. She falls, snoring softly even as she hits the ground.

You put a single subject into a magically induced slumber that lasts indefinitely.

Normal stimuli, such as shouting or prodding, are insufficient to wake the subject, but any damage dealt to the subject causes her to rouse immediately.

The subject can attempt a new save every 24 hours to awaken early.

The subject does not need to eat or drink during this time.

Material Component: A pinch of black sand.

IMMEDIATE ASSISTANCE

Enchantment (Compulsion)

Level: Bard 1

Components: V

Casting Time: 1 immediate action

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

Target: One willing creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

As you speak the arcane words, you feel the laws of reality bending around your companion, undoing his failure.

You grant the subject the chance to reroll a skill check.

You must cast this spell after the skill check has been rolled, but before success or failure has been determined. The subject makes the new check immediately and must abide by the results of the second roll. The subject can't take 10 or 20 on this reroll.

MELF'S SLUMBER ARROWS

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 4, sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: 1 arrow/3 levels

Duration: 1 round/level

Saving Throw: Fortitude partial

Spell Resistance: Yes

A single arrow gleams like a star in the night, promising a deathlike slumber to its target.

At any time during this spell's duration, you can use a swift action to imbue an arrow that you hold with the power of slumber.

Any creature of 15 HD or less that is dealt damage by this arrow before the end of your turn falls asleep for 1 hour.

A successful Will save means the target becomes fatigued for 1 hour instead.

Any arrow that doesn't deal damage to a target before your turn ends loses its magic (but can be imbued again on your next turn).

You can imbue one arrow for every three caster levels you have (maximum five arrows).

Material Component: A few poppy seeds.

OTTO'S IMPERATIVE AMBULATION

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 3

Components: V

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/3 levels

Saving Throw: Will negates

Spell Resistance: Yes

With seemingly no regard for his safety, your target begins moving around the battlefield.

For the duration of the spell, the subject must begin each of its turns by taking a move action to move at least 10 feet (provoking attacks of opportunity as normal).

The subject has full control over where it moves, as long as it ends up at least 10 feet from where it started.

If it is incapable of moving at least 10 feet with a move action—due to terrain or other obstacles—it is dazed for 1 round instead.

TORRENT OF TEARS

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 2, sorcerer/wizard 2, wu jen 2 (water)

Components: V, S, M

Casting Time: 1 standard action

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

Target: One living creature

Duration: 5 rounds

Saving Throw: Will negates

Spell Resistance: Yes

Tears pour from the subject's eyes, and his body is wracked with sobs.

You force the subject to cry by drawing forth the water of his tears.

For the duration of the spell, the subject is sickened and blinded; a successful Will save negates the effect.

Material Component: A single tear.

VECNA MALEVOLENT WHISPER

Enchantment (Compulsion) [Death, Mind-Affecting]

Level: Sorcerer/wizard 4

Components: V

Casting Time: 1 standard action

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

Target: One living creature that has 10 hit points or fewer

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You whisper a horrific word of power that rends the soul of your subject.

A weaker (and perhaps older) variant of the *power word* spells, this horrible malediction was supposedly created by the Whispered One himself, long before his ascension to godhood.

The subject of the spell is reduced to –9 hit points (no roll to check for becoming stable is necessary).

EVOCATION

BATTLECRY

Evocation [Mind-Affecting, Sonic]

Level: Bard 4

Components: V, S

Casting Time: 1 swift action

Range: 60 ft.

Targets: You and all allies within 60 ft.

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Your bold shout bolsters the resolve of your allies.

When you cast *battlecry*, you and your allies gain a burst of confidence and combat prowess.

The next single attack made by any affected creature gains a +5 morale bonus on the damage roll, provided the attack is made before the end of your next turn.

This bonus applies only to a single attack.

In addition, any ally who is currently under a charm, compulsion, or fear effect can attempt a new save against that effect with a +2 morale bonus.

Battlecry also extends by 3 rounds the duration of inspire courage, inspire greatness, or inspire heroics bardic music effects currently affecting any ally.

If an ally is under the effect of more than one of these, all durations are extended.

BIGBY'S SLAPPING HAND

Evocation [Force]

Level: Sorcerer/wizard 2

Components: V, S, F

Casting Time: 1 standard action

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

Effect: One Tiny hand

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: Yes

You complete the spell and blow into the leather glove.

Immediately a blue-white, translucent hand appears next to the enemy and smacks it across the side of the head—not enough to hurt it, but hard enough to give others nearby a chance to attack. This spell distracts the subject, causing it to immediately provoke attacks of opportunity from creatures threatening its space.

The spell allows no saving throw, but a slapped creature can negate the effect with a DC 20 Concentration check.

Focus: A leather glove.

CHANNELED SOUND BLAST

Evocation (Sonic)

Level: Bard 5, sorcerer/wizard 5

Components: V, S

Casting Time: See text

Range: See text

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

You channel energy into the shimmering waves of sound spell, causing them to tremble and quake with power.

When you have poured enough energy into the spell, you send a thunderous blast into your foes.

This spell creates a cone of sonic energy that blasts your enemies.

The spell's strength depends on the amount of time you spend channeling energy into it.

If you cast *channeled sound burst* as a swift action, it deals 1d4 points of sonic damage per two levels in a 15-foot cone.

If you cast the spell as a standard action, it deals 1d6 points of sonic damage per level in a 30-foot cone.

If you cast *channeled sound burst* as a full-round action, it deals 1d8 points of sonic damage per level in a 30-foot cone.

If you spend 2 full rounds casting this spell, it deals 1d10 points of sonic damage per level in a 60-foot-radius spread

and permanently deafens all creatures in the area that fail Fortitude saves.

Regardless of how long you spend casting this spell, it can't deal more than 10 dice of damage.

When you begin casting this spell, you decide when you are finished casting it after the appropriate time has passed.

You do not need to declare ahead of time how long you want to spend casting the spell.

COAT OF ARMS

Evocation [Force]

Level: Sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: 0 ft.

Effect: A ring of blades swirling around you

Duration: 1 minute/level (D) or until expended

Saving Throw: None

Spell Resistance: No or Yes; see text

A ring of flashing blades, composed entirely of glowing blue force, spins around you in a whirling dance of death.

You surround yourself with a ring of spinning force blades.

This spell creates one blade per three caster levels, up to a maximum of six blades at 18th level.

You gain a shield bonus to AC equal to the number of blades that circle you.

This bonus applies against incorporeal touch attacks, since it is a force effect.

Every round, as a move action, you can direct one of the blades to break off and strike any target within 30 feet.

The blade strikes unerringly, requiring no attack roll, and deals 2d6 points of damage (even to incorporeal creatures) before disappearing.

Spell resistance applies against this effect.

Launching a blade in this fashion reduces your shield bonus accordingly.

Any creature that grapples you is automatically struck by all the blades that still encircle you, which deal damage as normal but then disappear as though you had voluntarily launched them.

DAWN BURST

Evocation [Light]

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

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

Area: 10-ft.-radius burst

Duration: 1 round/level (D)

Saving Throw: Reflex partial

Spell Resistance: Yes

A globe of brilliant radiance erupts silently, as though the light of dawn had arisen.

All creatures in the area glow with light equivalent to a torch for the duration of the spell, making hiding difficult and even revealing the location of invisible creatures.

(Invisible creatures are still considered to have concealment).

In addition, undead and creatures within the area that have light sensitivity or light blindness take 1d6 points of damage, +1 point of damage per caster level (maximum +5).

A successful Reflex save halves this damage.

DEADLY SUNSTROKE

Evocation [Light]

Level: Sorcerer/wizard 9, wu jen 9 (fire)

Components: V, S

Casting Time: 1 standard action

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

Targets: One creature/level, no two of which are more than 60 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

Beams of desiccating heat lance into your foes, scorching their flesh and draining their vitality.

This spell creates waves of overwhelming heat that deal 1d6 points of fire damage per caster level, maximum 25d6.

Undead and plants take +50% damage.

Any living creature damaged by this spell becomes fatigued.

A successful Fortitude save halves the damage and negates the fatigue.

If you cast this spell in any locale where the temperature exceeds 90 degrees Fahrenheit, the spell instead deals 1d8 points of fire damage per caster level (maximum 25d8) and makes living creatures exhausted.

A successful Fortitude save halves the damage and negates the exhaustion.

DEAFENING BLAST

Evocation [Sonic]

Level: Bard 3

Components: V, S

Casting Time: 1 standard action

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

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

A deafening blast of sound, louder than thunder and more piercing than the shrieks of the damned, erupts where you point.

All creatures in the area are permanently deafened.

A successful Fortitude save reduces the duration of the deafness to 1 round.

If a subject is already under the effect of *painful echoes* (page 112) when attacked by *deafening blast*, the two spells interact to create a greater effect.

In addition to being deafened on a failed save, the subject is stunned for 1 round.

GHOST LANTERN

Evocation [Light]

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

The object begins to glow with a phosphorescent white light.

Your companions' faces are illuminated, but they cast no shadows on the surrounding walls.

Ghost lantern causes an object to glow like a torch, shedding bright illumination in a 20-foot radius (and shadowy illumination for an additional 20 feet) from the point you touch.

Unlike normal light spells, this light is only visible to you and a number of specifically designated creatures equal to one per three caster levels (maximum five).

These creatures must be within 10 feet of you when you cast the spell but can later move as far apart as they want. No others can see the ghost lantern; it has no effect on them, and they are affected by other ambient light conditions as normal.

Effectively, this spell allows you and your chosen companions to see in the dark.

Material Component: A bit of phosphorescent fungus.

INCENDIARY SURGE

Evocation [Fire]

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

No sooner has the blast of fire burst forth from your hands than you feel it building within you again.

This spell deals 1d6 points of fire damage per caster level (maximum 10d6) to all creatures in the area.

If you cast *incendiary surge* again before the end of your next turn, the second casting deals 1d8 points of damage per caster level (maximum 10d8), and you gain a +2 bonus on any caster level checks made to overcome spell resistance with that casting of the spell.

JET OF STEAM

Evocation [Water]

Level: Sorcerer/wizard 1, wu jen 1 (water)

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Area: 30-ft. line

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Your hand is suddenly covered in warm condensation as a jet of burning steam bursts from your finger.

You release a powerful jet of superheated steam that deals 1d4 points of fire damage per caster level (maximum 5d4) to each creature within its area.

The jet begins at your fingertips.

The jet of steam deals no damage to objects in its path, nor can it set fire to combustibles.

LASH OF FORCE

Evocation [Force]

Level: Sorcerer/wizard 9

Components: V, S

Casting Time: 1 standard action

Range: 10 ft. or 30 ft.; see text

Effect or Area: One whip or 30-ft. line

Duration: 1 round/level or until exhausted

Saving Throw: None or Reflex partial

Spell Resistance: Yes

The air around you begins to thrash and churn with invisible forces.

This spell brings into being an invisible, whiplike tendril of force.

As an immediate action, you can command the lash to strike any creature within 10 feet of you.

The lash strikes automatically and deals 5d6 points of damage.

You must be able to see the target to be struck, but the lash otherwise ignores concealment.

As a force effect, it can even strike incorporeal or ethereal creatures.

At any point during the spell's duration, you can use a standard action to unleash a single 30-foot line of force that deals 15d6 points of damage and knocks prone any creatures in its area.

A successful Reflex save halves the damage and prevents the creature from being knocked prone.

This effect instantly ends the spell's duration.

LINGERING FLAMES

Evocation [Fire]

Level: Sorcerer/wizard 6, wu jen 6 (fire)

Components: V, S, M

Casting Time: 1 standard action

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

Area: 20-ft.-radius spread

Duration: 3 rounds

Saving Throw: Reflex half

Spell Resistance: Yes

A burst of flame erupts before you, raising the temperature of the area to scorching levels.

This spell functions like *fireball*, except that the area remains filled with fire for the spell's entire duration.

Any creature within or entering the area takes 1d6 points of fire damage per caster level (maximum 15d6); a successful Reflex save halves this damage.

Material Component: A pinch of sulfur and a length of copper wire.

LUMINOUS SWARM

Evocation [Force]

Level: Sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: 5 rounds

Saving Throw: Reflex partial

Spell Resistance: Yes

A swarm of shimmering motes streams from your fingers and engulfs your target.

You create a swarm of faintly luminous motes of pure force that engulf one creature, obscuring its vision.

If the target relies on sight, all its attacks have a 20% miss chance while the motes last.

The motes also deal 1d6 points of damage each round.

The target can attempt a Reflex save each round to avoid the damage.

If a subject under the effects of *luminous swarm* is targeted by *fever dream* (page 104), the two spells interact to create a greater effect.

See the *fever dream* spell for details.

PAINFUL ECHOES

Evocation [Sonic]

Level: Bard 2

Components: V, S

Casting Time: 1 standard action

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

Target: One living creature/4 levels, no two of which are more than 30 ft. apart

Duration: 1 round/level

Saving Throw: Fortitude partial

Spell Resistance: Yes

Your shout seems to echo into eternity, causing your foes to twitch and writhe as the reverberations pummel them internally.

You set up painful vibrations within your subjects.

Each round, the spell deals 1d4 points of sonic damage and sickens each subject for 1 round.

A successful Fortitude save negates the damage and the sickening effect for that round, but the subject must continue to save every round until the duration expires. Creatures that are immune to extra damage from critical hits are immune to the sickening effect.

If a subject under the effect of *painful echoes* is affected by *deafening blast* (see page 101) or *resonating agony* (see page 115), the two spells interact to create a greater effect.

See the *deafening blast* and *resonating agony* spells for details.

PRISMATIC BOW

Evocation

Level: Sorcerer/wizard 8

Components: V, S

Casting Time: 1 standard action

Range: 0 ft.

Effect: A longbow made up of swirling, prismatic colors

Duration: 1 minute/level or until discharged

Saving Throw: See text

Spell Resistance: Yes

A glittering, flashing longbow, containing every hue of the rainbow, appears in your hands.

A *prismatic bow* functions as a +1 longbow; in addition, once per round you can choose to imbue an arrow shot from it with one of the seven colors of the bow, chosen from the list of colors created by *prismatic spray* (PH 264).

In addition to its normal effect, the arrow has the same effect as the corresponding beam from *prismatic spray* (including blindness for 2d4 rounds if the target has 8 HD or fewer).

Saves and spell resistance apply to this effect as normal for *prismatic spray*.

Once you fire an arrow, the corresponding color disappears from the bow, and you can't select that color again during this particular casting of the spell.

When the duration ends or when you have used the effects of all seven colors, the bow vanishes.

You are automatically considered proficient with a *prismatic bow*.

No one else can use your *prismatic bow*, though you need not carry it at all times (you can stow it, drop it, or even hand it to another character to hold).

If you cast this spell a second time while a previous version is still in effect, the first *prismatic bows* duration ends.

PRISMATIC DELUGE

Evocation

Level: Sorcerer/wizard 9

Components: V, S

Casting Time: 1 standard action

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

Area: Cylinder (40-ft. radius, 80-ft. high)

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

In a blinding shower of light, you call an enormous, painfully bright rainbow from the heavens.

This spell produces a column of colors resembling the end of a rainbow.

Every creature in the area is affected as though by the *prismatic spray* spell (PH 264): blinded for 2d4 rounds if 8 HD or fewer, and you roll 1d8 on the *prismatic spray* table to see what color affects which target.

RESONATING AGONY

Evocation [Sonic]

Level: Bard 6

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 round/level

Saving Throw: Fortitude partial

Spell Resistance: Yes

At your touch, a dull rumble courses through the body of your foe, shaking apart his mind and body from within.

You make a touch attack to set up agonizing vibrations within the body of the target.

If you hit, the target is nauseated for the duration of the spell.

Each round on its turn it can attempt a Fortitude save to lessen this effect to sickened for that round.

A subject under the effect of *painful echoes* (page 112) takes 1 point of Constitution damage each time it fails a Fortitude save against *resonating agony*.

RESONOUNDING THUNDER

Evocation [Sonic]

Level: Bard 4, sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

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

Area: 20-ft.-radius spread

Duration: 5 rounds (D)

Saving Throw: Fortitude partial

Spell Resistance: Yes

Waves of sound crash continuously upon the ears of those in the area.

You fill the area with discordant crashes of sonic energy that deal 4d6 points of sonic damage per round to creatures within the area.

Furthermore, any creature within or entering the area becomes deafened as long as it remains within and for 1 round thereafter.

A successful Fortitude save halves the damage and negates the deafened effect.

The clamorous sound in the area also interferes with all sonic spells and effects.

Any such spell or effect has only a 50% chance to affect a creature within the area of *resounding thunder*.

STORM OF FIRE AND ICE

Evocation [Cold, Fire]

Level: Druid 6, sorcerer/wizard 6, wu jen 6 (fire and water)

Components: V, S

Casting Time: 1 standard action

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

Area: Cylinder (20-ft. radius, 40 ft. high)

Duration: 1 round

Saving Throw: Reflex half

Spell Resistance: Yes

You bring forth a swirling vortex of smoking lava intermixed with chunks of steaming ice.

A shower of lava globs and hailstones rains down for 1 round, dealing 6d6 points of cold damage and 6d6 points of fire damage to everything in the area.

The cylinder provides concealment similar to *fog cloud* and also applies a -4 penalty on Listen checks made within the area.

Movement costs within the area of the spell are doubled.

At the end of the duration, the lava and ice disappear, leaving no lingering effects (other than the damage dealt).

ILLUSION

DECEPTIVE FACADE

Illusion (Glamer)

Level: Bard 2, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Targets: Creature or object (up to 1 cu. ft./level) touched

Duration: 10 minutes/level (D)

Saving Throw: Will negates (harmless, object) or Will disbelief (if interacted with, everyone else)

Spell Resistance: Yes (harmless)

After an instant to lock the appropriate image in your mind, your touch brings it to life, spreading a new image across the canvas of reality.

Deceptive facade allows you to alter the appearance of another being or object.

When cast on another creature, it functions as *disguise self*, except that it can affect a target other than yourself.

When cast on an inanimate object or a structure, the spell allows you to alter the object's visible characteristics.

You might change its color, make it appear to be made of a different material or substance, increase or decrease its apparent size by up to 10 percent, or modify other cosmetic details.

Deceptive facade does not alter any other sensory properties of the target.

A creature that interacts with the glamer can make a Will save to recognize the illusion, just as with *disguise self*.

DOUBLESPEAK

Illusion (Glamer)

Level: Bard 2

Components: S, M

Casting Time: 1 standard action

Range: Touch

Targets: You plus one creature touched/4 levels

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless, target) or Will disbelief (if interacted with, everyone else)

Spell Resistance: Yes (harmless)

You understand your companions clearly enough, but judging by the expressions of those around you, nobody else knows what is actually being said.

The subjects of the spell can speak about anything they like, but to everyone else, they sound like they are holding a mundane conversation about the weather, the taste of the food, local politics, and similarly banal topics.

The illusion also modifies facial expressions and mouth movements to match the illusory words spoken.

Anyone who spends at least 1 full round studying the conversation is allowed a Will save to disbelieve the illusion.

Subjects of the spell know the gist of what the illusory voices talked about during the duration—that is, they know the topics covered—but not the precise phrases or details.

Material Component: The tongue of a snake.

FALSE LIE

Illusion (Glamer)

Level: Bard 2

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

Your subject takes on a shifty, dishonest demeanor.

False lie causes the subject to appear dishonest and deceptive.

Sense Motive checks made against the subject take a –10 penalty, and any failure convinces the observer that the subject is lying, even if she is not.

Anyone who casts a spell that reveals lies (such as *discern lie*) can attempt a caster level check (DC 11 + your caster level); if this fails, the spell registers the individual as lying even when she is not.

Material Component: A serpent's tongue.

FEVER DREAM

Illusion (Phantasm) [Mind-Affecting]

Level: Bard 5, sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

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

Target: One living creature

Duration: 5 rounds (D) + 1 round

Saving Throw: Will disbelief (if interacted with), then Fortitude partial

Spell Resistance: Yes

Your subject breaks out in a cold sweat as a burning fever sinks into its mind.

A creature subjected to this spell feels a spiking fever accompanied by vertigo and a phantasmagoric confusion of the senses.

The target first gets a Will save to recognize the dream as unreal.

If that save fails, the creature becomes exhausted while the spell lasts.

A successful Fortitude save lessens the condition to fatigued.

Regardless of the outcome of the Fortitude save, the subject has difficulty focusing its mind on spellcasting.

Each time it attempts to cast, concentrate on, or direct a spell, it must first succeed on a Concentration check (DC equal to this spell's save DC + the level of the spell being used).

When this spell ends (whether because its duration ends, you dismiss it, or it is dispelled), the subject is *confused* for 1 round afterward.

If the subject of *fever dream* is already under the effect of a *luminous swarm* spell (see page 110), the Will save DC of this spell (as well as the DC for Concentration checks required by this spell) increases by 2.

If the subject of *fever dream* is already under the effect of a *prickling torment* spell (see page 113), the Fortitude save DC of this spell increases by 2.

HOOD OF THE COBRA

Illusion (Phantasm) [Fear, Mind-Affecting]

Level: Hexblade 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 round/3 levels; see text

Saving Throw: Will disbelief, then Fortitude negates

Spell Resistance: Yes

In the mind of your victim, the hood of a king cobra spreads from your head, neck, and back, your eyes become those of a great serpent, and dripping fangs sprout from your jaws.

The subject perceives that you have grown serpentine features, including a cobra's hood, a snake's slitted eyes, and venomous fangs.

A successful Will save allows him to recognize the illusion as unreal, which ends the spell's effect.

However, if the Will save fails, the subject is shaken for as long as he can see you.

Closing his eyes negates this effect but also effectively blinds him.

In addition, if you make a successful melee touch attack (a standard action) against the target while the spell's duration lasts, he believes that he has been bitten by a venomous serpent and takes 1d6 points of Constitution damage (Fortitude negates).

Unlike normal poison, this attack has no secondary damage, though you can continue to "bite" the subject each round.

Immunity or resistance to poison applies normally against this effect, even though it isn't real poison (the subject and his body both believe it to be real).

INTERMINABLE ECHO

Illusion (Phantasm) [Mind-Affecting, Sonic]

Level: Bard 4

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: 5 rounds

Saving Throw: Will partial

Spell Resistance: Yes

The deep tolling of a bell echoes within the mind of your foe.

You fill the target's mind with a barrage of illusory sound. The subject takes a -10 penalty on Listen checks and 2d6 points of sonic damage each round. A successful Will save reduces the duration to 1 round.

LINGERING CHORUS

Illusion (Figment)

Level: Bard 4

Components: V, S

Casting Time: 1 swift action

Range: 0 ft.

Effect: A chorus of phantasmal voices

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

A chorus of glorious voices takes up your song.

This spell continues any one bardic music effect you are currently maintaining or on which you are concentrating. It functions only on bardic music effects that can be maintained for longer than 1 round.

This allows you to cast spells, make use of a second bardic music ability, or otherwise concentrate on other matters. You can cast *lingering chorus* even while maintaining a bardic music effect.

If you cast a second *lingering chorus* while the first is still in effect, the duration of the first spell ends.

MASK OF THE IDEAL

Illusion (Glamer)

Level: Bard 2, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

Your voice and features become more refined and pleasing.

Mask of the ideal shifts everything toward an ideal form.

Any creature that perceives you in any fashion beholds something that it finds aesthetically pleasing.

You gain a +4 competence bonus on Bluff and Diplomacy checks, as well as on Disguise checks made to disguise yourself (but not others).

You also gain a +4 competence bonus on any Charisma check you make to influence a creature that you have enchanted (such as with *charm person*) or conjured (such as with *planar binding*).

NIGHTMARE TERRAIN

Illusion (Shadow)

Level: Assassin 3, bard 3, hexblade 3, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

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

Area: Five 10-ft. cubes + one 10-ft. cube/level (S)

Duration: 1 round/level

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

You cloak your surroundings with phantasmagoric figures, creating a horrific dreamscape.

You make any terrain look, sound, and smell like something out of a nightmare.

Writhing vegetation, disembodied limbs, animated corpses, and smoking pits cover every surface.

Miasmic vapors fill the air, along with various foul stench.

The nightmare terrain you create is mostly illusory, but the obstacles are partially real.

Creatures within, entering, or viewing the area are entitled to Will saves to discern the illusion.

Creatures that fail their saves become entangled.

Regardless of the outcome of the save, creatures within 5 feet have concealment, while those 10 feet or farther away have total concealment.

Furthermore, as long as you are within the area of this spell, you can attempt Hide checks even while being observed. (Other creatures don't gain this benefit).

PALL OF TWILIGHT

Illusion (Pattern) [Darkness, Mind-Affecting]

Level: Assassin 3, sorcerer/wizard 3

Components: S

Casting Time: 1 standard action

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

Area: 20-ft.-radius spread

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

A creeping pall of darkness covers the area like running ink, muting sound and color alike.

This spell reduces illumination in the area to shadowy; these shadows are mental as well as physical.

All creatures in the area take a -10 penalty on Listen, Search, Sense Motive, and Spot checks.

A successful Will save negates these penalties, but not the effect of the darkness.

PHANTASMAL STRANGLER

Illusion (Phantasm) [Fear, Mind-Affecting]

Level: Hexblade 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

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

Target: One living creature

Duration: 5 rounds

Saving Throw: Will disbelief

Spell Resistance: Yes

You delve into your subject's mind and call forth a clinging, choking horror that drapes itself over him like a vile net.

You fashion a nightmare creature from the subject's mind. Only the subject can sense the assailant, which exists only in the subject's mind.

When you cast the spell, the subject gets an immediate Will save to recognize the attacker as unreal, which ends the spell.

If that save fails, the subject is treated as if it were grappling the *phantasmal strangler*.

Each round on your turn, a *phantasmal strangler* deals 2d6 points of damage to the subject.

If the subject is reduced to -1 or fewer hit points, the spell ends.

Each round on the subject's turn, it can attempt any of the actions normally allowed to a grappling character.

Treat a *phantasmal strangler's* grapple modifier as equal to that of the subject (including modifiers for Strength, size, and all other factors).

A *phantasmal strangler* can't be damaged, nor can it be pinned.

If the subject escapes from the *phantasmal strangler's* grasp, the spell ends.

RETRIBUTIVE IMAGE

Illusion (Pattern) [Mind-Affecting]

Level: Sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

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

Effect: Visual image that can extend as far as four 10-ft. cubes + one 10-ft. cube/level (S)

Duration: Concentration + 3 rounds

Saving Throw: Will disbelief (if interacted with), then Will partial

Spell Resistance: Yes

As though drawn straight from your imagination, the image you envision springs into existence.

You create an image or scene, which can incorporate not only sight but sound, smell, and thermal effects.

This effect functions in all respects like *major image*, except that the illusion is a pattern rather than a figment, and thus has a mind-affecting element to it.

Anyone who successfully disbelieves the illusion endures a mental backlash that deals 1d6 points of damage +1 point of damage per caster level (maximum +15) and is dazed for 1 round.

A successful Will save halves the damage and negates the dazed effect.

UNSEEN STRIKE

Illusion (Glamer)

Level: Assassin 4, hexblade 4

Components: V, S

Casting Time: 1 full round

Range: Personal

Target: You

Duration: 1 hour/level (D)

You strike your foe, then immediately fade from sight.

This spell has no immediate effect upon you.

However, the next time you deliver a successful melee attack, you instantly turn invisible (as the *invisibility* spell).

If you do not make a successful melee attack within 1 hour per level of casting the spell, the effect ends.

NECROMANCY

BLACKROT

Necromancy

Level: Druid 2, wu jen 2 (wood)

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One plant creature or one wooden weapon touched

Duration: 1 round/level

Saving Throw: Fortitude partial or Fortitude negates

Spell Resistance: Yes

The plant-matter creaks and writhes beneath your hand as you generate a malignant rot at its center.

This spell allows you to deliver a single touch that either damages a plant creature over a number of rounds or renders a wooden weapon poisonous.

When used as a touch attack against a plant creature, the spell deals 1d8 points of damage per round.

A successful Fortitude save reduces the duration to 1 round.

Alternatively, you can touch a weapon with a wooden striking surface (such as a club or quarterstaff).

Any creature damaged by the weapon is sickened for 1 round unless it succeeds on a Fortitude save.

Treat this as a poison effect for creatures immune or resistant to such effects.

BLOODLETTING

Necromancy

Level: Assassin 1, hexblade 1

Components: S

Casting Time: 1 swift action

Range: Touch

Target: One light weapon you hold

Duration: See text

Saving Throw: None

Spell Resistance: Yes; see text

With a simple flourish you turn a small weapon into a deadly implement.

You imbue a light weapon you hold in your hand with the power to wound grievously.

The next time that weapon deals damage to a living creature, the wound continues to bleed, dealing an extra 1d6 points of damage each round for the remainder of the spell's duration.

A successful DC 15 Heal check or at least 1 point of magical healing stops this additional damage.

A creature that is struck by the weapon but takes no damage from the initial attack (such as because of damage reduction) doesn't trigger the spell's effect.

Check to overcome a target's spell resistance when you first strike the creature.

If the check fails, the spell has no effect and is discharged, but the weapon still deals damage normally.

The spell lasts for 3 rounds.

If you don't deal damage to a living creature during the 3 rounds after casting the spell, it ends with no effect.

The bleeding effect begins in the round when the creature is struck by the ensorcelled weapon and lasts until the spell ends (if struck on the first round after casting, the subject bleeds for 3 rounds; if struck in the second round after casting, the subject bleeds for 2 rounds, and so on).

The spell ends immediately if the weapon leaves your hand.

CHANNELED LIFETHEFT

Necromancy

Level: Sorcerer/wizard 5

Components: V, S

Casting Time: See text

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

Target: One living creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You channel negative energy into the dark mote in your hand, causing it to leap and dart about in your grasp.

When you have poured enough energy into the spell, you release the mote to drain the life of your enemy.

This spell uses negative energy to drain the vitality from a single foe.

The spell's strength depends on the amount of time you spend channeling energy into it.

If you cast *channeled lifetheft* as a swift action, it renders a single target fatigued, and you gain 5 temporary hit points.

If you cast the spell as a standard action, it renders the target fatigued and deals 5d4 points of damage, and you gain temporary hit points equal to 5 + the damage dealt.

If you cast *channeled lifetheft* as a full-round action, it renders the target exhausted and deals 5d4 points of damage, and you gain temporary hit points equal to 10 + the damage dealt.

If you spend 2 full rounds casting this spell, it renders the target exhausted and deals 5d8 points of damage, and you gain temporary hit points equal to 10 + the damage dealt. Temporary hit points granted by this spell last for up to 1 hour.

When you begin casting this spell, you decide when you are finished casting it after the appropriate time has passed. You do not need to declare ahead of time how long you want to spend casting the spell.

CRYPTWARDEN'S GRASP

Necromancy [Evil]

Level: Sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

Your hand shrivels like the limb of a corpse as dark energy flows through your veins.

You bestow on your target a horrible disease effectively identical to mummy rot.

The incubation period is instantaneous, and the initial save for the spell is calculated normally; all subsequent daily saves to avoid damage are DC 20.

Mummy rot deals 1d6 points of Constitution damage and 1d6 points of Charisma damage immediately, and a similar amount per day thereafter; a victim reduced to 0 Constitution shrivels away into sand and dust.

Furthermore, any character attempting to cast any healing spell on a creature afflicted with mummy rot must succeed on a DC 20 caster level check, or the spell has no effect.

Unlike normal diseases, mummy rot can't be overcome through natural methods or successful saves.

To eliminate mummy rot, the curse must first be broken with *break enchantment*, *remove curse*, or a similar effect (requiring a DC 20 caster level check).

If this is done, a caster level check is no longer necessary to cast healing spells on the victim, and mummy rot can be magically cured like any disease.

DEATH'S CALL

Necromancy [Sonic]

Level: Hexblade 1, sorcerer/wizard 1

Components: V

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius burst, centered on you

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You release a scream that chills the air with deathly energy.

All living creatures within the area (other than you) take 1 point of damage per caster level (maximum 5) and become fatigued.

A successful Fortitude save negates the fatigue.

Any swarm in the area of *death's call* instead takes 1d4 points of damage per caster level (maximum 5d4) and becomes fatigued (Fortitude save negates fatigue).

This supersedes the normal +50% damage dealt to a swarm by an area spell.

ESCALATING ENFEEBLEMENT

Necromancy

Level: Sorcerer/wizard 2

This spell functions like *ray of enfeeblement*, except that if you cast it on a target that is already fatigued or exhausted, or one currently affected by a penalty, damage, or drain to its Strength, Dexterity, or Constitution score, it instead applies a penalty to Strength equal to 1d10 +1 per two caster levels (maximum 1d10+5).

This penalty doesn't stack with the penalty from *ray of enfeeblement*.

FINGER OF AGONY

Necromancy

Level: Hexblade 4, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

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

Target: One living creature

Duration: 3 rounds

Saving Throw: Fortitude partial

Spell Resistance: Yes

As you crook your finger, your enemy feels his vitals rupture within him.

You magically disrupt the subject's internal organs, causing it great pain.

Each round on your turn, the subject takes 3d6 points of damage and becomes nauseated for 1 round.

A successful Fortitude save halves the damage and lessens the nauseated condition to sickened.

HORRID SICKNESS

Necromancy

Level: Hexblade 4, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

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

Target: One living creature/3 levels, no two of which are more than 30 ft. apart

Duration: 1 round/level (D)

Saving Throw: Fortitude partial

Spell Resistance: Yes

Your victim's eyes water and her flesh pales as a wave of sickness washes over her.

Waves of pain and sickness wrack the subjects, rendering them nauseated.

A successful Fortitude save negates this effect.

If a subject fails the initial Fortitude save, she can attempt a Fortitude save as a move action each round on her turn; success indicates that she is instead sickened for the duration of the spell.

NECROTIC CURSE

Necromancy [Evil]

Level: Cleric 7, sorcerer/wizard 7

Components: V, S, M

Casting Time: 1 full round

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

Area: 20-ft.-radius emanation

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes

You feel a wave of cold pass through you as it seeps into the land, the air, and even the souls of those nearby.

You imbue the area with negative energy so powerful it transforms positive energy into its opposite.

Anyone in the area who casts a healing spell must succeed on a caster level check (DC 11 + your caster level); if the check fails, the healing spell deals damage to each of its subjects equal to the caster's caster level instead of its normal effect.

Living creatures that rest in this area do not regain hit points or lost ability score points.

Undead in the area heal damage at the rate of 1 point per Hit Die every 24 hours.

In addition to the normal means of ending a spell's duration, this effect can be ended by a *remove curse* (or similar spell) cast within its area for that purpose.

Material Component: Grave dust.

PRICKLING TORMENT

Necromancy

Level: Druid 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

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

Target: One living creature

Duration: 5 rounds

Saving Throw: Fortitude negates

Spell Resistance: Yes

Angry red boils spread across the skin of your enemy.

This spell causes the subject's skin to erupt in a blistering rash accompanied by a maddening itch.

An affected creature is sickened while the spell lasts.

In addition, if the creature takes any actions on its turn other than free, swift, or immediate actions, it takes 1d8 points of damage at the end of its turn.

While affected by this spell, a creature takes a -2 penalty on saves to resist the distraction effect of any creature of the swarm subtype (in addition to the save penalty from the spell's sickening effect).

If a subject under the effect of *prickling torment* is targeted by *fever dream* (see page 104), the two spells interact to create a greater effect.

See the *fever dream* spell for details.

REAVING AURA

Necromancy [Evil]

Level: Assassin 1, cleric 1, hexblade 1, sorcerer/wizard 1

Components: V

Casting Time: 1 swift action

Range: 10 ft.

Area: 10-ft.-radius emanation, centered on you

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

The air around you turns black as it floods with negative energy. This spell deals 1 point of damage to every creature in the area that has 0 or fewer hit points.

Stable creatures that were at -1 to -8 hit points become dying, while creatures at -9 hit points die immediately.

This spell has no effect on creatures that have 0 or more hit points.

RETRIBUTIVE ENERVATION

Necromancy

Level: Sorcerer/wizard 7

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level or until expended

The world around you takes on a dim and muted tone as you are encased in a tight-fitting sheath of crackling negative energy.

This spell bestows a negative level upon any non-undead creature that makes a successful melee attack against you (regardless of whether the attack deals damage).

There is no save, but spell resistance applies.

Retributive enervation can bestow a number of negative levels equal to 1/2 your caster level (maximum 10).

Once this limit is reached, the spell ends, even if the duration has not yet expired.

Assuming a creature that gains negative levels survives, it regains lost levels after a number of hours equal to your caster level (maximum 20 hours).

Usually, negative levels have a chance of permanently draining the victim's levels, but the negative levels from *retributive enervation* don't last long enough to do so.

An undead creature that makes a successful melee attack against you while this spell is active gains 5 temporary hit points that last for up to 1 hour.

SEED OF UNDEATH

Necromancy

Level: Cleric 4, sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 full round

Range: Touch

Target: Living humanoid or animal touched

Duration: 1 day/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

The subject's face briefly takes on a gaunt, pale look and a death's-head rictus before returning to normal.

You plant a kernel of negative energy in a subject, which is held in check by the positive energy inherent to the subject's own life force.

Seed of undeath does not, in and of itself, harm the subject. Should the subject die before the spell expires, however, it rises as a zombie 1 round later (as per the *animate dead* spell), as long as a sufficient corpse remains.

Any undead created in this manner are automatically under your control.

At any given time, you can have a number of HD worth of undead animated through *seed of undeath* equal to your own HD, and they count against the maximum number of HD worth of undead you can control at any time (as described under *animate dead*).

Material Component: A black onyx gem worth 25 gp per HD of the subject.

SEED OF UNDEATH, GREATER

Necromancy

Level: Cleric 7, sorcerer/wizard 7

Components: V, S, M

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

Area: 40-ft.-radius emanation

Every creature in the area briefly takes on a corpseslike appearance, then returns to normal.

This spell functions like *seed of undeath*, except it applies to any humanoid or animal that dies in the area while the spell is in effect.

Corpses of creatures that died before you cast the spell, or that died outside the area and were then carried within, are unaffected.

Material Component: A black onyx worth at least 5,000 gp.

TOUCH OF THE GRAVEBORN

Necromancy

Level: Sorcerer/wizard 8

Components: V, S

Casting Time: 1 standard action

Range: Touch

Targets: Creature or creatures touched (up to one/3 levels)

Duration: Instantaneous

Saving Throw: Fortitude partial or Will negates

Spell Resistance: Yes

Your hand grows numb and pulses with a deep and sickly radiance, the chill of the grave emanating from it.

Your melee touch attacks channel negative energy that disrupts the life force of living creatures, dealing 10d6 points of damage.

You can use this melee touch attack up to one time per three levels.

Any target that has one or more negative levels also takes 1d6 points of Strength drain; a successful Fortitude save negates this secondary effect.

An undead creature you touch takes no damage or Strength drain, but it must make a successful Will save or be controlled by you (as if you had cast *control undead*) for 1 round per level.

You can't control more than one undead creature in this fashion (a second use frees the first controlled undead), and

any undead with HD of more than twice your caster level is unaffected.

TOUCH OF VECNA

Necromancy [Evil, Fear]

Level: Sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 round and permanent

Saving Throw: Fortitude partial

Spell Resistance: Yes

Your hand grows cold and darkens with the pulse of negative energy.

Your touch bestows negative energy on the target, dealing 1d8 points of damage +1 point per caster level (maximum +10) and rendering it shaken for 1 round.

(Creatures immune to fear aren't shaken but are still subject to the spell's other effects).

Additionally, the target is permanently paralyzed if it fails a Fortitude save.

Creatures paralyzed in this fashion appear dead, though a DC 20 Spot check or a DC 15 Heal check reveals that they still live.

Dispel magic doesn't help a creature paralyzed by this spell, though *remove paralysis* or any effect that can remove a curse can free the victim.

TOUCH OF YEARS

Necromancy

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 day/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

With a touch, your foe becomes visibly enfeebled, as if a sudden weight of years had dropped onto his shoulders.

Your touch deals 3 points of drain to the subject's Strength, Dexterity, and Constitution scores; a successful Fortitude save negates this effect and prevents any further harm.

If the subject fails its initial saving throw, it takes another 3 points of drain to its Strength, Dexterity, and Constitution scores each day thereafter as long as the spell lasts.

A successful Fortitude save negates this drain, but doesn't end the spell's duration.

The ability drain from this spell can be eliminated as normal, but doing this doesn't end the spell's duration.

If you cast this spell on a creature while another casting of *touch of years* is already in effect on it, the second spell doesn't deal ability drain.

Instead, a failed initial Fortitude save renders the creature permanently deafened and blinded.

These conditions can be removed by normal means (such as *remove blindness/deafness*), but doing this has no effect on the ability drain.

This spell can't be dispelled, but any effect that would remove a curse allows the spellcaster a caster level check (DC 11 + your caster level) to end the spell's duration.

This doesn't restore any ability score points already lost.

TRANSMUTATION

ADAMANTINE WINGS

Transmutation

Level: Sorcerer/wizard 7, wu jen 7 (metal)

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D) or until expended

You feel an instant of searing pain from your back, which swiftly fades into a sensation of ultimate freedom.

You sprout a pair of dull gleaming wings made of overlapping feathers of dark metal.

You grow a pair of adamantine wings.

The wings grant you a fly speed of 60 feet (or 40 feet if you wear medium or heavy armor or carry a medium or heavy load), with good maneuverability.

If you are not flying, you can use a standard action to make one wing attack or a full attack action to make two such attacks (as if they were natural weapons).

Each wing deals 2d6 points of slashing damage (plus your Strength modifier), and threatens a critical hit on a 19–20.

The wings are considered both magic and adamantine for the purpose of overcoming damage reduction or penetrating hardness.

Wing strikes are not additional attacks; they replace any other attack or full attack action.

As a swift action, you can choose to launch the adamantine feathers as a burst of razor-sharp blades.

This attack takes the form of a 60-foot cone-shaped burst.

All creatures within the cone take 10d6 points of damage (Reflex half; spell resistance applies).

Since this is a spell effect, damage reduction does not affect the damage dealt by the cone.

This action immediately ends the spell's duration.

ANIMATE WEAPON

Transmutation

Level: Assassin 2, hexblade 2, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: Concentration + 1 round

Saving Throw: Will negates (object)

Spell Resistance: Yes

Your weapon leaps from your hands, suddenly capable of fighting on its own.

A weapon affected by this spell gains the ability to move and attack on its own and functions in most ways like an animated object of its size (MM 13).

Treat a light weapon as an object two size categories smaller than its wielder, a one-handed weapon as one size category smaller than its wielder, and a two-handed weapon as an object of the same size as its wielder.

However, the weapon deals its normal damage, not the damage noted for an animated object of its size, and it gains

a bonus on attack rolls equal to the ability modifier used to set your spell save DCs.

Diminutive or smaller objects are unaffected by the spell.

An *animated weapon* attacks the nearest enemy to the best of its ability.

You can use a move action to direct it to a different target, but if at the end of your turn you are more than 30 feet from the weapon, the spell ends.

A weapon held or carried by another creature can't be affected by this spell.

The weapon doesn't gain the benefit of any of your class features, feats, or other special abilities that would improve its combat ability.

If the weapon has an enhancement bonus or other special properties, these apply as normal.

For example, an animated +1 *flaming longsword* gains a +1 enhancement bonus on attack rolls and damage rolls and deals an extra 1d6 points of fire damage on a successful hit.

ARBOREAL TRANSFORMATION

Transmutation

Level: Wu jen 9 (wood)

Components: V, S

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 day/level and permanent; see text

Saving Throw: Fortitude partial

Spell Resistance: Yes

Your subject's skin splits open, revealing wood and bark.

Leaves sprout from his limbs even as he starts to grow.

You transform the subject of the spell into a Huge oak tree.

For a number of days equal to your caster level, that oak tree animates as a treant (though it can't animate trees) and serves as you command.

You can either command it to follow you, or you can leave it somewhere with a triggering phrase as described in the *liveoak* spell (PH 248).

When the spell's duration expires, the subject becomes in all respects a normal tree, taking root where it stands if capable.

A creature that succeeds on its saving throw is instead *slowed* (as the spell) as his body fights off the transformation from within.

When the spell's duration expires, the subject returns to normal.

ASPECT OF THE ICY HUNTER

Transmutation (Polymorph)

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level (D)

Thick ivory fur grows from your skin and your back hunches over until you stand on four paws.

Cold, blue eyes stare out of your now-canine face.

You take the form of a winter wolf (MM 256).

You gain 20 temporary hit points, which disappear at the end of the spell's duration.

See the Polymorph Subschool sidebar on page 91 for more details.

BOILING BLOOD

Transmutation [Fire]

Level: Sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 round + 1 round/3 levels

Saving Throw: Fortitude partial

Spell Resistance: Yes

Your target's skin begins to redden as his blood starts to boil within his veins.

The subject of the spell suffers as his blood heats up, taking 2d6 points of fire damage.

For every three caster levels, the spell lasts an additional round (up to a maximum of 7 rounds at 18th level), dealing another 2d6 points of damage each round.

A successful Fortitude save reduces the duration of the spell to 1 round.

If you cast *boiling blood* on the same subject before the first casting has expired, the second spell has a different effect.

In any round in which the subject takes damage from the spell, he is also sickened.

This extra effect lasts for as long as the duration of both spells continues, after which only the normal effect occurs for the rest of the duration of the latter spell.

Creatures immune to extra damage from critical hits are immune to this spell, as are creatures that lack blood or similar internal fluids.

CATSFEEET

Transmutation

Level: Assassin 1, bard 1, hexblade 1

Components: V

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

As you complete this spell, you feel as lithe and quick as a cat.

When you cast this spell, you can immediately reroll a Balance, Climb, Jump, or Move Silently check that you have just rolled.

This second roll gains a +5 insight bonus.

You must abide by the second result, even if it is worse than the first.

CRYSTALLINE MEMORIES

Transmutation (Mind-Affecting)

Level: Sorcerer/wizard 2

Components: V, S

Casting Time: 1 swift action

Range: 60 ft.

Target: One living creature with Intelligence 3 or higher

Duration: See text

Saving Throw: Will negates

Spell Resistance: Yes

With a hideous cracking noise, a shard of crystal bursts through your subject's skull, flying into your waiting hand.

After casting this spell, you must study the target for 3 consecutive rounds, concentrating each round on the effect.

This is treated as concentrating on a spell (PH 176), and if you are interrupted, the spell is lost.

Once the study is complete, the target's current surface thoughts (as *detect thoughts*) congeal into a solid shard of crystal.

This crystal then erupts from the target's head (dealing 2d8 points of damage and 2 points of Intelligence damage) and flies to your hand.

Once you have the crystal, you (and only you) can use a full-round action to look into it and view the memories it contains.

The crystal remains for 24 hours or until the memories have been viewed once.

DISCORDANT MALEDICTION

Transmutation [Sonic]

Level: Bard 5

Components: V, S

Casting Time: 1 standard action

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

Target: 1 creature

Duration: 24 hours

Saving Throw: Will negates

Spell Resistance: Yes

Your target's voice rends the air around her, shredding her from within.

Each time the subject casts a spell with a verbal component, she deals 2d6 points of sonic damage to all creatures within 10 feet of her (including herself).

She must then succeed on a Concentration check (DC 15 + damage dealt + spell level) to avoid losing the spell.

DREADED FORM OF THE EYE TYRANT

Transmutation (Polymorph)

Level: Sorcerer/wizard 8

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level (D)

Your body withers away to dust, leaving only a floating head, which quickly grows oversized and misshapen.

Your eyes fuse together as a single orb in your forehead, and ten writhing eyestalks sprout from your skull.

You take the form of a beholder (MM 26).

You gain 30 temporary hit points, which disappear at the end of the spell's duration.

You can use only one eye ray each round, and each of your ten eye rays can be used only once during the spell's duration.

For example, once you use your *disintegrate* eye ray, you can't use that eye ray again during this casting of the spell. See the Polymorph Subschool sidebar on page 91 for more details.

FLAYING TENDRILS

Transmutation [Evil]

Level: Sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

A quartet of hideous, writhing tentacles sprouts from your face.

You grow four tentacles from your face, similar to those of a mind flayer.

For the duration of the spell, you can attack with one tentacle as a standard action, or all four as a full-round action.

Each tentacle deals 1d4 points of damage, plus your Strength modifier.

When using the tentacles, you are treated as though you have the Improved Grapple feat.

You can latch a tentacle onto a foe's head with a successful grapple check, and if you begin your turn with one tentacle successfully attached, you can attach the remaining three with a single check, though doing this still requires a full-round action.

Your foe can escape with a single grapple check or Escape Artist check, but you gain a +2 bonus for each tentacle that is attached at the beginning of your foe's turn.

If you begin your turn with all four tentacles attached, you can attempt to remove your foe's brain, killing him instantly.

The victim is entitled to a fortitude save to avoid this fate, though success indicates only that he evaded extraction; he is still grappled and must attempt to escape normally.

You cannot use these tentacles to grapple foes more than one size category larger or smaller than you.

Extracting the brain does nothing to constructs, elementals, oozes, plants, or undead, and is not instantly fatal to creatures with multiple heads.

FORM OF THE THREEFOLD BEAST

Transmutation (Polymorph)

Level: Sorcerer/wizard 5

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level (D)

Your arms and legs become powerfully muscled and grow sharp claws as your body hunches over on all fours.

Two additional monstrous heads sprout from your shoulders, and two batlike wings stretch out to the sky.

You take the form of a chimera (MM 34); choose the color of your dragon head from the options noted in the monster description when you cast the spell.

You gain 30 temporary hit points, which disappear at the end of the spell's duration.

See the Polymorph Subschool sidebar on page 91 for more details.

HEART OF AIR

Transmutation [Air]

Level: Druid 2, sorcerer/wizard 2, wu jen 2 (air)

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D) or until expended

You feel light as a feather, as if the slightest breeze might knock you about.

This spell converts part of your body into elemental air, freeing you somewhat from the bonds of gravity.

You gain a +10 enhancement bonus on Jump checks, and if you have a fly speed, that speed gains a +10-foot enhancement bonus.

Furthermore, while this spell is active, you can activate a *feather fall* effect (as the spell) on yourself as an immediate action.

This benefit lasts for 1 round per level, at the end of which time the spell's entire effect ends.

If *heart of air* is active on you at the same time as *heart of earth*, *heart of fire*, or *heart of water*, you gain light fortification.

If all four of these spells are active on you at the same time, you become immune to extra damage from critical hits and sneak attacks.

HEART OF EARTH

Transmutation [Earth]

Level: Druid 4, sorcerer/wizard 4, wu jen 4 (earth)

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D) or until expended

You feel your flesh strengthen with the power of stone.

This spell converts part of your body into elemental earth, which toughens you considerably.

You gain a +8 bonus on checks to resist a bull rush, overrun, or trip attack.

You also gain temporary hit points equal to twice your caster level (up to 30 hp).

Furthermore, while this spell is active, you can activate a *stoneskin* effect (as the spell) on yourself as a swift action.

This benefit lasts for 1 round per level (or until the *stoneskin*'s total protection is consumed), at the end of which time the spell's entire effect ends.

If *heart of earth* is active on you at the same time as *heart of air*, *heart of fire*, or *heart of water*, you gain light fortification.

If all four of these spells are active on you at the same time, you become immune to extra damage from critical hits and sneak attacks.

HEART OF FIRE

Transmutation [Fire]

Level: Druid 5, sorcerer/wizard 5, wu jen 5 (fire)

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D) or until expended

You feel a sudden flame burning within you.

This spell converts part of your body into elemental fire, which speeds your step and toughens your flesh.

You gain a +10-foot enhancement bonus to your land speed and resistance to fire 20.

Furthermore, while this spell is active, you can activate a *fire shield* effect (as the spell; fire-based protection only) on yourself as a swift action.

This benefit lasts for 1 round per level, at the end of which time the spell's entire effect ends.
If *heart of fire* is active on you at the same time as *heart of air*, *heart of earth*, or *heart of water*, you gain light fortification.
If all four of these spells are active on you at the same time, you become immune to extra damage from critical hits and sneak attacks.

HEART OF WATER

Transmutation [Water]

Level: Druid 3, sorcerer/wizard 3, wu jen 3 (water)

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D) or until expended

The crashing of waves echoes in your ears.

This spell converts part of your body into elemental water, which makes you better able to navigate aquatic environments and slip through confined spaces.

You gain a swim speed equal to your land speed, which grants you certain benefits (including a +8 racial bonus on Swim checks; see MM 311).

You also gain the ability to breathe water (as if under the effect of a *water breathing* spell).

Finally, you gain a +5 enhancement bonus on Escape Artist checks.

Furthermore, while this spell is active, you can activate a *freedom of movement* effect (as the spell) on yourself as a swift action.

This benefit lasts for 1 round per level, at the end of which time the spell's entire effect ends.

If *heart of water* is active on you at the same time as *heart of air*, *heart of earth*, or *heart of fire*, you gain light fortification.

If all four of these spells are active on you at the same time, you become immune to extra damage from critical hits and sneak attacks.

LIGHTING LEAP

Transmutation [Electricity]

Level: Sorcerer/wizard 5

Components: V

Casting Time: 1 standard action

Range: Personal and 60 ft.

Target/Area: You/10-to-60-ft. line

Duration: Instantaneous

Saving Throw: None and Reflex half

Spell Resistance: No and Yes

With a sudden flash, you find yourself standing on the other side of the battle, leaving a smoking trail behind you.

You transform yourself into a line of lightning, similar to that created by the *lightning bolt* spell.

This line can be of any length from 10 feet to 60 feet, measured in 5-foot increments.

You reappear in any square adjacent to the last square entered by the line, along with any gear worn or carried (up to a maximum of your heavy load limit).

You can't bring along other creatures except for your familiar.

The line deals 1d6 points of electricity damage per caster level (maximum 15d6) to anything in its area.

A successful Reflex save halves this damage, and spell resistance applies.

REBIRTH OF IRON

Transmutation

Level: Sorcerer/wizard 4, wu jen 3 (metal)

Components: V, S

Casting Time: 1 full round

Range: Touch

Target: One former metallic item, destroyed by rust

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Flecks of rust melt together and lose their ruddy hue.

The metal creaks as it re-forms and straightens itself.

You instantly restore a single metal object that has been damaged or destroyed by rust.

This works even if the object has been reduced to powder, such as by the *rusting grasp* spell.

Even if the object is partly missing, such as one partially consumed by a rust monster, the spell functions as long as at least 1/4 of the object remains.

This spell does not restore the magical properties of any magic item or construct destroyed by rust.

A slain or destroyed metallic creature such as an iron golem is restored in physical form, but it remains "dead", having lost all magical qualities.

RUSTED BLADE

Transmutation

Level: Assassin 3, druid 3, sorcerer/wizard 4, wu jen 4 (metal)

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One weapon touched

Duration: 1 round/level (D)

Saving Throw: Will negates (object, harmless) and Fortitude negates

Spell Resistance: Yes (object, harmless)

Your touch corrupts the substance beneath your fingers.

Where once it gleamed, it now grows dull and pitted.

You cause a rustlike patina to temporarily cover the target weapon.

(Despite its name, the spell can affect any kind of weapon regardless of material).

For the duration of the spell, any living creature damaged by the weapon must succeed on a Fortitude save or contract filth fever (DMG 292).

Use the spell's normal save DC for the initial saving throw, but use filth fever's normal DC 12 for later saves.

Multiple applications of the disease do not stack, but even a creature that succeeds on one or more saves must continue to save each time it takes damage from the weapon.

Despite the change in appearance, this spell has no ill effect on the target weapon.

SHAPE OF THE HELLSPAWNED STALKER

Transmutation (Polymorph)

Level: Sorcerer/wizard 3

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level (D)

Rust-red fur sprouts from your skin, and your back hunches over until you stand on four clawed feet.

Tendrils of black smoke curl from your fanged mouth.

You take the form of a hell hound (MM 151).

You gain 10 temporary hit points, which disappear at the end of the spell's duration.

See the Polymorph Subschool sidebar on page 91 for more details.

SMOKY CONFINEMENT

Transmutation

Level: Sorcerer/wizard 6

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

At your touch, your foe dissipates into a thick smoke, which flows smoothly into the receptacle you have prepared.

You transform the subject into smoke or gas, which is then stored inside the focus.

The subject remains trapped within the focus, unaware and ageless.

If the focus is ever broken or opened, the victim resumes his normal form in the same space as the focus.

Focus: A tiny receptacle, such as a bottle or vase, of crystal or a similar material worth at least 100 gp.

The receptacle must be able to be sealed.

TRANSCEND MORTALITY

Transmutation

Level: Wu jen 9

Components: V, S

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round/level (D)

You feel your body surge with mystic power that rivals that of the gods themselves.

Transcend mortality was created as a last-ditch effort, a spell to use when all other options have failed.

For the duration of the spell, you are all but indestructible.

You gain the following benefits:

- Damage reduction 30/epic.
- Spell resistance equal to 21 + your caster level.
- Acid, cold, electricity, fire, and sonic resistance 50.
- Immunity to ability damage, disease, energy drain, poison, and death effects.
- +10 enhancement bonus on all saving throws.
- You do not need to eat, drink, or breathe.

Although this spell makes you effectively unkillable for the duration, that comes at a horrific price.

You gain these benefits by using up all your remaining life force.

When the spell ends, you are instantly slain and reduced to a pile of dust (as *disintegrate*).

This effect allows no save and can't be prevented by any means, though you can be *resurrected* normally afterward.

UNICORN BLOOD

Transmutation (Good)

Level: Druid 5, sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D) or until expended

The power and purity of the unicorn surge through your veins.

While this spell lasts, you gain immunity to poison and to compulsion and charm spells or effects.

Once while the spell lasts, you can use a swift action to bestow temporary hit points equal to your caster level (maximum 15) to another willing creature you touch.

This ends the duration of *unicorn blood* on you, though the temporary hit points last for the remainder of the original duration of the spell.

You can't use this ability on yourself.

If you are under the effect of this spell and the *unicorn horn* spell at the same time, you instead bestow temporary hit points equal to twice your caster level (maximum 30).

UNICORN HEART

Transmutation (Good)

Level: Druid 7, sorcerer/wizard 7

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D) or until expended

Your heart beats with the power of the unicorn.

This spell gives you a land speed of 60 feet.

You gain a +4 enhancement bonus on Strength-, Dexterity-, and Constitution-based ability checks and skill checks.

Once while the spell lasts you can instantly transport yourself, all objects that you carry (up to your maximum load), and one other creature you touch up to 360 feet as a swift action.

The creature you transport does not count against your weight limit, but it too can't carry more than its maximum load.

A familiar, special mount, or animal companion does not count against your weight limit or the single creature you can transport.

You are free to act after transporting, assuming you have not used your actions for the round prior to transporting. Except as noted here, this effect works like a *dimension door* spell.

Transporting in this fashion ends the spell's duration.

If you are under the effect of this spell and the *unicorn blood* spell at the same time, this spell also creates a *magic circle against evil* effect, which is centered on you.

If you are under the effect of this spell and the *unicorn horn* spell at the same time, you can use the horn to smite evil, dealing an extra 1 point of damage per level (maximum +20).

You can smite evil only once per casting of *unicorn horn*.

If you are under the effect of this spell, *unicorn blood*, and *unicorn horn* at the same time, you gain damage reduction 5/evil.

UNICORN HORN

Transmutation (Good)

Level: Druid 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Effect: One horn that sprouts from your forehead

Duration: 1 minute/level (D) or until expended

A horn like a unicorn's sprouts from your forehead.

When you complete this spell, you grow a single horn about as long as your forearm from your forehead.

As a standard action, you can use this horn to make a single gore attack as a natural weapon.

A hit from the horn deals 1d8 points of piercing damage (if you are Medium) plus 1-1/2 times your Strength bonus.

The horn overcomes damage reduction as if it were a magic weapon.

Alternatively, you can use the horn in a charge attack.

In this case, you deal double damage when you hit, or triple damage on a critical hit.

As a swift action while the spell lasts, you can invoke the power of good.

Doing this gives the horn a +3 enhancement bonus on attack rolls and damage rolls, allows it to overcome damage reduction as if it were good-aligned, and makes it deal an extra 3d6 points of damage against any evil-aligned creature of the following types: fey, giant, magical beast, or outsider. This effect lasts for 1 round, after which the spell's duration ends.

If this spell is in effect when you cast *unicorn blood* or *unicorn heart*, the combined magic has an enhanced effect. See those spells for details.

UNYIELDING FORM OF INEVITABLE DEATH

Transmutation (Polymorph)

Level: Sorcerer/wizard 8

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level (D)

Your flesh turns into solid onyx, and your muscled fists crackle with the unbridled power of thunder and lightning.

You take the form of a marut (MM 159), including the full plate armor normally worn by such a creature.

You gain 50 temporary hit points, which disappear at the end of the spell's duration.

You can use each of the marut's at-will spell-like abilities (such as *dimension door*) once per casting of the spell, but you don't gain access to any of the marut's 1/day or 1/week spell-like abilities (such as *chain lightning* or *earthquake*). See the Polymorph Subschool sidebar on page 91 for more details.

UNIVERSAL

ARCANE FUSION

Universal

Level: Sorcerer 5

Components: V, S; see text

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Instantaneous

You weave two spells together in your mind and release them in a single burst of magic.

When you cast this spell, choose any 1st-level sorcerer spell you know and any 4th-level or lower sorcerer spell you know.

Neither spell chosen can have a casting time longer than 1 standard action.

Both spells take effect in the order you choose, as if you had cast them one after the other using only one standard action, but you don't expend any additional spell slots to cast those spells.

Effectively, you cast two other spells using this spell's 5th-level spell slot.

Each of the chosen spells has its normal effect, including range, target, area, duration, saving throw, and spell resistance as appropriate to the spell's level.

If either spell requires a material component, focus, XP cost, or other special cost, these must be used or paid as part of the casting of *arcane fusion*.

ARCANE FUSION, GREATER

Universal

Level: Sorcerer 8

You weave two powerful spells together in your mind and release them in a single intertwined display of magical prowess.

This spell works like *arcane fusion*, except that you choose any 4th-level or lower sorcerer spell that you know and any 7th-level or lower sorcerer spell that you know to cast together.

RARY'S ARCANE CONVERSION

Universal

Level: Wizard 6

Components: V, S

Casting Time: 1 full round

Range: Personal

Target: You

Duration: Instantaneous

You feel slightly dizzy as the power of your spell rewrites the knowledge within your mind.

Rary's *arcane conversion* allows you to exchange a prepared wizard spell for another spell of equal or lower level.

For instance, upon casting this spell, you could choose to lose a prepared *fly* spell and have *fireball* prepared in its place.

The replacement spell must be one already scribed in your spellbook.

The new spell is now prepared and ready to cast as normal, just as though you had prepared it when you last studied your spells.

COMPLETE SCOUNDREL

(3.5)

ABJURATION

DISOBEDIENCE

Abjuration

Level: Bard 3, sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless); see text

Spell Resistance: Yes

A ghostly great helm that only you can see appears around your companion's head, warding her mind against control.

You shield your subject against mind-controlling spells and abilities.

Disobedience blocks any attempt to exercise mental control over the subject creature, including charm and compulsion effects that grant ongoing control over the subject, such as *dominate person* or a vampire's *dominate* ability.

The protection does not prevent such effects from targeting a subject affected by *disobedience*, but it suppresses the effect for the duration of this spell.

If *disobedience* ends before the effect granting mental control does, the would-be controller becomes able to mentally command the targeted creature.

In addition to protecting the subject, *disobedience* sends false information to the creature that is attempting to gain control of the subject.

The would-be controller must succeed on a Will save or believe that its spell or ability has taken effect and that the target is now under its control.

The spell's subject becomes aware of commands issued by that creature and can choose to act however she pleases, disregarding the would-be controller's orders or going along with them in a pretense of obedience.

Material Component: A scrap of tin.

HARMONIC VOID

Abjuration

Level: Bard 5

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: 60-ft.-radius spherical emanation, centered on you

Duration: Concentration, up to 1 round/level

Saving Throw: None

Spell Resistance: No

Jarring, discordant noises fill the area, making it difficult for others to concentrate.

You create a zone of disruptive arcane harmonies that interfere with spells that have verbal components.

Casters within the area find their spells' spoken words warped, twisted, and blurred, disrupting their efforts.

Any creature (other than you) that attempts to cast a spell with a verbal component in this area must succeed on a Concentration check (DC 20 + the spell's level).

On a failure, the spell fails to function and the caster expends the spell or spell slot as normal.

Harmonic void has no effect on supernatural abilities, magic items, and other magical effects.

It affects only spells with verbal components.

OPPORTUNE DODGE

Abjuration

Level: Bard 2

Components: V, S

Casting Time: 1 swift action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Uttering a rapid series of words and reaching out your hand, you surround your comrade with a thin, blurry haze.

Any time the subject of this spell might provoke attacks of opportunity, he can choose to activate this spell's effect (this does not require an action).

Upon doing so, he contorts or moves so swiftly as to deny one opponent one attack of opportunity.

Because the opponent never makes its attack of opportunity, its total number of attacks of opportunity per round is not reduced.

Once the subject negates an attack of opportunity in this way, the spell ends.

It is possible for the subject to provoke an attack of opportunity, activate this spell's effect to cancel it, and then provoke and be susceptible to another attack of opportunity in the same round.

The subject does not have to activate the spell's effect to negate the first attack of opportunity he provokes but can save the effect until he chooses to use it or the duration ends.

SPELL THEFT

Abjuration

Level: Bard 4, hexblade 4, sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Winding your magical grip around the dweomers that augment your opponent, you rip them away and feel their energy rise around you.

You attempt to steal an opponent's beneficial spell effects for yourself.

Upon casting this spell, you instantly discern all spells currently affecting the target (including their effects).

For each spell so discerned, you can make a dispel check (1d20 + your caster level, maximum +15) against a DC of 11 + the spell's caster level.

If the check succeeds, you gain the effect of the spell for the remainder of its duration, as if it had been cast on you

instead of the original target, and the opponent loses that effect.

Only spells capable of being dispelled can be affected by *spell theft*.

In addition, if you are not a legal target of the spell to be stolen, your dispel check automatically fails.

For example, if you cast *spell theft* on a dire bear affected by *bull's strength* and *animal growth*, you could steal only the effect of the first spell unless you were also of the animal type.

CONJURATION

BLOCKADE

Conjuration (Creation)

Level: Druid 1, ranger 1, sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 swift action

Range: 0 ft.

Effect: 5-ft. cube of wood

Duration: 3 rounds

Saving Throw: No

Spell Resistance: None

You drop a tiny wooden block before you.

It rapidly begins growing and hits the ground with a heavy thud, now a perfect 5-foot cube of dense wood.

You call a cube of solid wood, 5 feet on a side, into being.

The cube must be created upon solid ground in an empty square.

If no solid surface exists that is large enough for the cube to fit on, or if no adjacent square is empty, the spell fails.

The cube weighs 2,000 pounds.

It has a hardness of 5 and 600 hit points, and it completely fills one 5-foot square.

Multiple cubes can be stacked.

If it is pushed into water, the cube floats.

Material Component: A block of wood, less than 3 inches on a side.

CREATE FETCH

Conjuration (Creation)

Level: Assassin 3, bard 3, sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

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

Effect: A duplicate of yourself

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

Plucking out one of your own hairs, you make a beckoning motion.

A double of you appears nearby.

You create a fetch, a perfect replica of your form at the time you cast this spell.

Little more than an animated reproduction, a fetch is mindless but capable of performing simple tasks or imitating you.

The creation is the same size as you and occupies space just as a living creature does.

You have a mental connection with your fetch and can give it new orders as a standard action.

The fetch duplicates your form in every way but texture.

You must make a Disguise check when you cast the spell to determine how good the likeness is; this result is opposed by observers' Spot checks as normal.

Anyone touching the fetch finds it rubbery and soft, and in so doing immediately realizes its magical nature.

The fetch's body includes useless versions of all the equipment you possess: A weapon wielded by the fetch is too flimsy to deal damage, and tools it carries are fragile and imprecise.

Items created with a fetch are part of its form and dissipate if separated from it.

At your order, the fetch can retrieve things for you, open unstuck doors, hold chairs, and the like, as well as perform menial tasks such as cleaning and mending.

The fetch can't perform any task that requires a skill check with a DC higher than 10 or that requires a skill that can't be used untrained.

It can perform only one activity at a time, but it repeats the same activity tirelessly if ordered to do so as long as you remain within the spell's range.

You can have the fetch imitate you, such as by sitting at a desk and pretending to write, lying in bed and breathing deeply, or skulking with a weapon drawn.

It can even imitate tasks it can't actually perform, though it automatically fails any attempt at such performance—for instance, even though a fetch can pretend to decipher an ancient text, it can't actually do it.

The fetch weighs roughly the same as you do, so it can trigger any traps you would if you were to pass through the same space, setting off tripwires, pressure plates, some magical forms of detection, and similar devices.

Its land speed is normal for a creature of your kind (for example, 30 feet for a human or 20 feet for a halfling).

Even if you normally have other modes of movement available (such as a fly or swim speed), the fetch can't use those.

The fetch automatically fails any saving throw required of it.

If you attempt to send it beyond the spell's range (measured from your current position), it ceases to exist.

The fetch has an effective Strength score of 6, so it can lift 60 pounds or drag 300 pounds.

Its Dexterity is 10, so it has an AC of 10 (plus size modifier).

It gains no AC benefit from any equipment or effect on you when the spell is cast (such as armor you wear, since the armor created for it is part of its form), though it can then wear real armor or other items to increase its Armor Class. It has no Constitution score and 10 hit points; if reduced to 0 hit points, it is destroyed.

It can't be healed, nor can it benefit from temporary hit points.

The fetch has no Intelligence, Wisdom, or Charisma score.

You can command it to make noise, but it can't communicate in any way, nor can it understand instructions other than the simple orders you give it telepathically.

The fetch cannot attack in any way; it is never allowed an attack roll.

Even if armed, it doesn't threaten an area around it and thus can't flank an enemy, nor can it use the aid another action to improve your Armor Class or attack rolls.

The fetch has the same alignment aura as you do.

Detect thoughts does not register its existence (since it has no Intelligence), but *detect magic* reveals it as a magical effect.
Material Component: One of your own hairs.

EVACUATION RUNE

Conjuration (Teleportation)

Level: Bard 5, sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Effect: One invisible rune

Duration: 24 hours

Saving Throw: None (harmless)

Spell Resistance: No (harmless)

As you finish scribing this bloody rune, the mark flares for an instant and then vanishes.

Even though the rune has disappeared, you feel as though you can step back to it simply by willing it.

You create a magical mark that you can teleport to at a moment's notice.

Upon casting this spell and touching a surface or inanimate object, you create an invisible rune like that created by the spell *arcane mark* (PH 201).

At any point during the spell's duration you can teleport (as the *greater teleport* spell) back to the mark as a swift action.

This ends the spell's duration.

After teleporting in this way, you can't take any other actions until your next turn.

The mark created by this spell can be detected in the same ways that an invisible *arcane mark* can be.

You are not alerted if the mark is dispelled or the object upon which it is inscribed is destroyed.

Any attempt to teleport back to a dispelled or destroyed mark still requires a swift action but fails.

If you created the *evacuation rune* upon a portable object, that object can be moved by another creature.

You have no knowledge of whether your mark has been moved or where, and upon teleporting to its location, you are subject to any adverse conditions.

If the mark has been moved to another plane, any attempt to teleport to it fails.

If the object inscribed with the *evacuation rune* is moved somewhere too small for you to appear or is otherwise covered by a solid body, you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location.

If there is no free space within 100 feet, you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet.

If there is no free space within 1,000 feet, you take an additional 4d6 points of damage, and the teleport attempt simply fails.

Material Component: The blood of an owl, hawk, or eagle.

GRASPING WALL

Conjuration (Creation)

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Hands sprout from a wall in an area of up to four 5-ft. squares (S)

Duration: Concentration (max. 1 round/level) + 3 rounds

Saving Throw: Reflex negates

Spell Resistance: No

Hundreds of disembodied hands burst from the wall, forming a sea of clutching, probing appendages.

You cause hands to sprout from a wall within range.

This spell simply adds grasping hands to an existing wall rather than creating a wall of a substance.

All opponents adjacent to the wall are entangled unless they succeed on Reflex saves.

An opponent must repeat this save each round it remains adjacent to the wall.

Allied creatures are not entangled, and in fact can use the hands to gain a +10 competence bonus on Climb checks to scale the wall.

If the spell ends while you are climbing, you immediately fall but can make a normal Climb check to catch yourself (PH 69).

Any objects on a wall affected by the spell are unharmed; doors, windows, and other apertures in the wall can be opened or closed as normal.

Material Component: A handful of fingernails.

WALL OF VERMIN

Conjuration (Creation)

Level: Druid 3

Components: V, S, DF

Casting Time: 1 standard action

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

Effect: Wall of pests whose area is up to four 5-ft. squares (S)

Duration: Concentration + 1 round/level

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

Exuding the stench of festering carrion, waves upon waves of buzzing, clambering, clicking bugs roil up from beneath the earth. You cause a thick but porous wall, alive with hungry bugs, to buzz and scuttle into existence.

It provides concealment in both directions, imposing a 20% miss chance on any attacks passing through it.

You cannot conjure the wall so that it occupies the same space as a creature.

Any living creature passing through the wall is subjected to hundreds of tiny bites.

It takes 2d6 points of damage and must succeed on a Fortitude save or be nauseated for 1 round.

Any creature becoming nauseated while moving through the wall can complete its move action, but cannot take a standard action in that round.

The *wall of vermin* is immune to weapon damage, though it can be affected by area spells and effects (such as *burning hands* or *cone of cold*).

It has 20 hit points and automatically fails any save.

Disintegrate has no effect on a *wall of vermin*, since it is not a single physical object, though any wind of 50 mph or greater breaks it up for 1 round.

Despite its appearance, a *wall of vermin* is not made up of natural creatures, and thus is unaffected by spells that affect animals or vermin.

DIVINATION

HEALER'S VISION

Divination

Level: Assassin 1, cleric 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Every thrumming vein, every strained muscle, and every pulsing organ of those nearby becomes visible to your eyes, showing you exactly where to place a healing hand... or a deadly strike.

You gain a macabre change to your vision that seemingly peels away skin and sinew to reveal the flesh beneath.

You gain a +5 insight bonus on Heal checks, and any cure spell you cast on a living creature heals 1 extra point of damage per level of the spell.

You also gain a +2 bonus on attack rolls and damage rolls when making a precision-based attack (such as a sneak attack or a sudden strike) against a living creature, since you are able to pick out your target's most vital points. (This effect makes the spell popular among less benevolent casters).

Healer's vision does not grant you the ability to make a precision-based attack if you don't already have that ability, nor does it allow you to make such attacks against creatures normally unaffected by them.

This spell does not reveal the true forms of creatures affected by illusions or other magical disguises, so it grants no benefit to Heal checks or attacks against such creatures.

SCRY LOCATION

Divination (Scrying)

Level: Bard 5, cleric 7, druid 7, sorcerer/wizard 6

Components: V, S, M/DF, F

Casting Time: 1 hour

Range: See text

Effect: Magical sensor

Duration: 1 minute/level

Saving Throw: No

Spell Resistance: No

At the culmination of this long ritual, you gaze into your scrying focus and stretch out your sight.

The mists within the reflective surface dissipate, and suddenly you can see and hear a familiar place.

You can see and hear what occurs at a location, which can be at any distance on the same plane where you are located. You must make a successful caster level check (1d20 + your caster level) to scry a specific location.

The difficulty of this check depends on how familiar you are with that location and what sort of physical connection (if any) you have to that place.

Furthermore, the difficulty to scry the desired locale increases if the location is extremely far removed, indoors or underground, or on another plane.

The DC of this check is 20 + any modifiers related to your knowledge of the area, your connection to it, and the location's distance, as set out in the following table.

If you fail this check, the scrying attempt simply fails.

If the caster level check succeeds, you create an invisible magical sensor in any location you desire.

Through this sensor you can both see and hear, your vantage and range of vision being the same as if you were actually at that place, allowing you to make Spot and Listen checks as normal.

You can rotate the sensor as you wish, seeing in any direction you desire.

Once the spell is cast, however, you cannot change the position of the sensor.

As with all divination (scrying) spells, the sensor has your full visual acuity, including any magical effects.

In addition, the following spells have a 5% chance per caster level of operating through the sensor: *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, and *message*.

If the caster level check fails, you can't attempt to scry on any place within 1 mile of that location until 24 hours have passed.

Arcane Material Component: The eye of a mole, a badger, or a xorn, plus nitric acid, copper, and zinc.

Wizard, Sorcerer, or Bard Focus: A mirror of finely wrought and highly polished silver costing not less than 1,000 gp. The mirror must be at least 2 feet by 4 feet.

Cleric Focus: A holy water font costing not less than 100 gp.

Druid Focus: A natural pool of water.

Knowledge	Caster Level Check DC Modifier

None ¹	+10
Secondhand (you have heard of the location)	+5
Firsthand (you have been to the location)	+0
Familiar (you have been to the location often)	-5

1 You must have some sort of connection to a location you have no knowledge of.

Location	Caster Level Check DC Modifier

Per 1,000 miles away	+2
Indoors or underground	+2
On another plane	+10

Connection	Caster Level Check DC Modifier

Likeness or picture	-2
An object that has been in the location for a week or more ²	-4
A plant, mineral, or other object taken from the area ²	-10

2 The object must have been in the location within the past year.

SPYMASTER'S COIN

Divination (Scrying)

Level: Bard 2, sorcerer/wizard 2

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Effect: Magical sensor

Duration: 1 hour/level or until triggered, then 1 round/level

Saving Throw: None

Spell Resistance: No

You slide your finger over a coin, imbuing it with a tiny fraction of your own senses.

You imbue a Fine object (such as a coin, stone, or other innocuous item) with a dormant magical scrying sensor.

Anyone attempting to detect its magical aura must succeed on a caster level check (DC 15 + your caster level).

At any one time during the spell's duration, as a standard action you can concentrate upon the object, enabling you to

hear or see (your choice) as if you were in the object's location.

This effect otherwise functions as if you had cast *clairaudience/clairvoyance* in the object's area.

You have no control over the object's movement and gain no special senses.

Spymaster's coin functions only on the plane of existence you are currently occupying.

You must continue to concentrate to see or hear through the *spymaster's coin*.

If you stop concentrating, the spell's effect ends.

Once activated, the scrying effect of the spell lasts for a maximum number of rounds equal to your caster level.

Focus: One object of Fine size.

EVOCATION

ASSASSIN'S DARKNESS

Evocation (Darkness)

Level: Assassin 4

Components: V, S

Casting Time: 1 standard action

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

Area: 40-ft.-radius spherical emanation

Duration: 1 minute/level (D)

Saving Throw: No

Spell Resistance: No

Covering your eyes and spitting a harsh whisper, you conjure a globe of absolute blackness before you.

As you step forward, your sight alone pierces the darkness, showing you your disoriented victims within.

You call a globe of absolute darkness into being, which only you can see through.

All other creatures within or who enter this spell's area are blinded while they remain in the area.

Even creatures that have darkvision cannot see through this magical obscurement, although creatures capable of seeing in magical darkness (such as devils) are not affected by it.

While you are outside the sphere, you can see nothing within, and every creature within has total concealment.

Upon entering the spell's area, however, you can see as if the area were illuminated by bright light and can interact with those within as normal, even though they cannot see you.

FATAL FLAME

Evocation (Fire)

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

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

Target: One living creature with 1 or more HD

Duration: 1 minute/level

Saving Throw: Will negates, Reflex half; see text

Spell Resistance: Yes

A single spark of flame leaps from your finger into the target's body, waiting silently for its death.

You place a tiny quantity of pure elemental fire within a creature, which interacts with the energy released by its death to create a small explosion.

When the target creature is killed, its body explodes in a burst of flame, dealing fire damage to each adjacent creature equal to twice the target's HD or twice your caster level, whichever is less (maximum 20 points). Treat creatures with less than 1 HD as having 1/2 HD for the purpose of this spell's effect (so the spell deals 1 point of fire damage when triggered).

A successful Reflex save halves this damage.

Fatal flame has no ill effect on the target's body before its death.

The target receives a Will save to negate the spell's effect.

Material Component: A splinter of charred bone.

ILLUSION

MANIFESTATION OF THE DEITY

Illusion (Pattern) [Fear, Mind-Affecting]

Level: Cleric 2

Components: V, S, DF

Casting Time: 1 swift action

Range: Personal

Effect: An image of the deity you worship

Duration: 1 round/3 levels (D)

Saving Throw: Will negates

Spell Resistance: No

As you invoke the name of your deity, a towering, spectral image of the god appears above you, turning its wrath upon your foes.

You summon a looming illusion of the deity you worship, overlaid on your form.

The divine manifestation appears ghostly and fearsome, with its favored weapon drawn, and makes threatening overtures (roaring, spouting scripture, making dreadful threats, and the like).

The image is transparent enough that you receive no concealment.

Any enemy who can see the effect becomes shaken for 1 round.

A successful Will save negates the effect, and that creature can no longer be affected by this casting of the spell.

No creature can be affected more than once by the same casting of *manifestation of the deity*.

TRANSMUTATION

ANIMATE INSTRUMENT

Transmutation

Level: Bard 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Instrument touched

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

As you finish intoning this chant, your instrument leaves your hands and floats before you, continuing your song.

You imbue your musical instrument with the ability to play at your command.

This instrument can play a tune on your behalf even while you are busy with other actions.

As long as this spell is in effect, you can cause the instrument to begin playing as a swift action, effectively mimicking and continuing your performance.

The instrument uses your Perform modifier for the purpose of bardic music checks.

Once the animated instrument picks up the performance, you do not have to concentrate to maintain its effect.

Thus, you can continue a performance or bardic music effect that relies on the use of a musical instrument and also cast spells, activate magic items by spell completion or command words, or even use another bardic music ability. You can animate any nonmagical musical instrument, such as a piano, fiddle, or harp.

If the instrument must be carried or held while played, it floats in the air in the square in which you cast the spell.

The animated instrument cannot move.

It continues to play until the spell expires or the instrument is damaged.

An animated instrument's AC is 10 + any relevant size modifiers; most handheld instruments are Tiny.

Material Component: One working musical instrument.

AQUATIC ESCAPE

Transmutation (Polymorph)

Level: Druid 1

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level (D)

Your arms and legs fuse with your body as bright silvery scales cover your skin.

You take the form of a Diminutive fish.

Use the statistics for the toad (MM 282) except for the following changes: Add the aquatic subtype, replace the land speed with a swim speed of 30 feet, remove the amphibious special quality, and replace the toad's skills with Listen +4, Spot +4, and Swim +13.

A fish adds its Dexterity modifier, not its Strength modifier, to Swim checks, and gains a +8 racial bonus on Swim checks due to its swim speed.

See the polymorph subschool description on page 91 for more details.

As its name suggests, this spell's most common use is to make a quick getaway in a watery environment, but it also allows a clever druid to overcome a flooded corridor or similar obstacle.

ARMOR LOCK

Transmutation

Level: Bard 1, hexblade 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

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

Target: One creature wearing armor

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

The plates and joints of your opponent's armor become as rigid as stone, encumbering his movement.

You cause the target's armor to swell and stiffen, slowing the wearer's movement and trapping him within.

The target's land speed is reduced to 10 feet. If the target has a burrow, climb, or swim speed, these are also reduced to 10 feet.

The target also loses any Dexterity bonus to AC for the duration of the spell.

While affected by this spell, the target cannot remove his armor; its joints are too tight and restrictive to escape from. This spell has no effect on unarmored opponents, creatures with only natural armor or an AC bonus from items other than armor, or those using only shields.

CATAPULT

Transmutation

Level: Bard 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One held object, weighing up to 5 lb.

Duration: Instantaneous

Saving Throw: No

Spell Resistance: None

Focusing on the object in your grasp, you abruptly jerk your head in the direction you desire, sending the item flying.

You propel a single object out of your hand at fantastic speed.

This object can be a weapon designed for throwing, a weapon not meant to be thrown, or another nonliving object.

Make a normal ranged attack roll with the affected object, but do not add any ability score modifier to the attack or damage roll.

Instead, you gain a competence bonus on the damage roll equal to one-third of your caster level (maximum +5).

The range increment for the hurled object is 30 feet, regardless of its normal range increment (if any).

If you use *catapult* to fling an object not meant to be used as a thrown weapon, you take the normal -4 nonproficiency penalty on the attack roll.

An item that isn't a weapon deals 1d6 points of base damage if it weighs at least 1 pound.

The item *catapult* is to affect must be in your hands when you cast the spell.

If you cast the spell with nothing in your hands to fling, the magic automatically fails.

You cannot propel living creatures with *catapult*, regardless of their size.

ENLARGE WEAPON

Transmutation

Level: Sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One touched melee weapon

Duration: 1 round/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

With a shriek of warping wood and scraping metal, your weapon grows, becoming far more intimidating.

A melee weapon you hold enlarges by one size category (Small weapons become Medium, Medium weapons become Large, and so on).

As its size increases, the damage the weapon deals increases as well (PH 114).

When your weapon is affected by this spell, you do not take a penalty for wielding an inappropriately sized weapon.

If you drop the enlarged weapon, are disarmed, or hand the weapon to another creature, the spell ends.

This spell does not grant you the ability to wield any other inappropriately sized weapon without penalty, only the one on which this spell is cast.

This spell has no effect on a weapon that is already increased in size by some other effect (such as being held by a creature affected by *enlarge person*).

LUCKY STREAK

Transmutation

Level: Bard 1, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A tinkling laugh and a momentary shine surround your ally, leaving him with an aura of confidence and a sly smile.

You improve the luck of the subject creature.

For the duration of the spell, any reroll the subject makes using a luck feat gains a +2 luck bonus.

MAGE BURR

Transmutation

Level: Bard 1, hexblade 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

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

Target: One creature wearing armor or using a shield

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

Sharp ridges, split leather, and cracking patches of rust spread over your enemy's armor like an angry, irritating disease.

Jagged edges and rough surfaces break forth all over the target creature's armor and shield.

These protrusions deal no damage and are little more than an uncomfortable annoyance.

Arcane spellcasters, however, find the effect most distracting, incurring double the normal arcane spell failure chance for armor and shields.

In addition, any creature affected by this spell takes a -5 penalty on Concentration checks.

The check penalty does not worsen if an affected creature is both wearing armor and using a shield.

For example, a wizard wearing chainmail and carrying a light steel shield would normally have a 35% chance of arcane spell failure.

That wizard, if targeted by this spell, would incur a 70% chance of arcane spell failure, as well as taking a -5 penalty on Concentration checks.

This spell has no effect on unarmored opponents or on creatures with only natural armor or an AC bonus from items other than armor.

MIMICRY

Transmutation

Level: Assassin 1, bard 1

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

You feel a brief tingle in your throat.

When you open your mouth, your voice is no longer your own.

You can perfectly mimic familiar sounds, voices, and accents.

These sounds can be any that you've heard before, and must be within the range of noises your voice is capable of creating.

For example, a normal human voice could recreate the roar of a lion—being roughly equivalent to a scream—or approximate the sound of shattering glass.

It could not reproduce the rumble of a collapsing building or a high-pitched noise audible only to bats.

This spell does not allow you to speak languages you can't normally speak.

You can duplicate a specific individual's voice by making a Bluff check; a listener familiar with the voice being imitated must succeed on an opposed Sense Motive check to discern that the voice is not genuine.

SIPHON

Transmutation

Level: Sorcerer/wizard 3

Components: V, S

Casting Time: 1 minute

Range: Touch

Target: One touched wand or staff

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You leach the power of the wand you hold, causing a ghostly stream of blue mist to rise from the item and enter your body.

Slowly, you feel your magical energies being renewed.

You drain the charges from a wand or staff you hold to replace spells you have already cast.

As long as the wand or staff has at least 5 charges left, you can expend 5 of those charges to replace a cast spell.

The spell replaced must be of a level equal to or lower than the highest-level spell the staff or wand holds.

If you prepare arcane spells, you can regain any one spell of the affected level that you have already cast that day; if you cast spells spontaneously, you can regain a spell slot of the appropriate level.

For example, a wizard who has cast her only fly spell for the day (a 3rd-level spell) can drain 5 charges from her wand of fireball (another 3rd-level spell) to regain fly or any lower-level spell she has cast.

If the wand or staff holds enough charges, one casting of this spell can replace multiple spells at once.

For example, a sorcerer who has expended three of his 5th-level spell slots can drain 15 charges from his staff of frost to regain all three spell slots.

Siphon has no effect on wands or staffs that do not hold enough charges to replenish the desired number of spells.

SMOKE STAIRS

Transmutation [Air]

Level: Assassin 2, druid 2

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

You step into intangible smoke and ascend as nimbly as if it were a flight of steps.

You gain the ability to run up columns of smoke as if they were normal stairs.

Casting this spell successfully requires smoke from a natural fire large enough to fill a 5-foot square, such as a normal campfire, bonfire, or any significant amount of burning debris (torch flames or creatures made of fire or smoke do not suffice).

After casting this spell, you can move into the column of smoke produced by such fires and can ascend vertically into a square filled with smoke.

To your eyes the smoke coalesces into ghostly steps, though other observers see nothing different.

When stepping into the column you are considered to be in the smoke above the flame and take no damage from the fire.

Every 5 feet of upward movement costs 2 squares of movement.

For example, an assassin with a speed of 30 feet casts *smoke stairs* on himself, then moves 10 feet across the ground to a smoking fire and ascends 10 feet vertically in a single move action.

If anything dissipates the column of smoke while you are moving though it using this spell, you lose your footing and fall.

Examples include a *gust of wind* spell and an air elemental's whirlwind form.

If the fire creating the smoke is extinguished, the *smoke stairs* effect lingers for 1 round before dispersing.

Material Component: A handful of dried leaves.

SPORE FIELD

Transmutation

Level: Druid 1, ranger 2

Components: V, S, DF

Casting Time: 1 standard action

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

Area: 10-ft.-radius spread

Duration: 1 minute/level

Saving Throw: Fortitude partial; see text

Spell Resistance: No

The ground at which you point erupts with countless puffball mushrooms.

You cause the ground to become thick with spore-ridden fungus.

The area affected by this spell becomes difficult terrain.

Entering a square of difficult terrain costs 2 squares of movement, and creatures cannot charge or run through such squares (PH 148).

The uneven surface created by this spell also increases the DCs of Balance and Tumble checks by 5 and the DC of Move Silently checks by 2.

In addition, any creature that enters a square affected by this spell bursts several mushrooms, causing their choking spores to fill the air.

The spores render the creature sickened for 1 round (Fortitude negates).

Treat the spore cloud as an inhaled poison for the purpose of bonuses on the save or immunity to poison.

Entering more than one affected square during a turn doesn't force multiple saves.

You can cast *spore field* on any type of ground or flooring, regardless of the material that comprises it.

WAND MODULATION

Transmutation

Level: Sorcerer/wizard 3

Components: V, S

Casting Time: 1 swift action

Range: Touch

Target: One touched wand

Duration: 1 minute/level (D)

Saving Throw: Yes (harmless, object)

Spell Resistance: Yes (harmless, object)

Manipulating the very magic that infuses your wand, you alter that energy, opening the magic item to a new power of your choosing.

By casting *wand modulation* on the target wand you hold, you temporarily alter it to cast a different spell.

After casting this spell, the next spell you cast upon the target wand affects the remaining charges, allowing the wand to discharge that spell instead of the one it was created to cast.

The spell cast after *wand modulation* must be of a lower level than the spell the wand normally casts.

Replacement spells cast from the affected wand are cast at the minimum caster level.

Each use of an affected wand now expends 2 charges from the wand instead of the usual single charge.

If the wand holds insufficient charges to invoke the new spell, it cannot be activated.

You can't use *wand modulation* to change a wand's spell to one with a costly material component or focus or with an XP component, even if the original spell has a similar component or focus.

For example, a 5th-level wizard facing an angry fire elemental wishes to cast *magic missile* (a 1st-level spell) from his *wand of scorching ray* (a 2nd-level spell), which happens to have a caster level of 5th.

He casts *wand modulation* and in the following round casts *magic missile*.

The wand can now cast *magic missile* as a 1st-level caster (the minimum caster level), but each use expends 2 charges.

The wizard can now use the wand to cast *magic missile* for 5 minutes, after which it reverts back to a normal *wand of scorching ray*.

WINGED WATCHER

Transmutation (Polymorph)

Level: Druid 1

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level (D)

Your body hunches and shrinks as dusky feathers sprout from your skin.

Your arms become wings and your toes sharpen into talons.

You take the form of an owl (MM 277) or raven (MM 278), as chosen when you cast the spell.

Even though your Intelligence changes to 2, you retain your normal ability to understand your surroundings (unlike a normal animal).

See the polymorph subschool description on page 91 for more details.

As its name suggests, this spell's most common use is for unobtrusive observation, but it also allows a druid to overcome obstacles that hinder overland travel.

COMPLETE WARRIOR (3.5)

ABJURATION

CLOAK OF BRAVERY

Abjuration [Mind-Affecting]

Level: Clr 3, Courage 3, Pal 2

Components: V, S

Casting Time: 1 action

Range: 60 ft.

Area: 60-ft.-radius emanation centered on you

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

All allies within the emanation (including you) gain a morale bonus on saves against fear effects equal to your caster level (to a maximum of +10 at 10th level).

CLOAK OF BRAVERY, GREATER

Abjuration [Mind-Affecting]

Level: Courage 9

Range: 1 mile; see text

Area: 1-mile-radius emanation centered on you

Duration: 1 hour/level

As *cloak of bravery*, except all allies within the emanation (including you) are immune to fear effects and gain a +2 morale bonus on attack rolls.

Allies who don't have line of sight to you are unaffected.

EVOCATION

LION'S ROAR

Evocation [Sonic]

Level: Courage 8

Components: V, S, DF

Casting Time: 1 action

Range: 120 ft.

Area: 120-ft.-radius burst centered on you

Duration: Instantaneous or 1 minute/level

Saving Throw: Fortitude partial or Will negates (harmless); see text

Spell Resistance: Yes or Yes (harmless); see text

You emit a titanic roar that deals 1d8 points of sonic damage per two caster levels to all enemies within the spell's area and stuns them for 1 round.

A successful Fortitude save halves the damage and negates the stunning effect.

In addition, all allies within the spell's area gain a +1 morale bonus on attack rolls and saves against fear effects, plus temporary hit points equal to 1d8 + caster level (to a maximum of 1d8+20 temporary hit points at caster level 20th).

ILLUSION

HOUND OF DOOM

Illusion (Shadow)

Level: Hexblade 3

Components: V, S

Casting Time: 1 round

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

Effect: Shadowy hound

Duration: 1 minute/level (D) or until destroyed

Saving Throw: None

Spell Resistance: No

You shape the essence of the Plane of Shadow to create a powerful doglike companion that serves you loyally for the duration of the spell.

The *hound of doom* has the statistics of a dire wolf (see page 65 of the *Monster Manual*) with the following adjustments:

It gains a deflection bonus to Armor Class equal to your Charisma bonus, its hit points when created are equal to your full normal hit points, and it uses your base attack bonus instead of its own (adding its +7 bonus from Strength and -1 penalty from size as normal).

You can command a *hound of doom* as a move action just as if it were fully trained to perform all the tricks listed in the Handle Animal skill (see page 74 of the *Player's Handbook*).

If a *hound of doom*'s hit points are reduced to 0, it is destroyed.

A *hound of doom* is treated as a magical beast for the purpose of spells and effects, but it can also be dispelled.

You can only have one *hound of doom* in existence at a time. If you cast a second *hound of doom* spell while the first is still active, the first hound is instantly dispelled.

PHANTOM THREAT

Illusion (Phantasm) [Mind-Affecting]

Level: Brd 1, Hexblade 1

Components: V, S

Casting Time: 1 action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You create the sensation in the subject's mind that he is threatened by more foes than he actually faces.

Though the subject doesn't actually perceive any additional enemies (and thus doesn't waste any attacks on the phantasm), a creature affected by this spell is considered flanked, even if not threatened by other creatures.

No amount of convincing by others can help the victim of this spell avoid its effect—only a successful saving throw against the spell when initially cast can help the target.

NECROMANCY

CURSED BLADE

Necromancy

Level: Assassin 4, Hexblade 4

Components: V

Casting Time: 1 action

Range: Touch

Target: One melee weapon

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

A weapon affected by this spell deals wounds that can't be healed in the usual fashion.

Any damage dealt by the weapon (not including damage from special weapon properties such as flaming, holy, wounding, and so on) cannot be cured by any means until the damaged individual has received a *remove curse* spell (or some other effect that neutralizes a curse).

If a creature is slain by a weapon that is under the effect of this spell, it can't be raised from the dead unless a *remove curse* spell (or similar effect) is cast on the body or a *true resurrection* spell is used.

TRANSMUTATION

AUGMENT FAMILIAR

Transmutation

Level: Sor/Wiz 2, Hexblade 1

Components: V, S

Casting Time: 1 action

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

Target: Your familiar

Duration: Concentration + 1 round/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell grants your familiar a +4 enhancement bonus to Strength, Dexterity and Constitution, damage reduction 5/magic, and a +2 resistance bonus on saving throws.

VALIANT FURY

Transmutation

Level: Courage 5

Components: V, S, DF

Casting Time: 1 action

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

Target: One living creature

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The affected creature gains a +4 morale bonus to Strength and Constitution and a +2 morale bonus on Will saves.

In addition, when making a full attack, the affected creature may make one additional attack with any weapon he is holding.

The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by the *haste* spell, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round).

DEFENDERS OF THE FAITH (3.0)

ABJURATION

BURIAL BLESSING

Abjuration [Good]

Level: Clr 1

Components: V, S, M, XP

Casting Time: 10 minutes

Range: Touch

Area: Corpse touched

Duration: Permanent

Saving Throw: Will negates (see text)

Spell Resistance: Yes

By means of this spell, the cleric wards a corpse from evil influences and effects.

Unless the corpse is desecrated or the blessing is countered, the corpse cannot be magically animated or rise as an undead minion (a ghoul or vampire, for example).

Also, anyone trying to disturb the body is struck by a sudden fear and must make a Will save or flee the location for 1 minute per caster level.

If the protected corpse is subsequently brought back to life, the *burial blessing* ends.

Material Component: The caster's holy symbol and a vial of holy or unholy water, according to alignment, which is sprinkled on the corpse.

XP Cost: 100 XP.

DIVINE FLAME

Abjuration

Level: Clr 2

Components: V, S

Casting Time: 1 action

Range: 15 ft.

Area: 15-ft-radius emanation, centered on you

Duration: 1 round/level

Saving Throw: Fortitude half

Spell Resistance: Yes

Divine flame creates an immobile ward against cold creatures, such as frost giants.

Cold creatures entering or staying in the area take 1d4 points of damage per caster level, to a maximum of 5d4 (Fortitude save for half).

This damage continues every round the creature remains in the area, and the Fortitude save is allowed each round.

DIVINE ZEPHYR

Abjuration

Level: Clr 2

Components: V, S

Casting Time: 1 action

Range: 15 ft.

Area: 15-ft-radius emanation, centered on you

Duration: 1 round/level

Saving Throw: Fortitude half

Spell Resistance: Yes

Divine zephyr creates an immobile ward against fire creatures, such as fire giants.

Fire creatures entering or staying in the area take 1d4 points of damage per caster level, to a maximum of 5d4 (Fortitude save for half).

This damage continues every round the creature remains in the area, and the Fortitude save is allowed each round.

UNBINDING

Abjuration

Level: Exorcism 9, Wiz/Sor 9

Components: V, S, M, DF

Casting Time: 1 round

Range: 180 ft.

Area: 180-ft-radius burst, centered on you

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

When you cast an *unbinding* spell, a burst of force erupts from your body and magically destroys any spells that contain, constrain, or seal, with the exceptions noted below. The *unbinding* negates *charm* and *hold* spells of all types, *arcane locks* and similar closures, spells that create physical or magical barriers (*wall of stone*, *wall of force*), *guards and wards*, *temporal stasis*, and *slow* spells, among others. The effect of a *statue* spell is ended.

A *magic jar* is shattered—forever destroyed—and the life force within snuffed out.

In addition, any spell that holds magical effects, including other spells, immediately releases them at a range of 0 feet (including *magic mouth*, *imbue with spell ability*, and so on). Protective spells such as *protection from evil*, *shield*, *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 *antimagic field* is not affected, nor will the effect of *unbinding* penetrate one.

A *magic circle against evil* (or another alignment) that currently holds a creature imprisoned is dispelled.

Curses and *geas/quest* spells are negated only if the caster is of a level equal to or greater than that of the original caster. All these effects occur without regard to the caster's wishes. Spell effects on the person of the caster or being carried or worn by the caster remain undisturbed, but any others within the burst are effective, including 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.

Material Components: A lodestone and a pinch of saltpeter.

ZEAL

Abjuration

Level: Pal 2

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You invoke a divine shield to protect you as you close with a chosen opponent.

Choose a foe as you cast this spell.

You gain a +4 deflection bonus to your AC against all attacks of opportunity from opponents other than the chosen foe.

Also, you can move through enemies as if they were allies for the duration of this spell, as long as you finish your movement closer to your chosen foe than when you began it.

CONJURATION

GENESIS

Conjuration (Creation)

Level: Creation 9

Components: V, S, M, XP

Casting Time: 1 week (8 hours/day)

Range: 180 ft.

Effect: A demiplane in the Ethereal Plane centered on your location

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You create an immobile, finite plane with limited access—a demiplane.

Demiplanes created by this power are very small, very minor planes.

You can cast this spell only on the Ethereal Plane.

When you cast it, a local density fluctuation precipitates the creation of a demiplane.

At first, the demiplane grows at a rate of a 1-foot radius per day to the initial maximum radius of 180 feet as the fledgling plane rapidly draws substance from surrounding ethereal vapors and protomatter.

You determine the environment in the demiplane when you first cast *genesis*, reflecting most any desire you can visualize.

You determine factors such as atmosphere, water, temperature, and the shape of the general terrain.

However, the spell does not create life (such as vegetation), nor can it create construction (such as buildings, roads, wells, dungeons, and so forth).

If you want these benefits, you must add them in some other fashion.

Once the basic demiplane reaches its maximum size, you can continue to cast this spell to enlarge your demiplane, adding another 360-foot-diameter bubble to it each time.

XP Cost: 5,000 XP.

HARRIER

Conjuration (Creation)

Level: Clr 4, Drd 3

Components: V, S

Casting Time: 1 action

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

Target: One creature

Duration: 1 round/level or until target dies

Saving Throw: None

Spell Resistance: No

Harrier creates an incorporeal magical bird of prey the size of a dire bat (roughly 5 feet long with a 10-foot wingspan). This bird operates independently of the caster for the duration of the spell.

When you invoke harrier, choose a target.

The bird then attacks the target for the duration of the spell, or until the target dies.

➤ Harrier: CR 3; Large magical beast; HD 4d10; hp 22; Init +5; Spd 20 ft., fly 50 ft. (good); AC 19 (touch 14, flat-footed 9); Atk +9 melee (1d8, energy); Face/Reach 10 ft. by 5 ft./5 ft.; SA Touch attack; SQ Incorporeal; AL N; SV Fort +4, Ref +9, Will +3; Str —, Dex 20, Con —, Int 2, Wis 14, Cha 6.

Skills and Feats: Listen +7, Spot +7; Weapon Finesse (energy).

Touch Attack (Su): The harrier's attack is a touch attack for the purpose of determining the AC of its target.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source.

Can pass through solid objects at will, and own attacks pass through armor.

Always moves silently.

OTYUGH SWARM

Conjuration (Creation)

Level: Pestilence 9

Components: V, S

Casting Time: 1 action

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

Effect: Three or more otyughs, no two of which are more than 30 ft. apart

Duration: Seven days or seven months (D) (see text)

Saving Throw: None

Spell Resistance: No

Otyugh *swarm* creates otyughs from a large collection of refuse and filth, such as a sewer or cesspool.

You can choose to create 3d4 ordinary otyughs or 1d3+1 Huge otyughs with 15 HD (see page 14 of the *Monster Manual*).

The otyughs willingly aid you in combat or battle, perform a specific mission, or serve as bodyguards.

They remain with you for seven days unless you dismiss them.

If the otyughs are created only for guard duty, the duration of the spell is seven months.

In this case, the otyughs can only be ordered to guard a specific site or location.

Otyughs summoned to guard duty cannot move outside the spell's range.

You must create the otyughs in an area containing at least 6,000 pounds of sewage, refuse, or offal.

After you cast the spell, otyughs not summoned for guard duty may leave the area of offal at your command.

PLAGUE OF RATS

Conjuration (Summoning)

Level: Pestilence 5

Components: V, S, DF

Casting Time: 1 full round

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

Effect: Swarm of dire rats in a 20-ft. spread

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes (see text)

A swarm of dire rats viciously attacks all other creatures within a 20-foot spread, inflicting damage and spreading filth fever (see page 74 of the *DUNGEON MASTER'S Guide*).

A creature in the swarm that takes no action other than fighting off the rats takes 1d4 points of damage on its turn and makes a Fortitude saving throw against DC 15 + your Intelligence bonus to avoid contracting filth fever.

A creature in the swarm who takes any other action, including leaving the swarm, takes 1d4 points of damage per caster level, and must save at a -4 penalty to avoid contracting the disease.

Spellcasting or concentrating on spells within the swarm is impossible.

The rats' attacks are nonmagical, so being incorporeal, damage reduction, and other defenses can protect a creature from damage.

The disease effect is magical and spread by touch.

Any corporeal creature in the swarm that is subject to disease may contract it.

The swarm cannot be fought effectively with weapons, but fire and damaging area effects can force it to disperse.

The swarm disperses when it has taken a total of 8 points of damage per caster level from these attacks.

A *stinking cloud* spell and similar area or effect spells disperse a swarm immediately.

As a move-equivalent action, you can direct the swarm to move up to 40 feet per round.

RECITATION

Conjuration (Creation)

Level: Clr 4

Components: V, S, DF

Casting Time: 1 action

Range: 60 ft.

Area: All allies and foes within a 60-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

By reciting a sacred passage or declaration, you invoke your deity's blessing upon *yourself* and your allies while causing confusion and weakness among your enemies.

The spell affects all allies and foes within the spell's area at the moment you cast it.

Your allies gain a +2 luck bonus on attack rolls and saving throws, or a +3 luck bonus if they worship the same patron deity as you.

Enemies suffer a -2 luck penalty on attack rolls and saving throws.

After casting the spell, you are free to take further actions during the spell's duration as you see fit.

Divine Focus: In addition to your holy symbol, this spell requires a sacred text as a divine focus.

SLIME WAVE

Conjuration (Summoning)

Level: Clr 7, Drd 7

Components: V, S, M

Casting Time: 1 action

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

Area: 15-ft.-radius spread

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: No

You create a wave of green slime that begins at the range you choose and violently spreads to the limit of the area. The wave splashes and splatters as it passes; some slime clings to any wall or ceiling.

Green slime devours flesh and organic materials on contact, and even dissolves metal.

Each creature is covered with one patch of green slime for every 5 feet of its face.

A patch of green slime deals 1d6 points of temporary Constitution damage per round while it devours flesh.

Against wood or metal, green slime deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood.

It does not harm stone.

On the first round of contact, the slime can be scraped off a creature (most likely destroying the scraping device), but after that it must be frozen, burned, or cut away (applying damage to the victim as well).

Extreme cold or heat, sunlight, or a *remove disease* spell destroys the green slime.

Unlike normal green slime, the slime created by this spell gradually evaporates, disappearing by the end of the duration.

Material Component: A few drops of stagnant pond water.

TRUE CREATION

Conjuration (Creation)

Level: Creation 8

Components: V, S, M, XP

Casting Time: 10 minutes

Range: 0 ft.

Effect: Unattended, nonmagical object of nonliving matter, up to 1 cu. ft./level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You create a nonmagical, unattended object of any sort of matter.

Items created are permanent and cannot be negated by dispelling magics or negating powers.

For all intents and purposes, these items are completely real.

The volume of the item created cannot exceed 1 cubic foot per caster level.

You must succeed at an appropriate skill check to make a complex item, such as a Craft (bowmaking) check to make

straight arrow shafts or a Craft (gemcutting) check to make a cut and polished gem.

Unlike the items brought into being by the lower-level spells *minor creation* and *major creation* (see the *Player's Handbook* for those spell descriptions), objects created by the casting of *true creation* can be used as material components.

Material Component: A small piece of matter of the same type of item you plan to create—a sliver of wood to create arrow shafts, a tiny piece of the appropriate stone to create a polished gem, and so forth.

XP Cost: The item's gold piece value in XP, or a minimum of 1 XP, whichever is more (see the *Player's Handbook* for item costs).

DIVINATION

BLESSED AIM

Divination

Level: Clr 3, Pal 2

Components: V, S

Casting Time: 1 action

Range: 60 ft.

Effect: 60-ft. spread, centered on you

Duration: Concentration

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell grants a +2 morale bonus on all ranged attacks for your allies within the spread.

BRAIN SPIDER

Divination [Mind-Affecting]

Level: Clr 8, Mind 7

Components: V, S, M, DF

Casting Time: 1 full round

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

Targets: Up to eight living creatures within range

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell allows you to eavesdrop as a standard action on the thoughts of up to eight other creatures at once, hearing as desired:

- The ceaseless chaos of surface thoughts of images
- Individual trains of thought in whatever order you desire
- Information from all minds about one particular topic, thing, or being, one nugget of information per caster level
- A study of the thoughts and memories of one creature of the group in detail Once per round, if you do not perform a detailed study of one creature's mind, you can attempt (as a standard action) to implant a *suggestion* in the mind of any one of the affected creatures.

The creature can make another Will saving throw to resist the *suggestion*, using the save DC of the *brain spider*.

(Creatures with special resistance to enchantment spells can use this resistance to keep from being affected by the *suggestion*).

Success at this saving throw does not negate the other effects of the *brain spider* for that creature.

You can affect all intelligent beings of your choice within range (up to the limit of eight), beginning with known or named beings.

Language is not a barrier, and you need not personally know the beings—you can choose, for instance, "the nearest eight guards who must be in that chamber there". The spell cannot reach those who make a successful Will save.

Material Component: A spider of any size or type.

It may be dead, but must still have all eight legs.

CHAIN OF EYES

Divination

Level: Clr 3, Drd 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

You can use a creature's vision instead of your own.

While this spell gives you no control over the creature, each time it comes into physical contact with another living being, you can choose to transfer your sensor to the new creature.

In this way, your sensor can infiltrate a closely guarded area.

During your turn in a round, you can use a free action to switch from seeing through the current creature's eyes to seeing normally or back again.

LESSER TELEPATHIC BOND

Divination [Mind-Affecting]

Level: Clr 3, Mind 3

Components: V, S

Casting Time: 1 action

Range: 30 ft.

Targets: You and one willing creature within 30 ft.

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

You forge a telepathic bond with another creature with an Intelligence score of 6 or higher.

The bond can be established only with a willing subject.

You can communicate telepathically through the bond regardless of language.

No special power or influence is established as a result of the bond.

Once the bond is formed, it works over any distance (although not from one plane to another).

PROBE THOUGHTS

Divination [Mind-Affecting]

Level: Mind 6, Wiz/Sor 6

Components: V, S

Casting Time: 1 minute

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

Target: One living creature

Duration: Concentration

Saving Throw: Fortitude negates (and see text)

Spell Resistance: Yes

All the subject's memories and knowledge are accessible to you, ranging from memories deep below the surface to those still easily called to mind.

You can learn the answer to one question per round, to the best of the subject's knowledge.

You can also probe a sleeping subject, though the subject may make a Will save against the DC of the *probe thoughts* spell to wake after each question.

Subjects who do not wish to be probed can attempt to move beyond the power's range, unless somehow hindered.

You pose the questions telepathically, and the answers to those questions are imparted directly to your mind.

You and the target do not need to speak the same language, though less intelligent creatures may yield up only appropriate visual images in answer to your questions.

SWEET WATER

Divination

Level: Clr 3, Drd 2

Components: V, S, M

Casting Time: 1 action

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

Effect: A well shaft, 10 ft. diameter, up to 100 ft. deep.

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell locates a source of fresh water within 100 feet of the surface.

If a water source is in range, it excavates a well shaft down to that water.

Otherwise, the spell fails.

Material Component: A shovel or spade.

WEATHER EYE

Divination

Level: Clr 4, Drd 3

Components: V, S, M, DF

Casting Time: 1 hour

Range: 1 mile radius + 1 mile/level

Area: 1 mile radius + 1 mile/level, centered on you

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You may accurately predict the natural weather up to one week into the future.

If unnatural forces currently affect the weather, then *weather eye* reveals as much information as a *detect magic* spell.

Material Component: Incense.

Divine Focus: A scrying device of some kind (bowl, mirror, crystal ball, and so forth).

ENCHANTMENT**BOLTS OF BEDEVILMENT**

Enchantment [Mind-Affecting]

Level: Madness 5

Components: V, S

Casting Time: 1 action

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

Effect: Ray

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell grants you the ability to make one ray attack per round.

The ray dazes one living creature, clouding its mind so that it takes no action for 1d3 rounds.

The creature is not stunned (so attackers get no special advantage against it), but it can't move, cast spells, use mental abilities, and so on.

CHAIN OF CHAOS

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 8

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Living, intelligent creature touched

Duration: 1 day/5 caster levels from the day touched (see text)

Saving Throw: Will negates

Spell Resistance: Yes

This powerful instrument of chaos spreads madness by touch.

The caster infects the first victim by making a successful melee touch attack.

A subject who fails a Will save is afflicted with *insanity* (a continuous *confusion* effect).

This condition is permanent until countered, and the madness can be passed to anyone the victim touches.

Anyone who makes the initial saving throw is immune to that casting of the *chain of chaos* spell.

Each person the subject touches during the spell's duration (including by successful melee attack) must make a Will save at the spell's DC or suffer the *insanity* effect.

Each additional victim in turn can pass the madness on for a period of one day per five caster levels after being infected.

The spell affects a maximum of five persons per caster level.

Individual victims can be restored by any means effective against *insanity*, for example, *greater restoration*, *limited wish*, *miracle*, or *wish*.

Anyone restored cannot be affected again by that casting of the *chain of chaos* spell.

DM Note: When dealing with the effect of this spell on a large nonadventuring population over a period of time, it is not necessary to track each individual affected by this spell. Instead, just decide if individuals encountered are mad and whether they are infectious based on your judgement of the progress of the chain madness.

MADDENING SCREAM

Enchantment (Compulsion) [Mind-Affecting]

Level: Madness 8

Components: V

Casting Time: One action

Range: Touch

Target: Living creature touched

Duration: 1d4+1 rounds

Saving Throw: None

Spell Resistance: Yes

The subject cannot keep himself from screaming, gibbering, and leaping about as though completely mad. This spell makes it impossible for the victim to do anything other than race about caterwauling, worsens the Armor Class of the subject by -4, makes Reflex saving throws impossible except on a roll of 20, and makes it impossible to use a shield.

MONSTROUS THRALL

Enchantment (Compulsion) [Mind-Affecting]

Level: Domination 9

Components: V, S, XP

Casting Time: 1 action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

As *true domination*, except the subject can be any creature and is permanently dominated if it fails its initial Will saving throw.

A subject ordered to take an action against its nature receives a saving throw with a -4 penalty to resist taking that particular action.

If the save succeeds, the subject still remains your thrall despite its minor mutiny.

Once a subject of thrall makes a successful saving throw to resist a specific order, it makes all future saving throws to resist taking that specific action without a penalty.

XP Cost: 500 XP per Hit Die or level of the subject.

RAGE

Enchantment (Compulsion) [Mind-Affecting]

Level: Madness 3

Components: V, S

Casting Time: One action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You can put a creature into a screaming blood frenzy.

In this rage, the creature gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves.

Unlike a barbarian rage, no penalty to AC is suffered, and no fatigue period comes after the rage is over.

RIGHTEOUS WRATH OF THE FAITHFUL

Enchantment (Compulsion) [Mind-Affecting]

Level:Clr 7

Components: V, S, DF

Casting Time: 1 action

Range: 30 ft.

Targets: All allies within 30 ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

When you cast this spell, you fire your allies and companions with a divine madness or fury that greatly enhances their combat ability.

Allies who are fighting on your side are affected as if they had received an *aid* spell, gaining a +1 morale bonus on attack rolls and saving throws against fear effects, plus 1d8 temporary hit points for the duration of the spell.

Allies who worship the same deity as you are infused with the *righteous wrath*.

They gain one additional melee attack each round, at their highest attack bonus, and a +2 morale bonus on attack and damage rolls and saving throws.

They gain an additional 1d8 temporary hit points (for a total of 2d8) and a +3 morale bonus on saving throws against mind-affecting spells or effects.

When the spell duration expires, any allies who were affected by the full *righteous wrath* are fatigued (-2 to Strength, -2 to Dexterity, can't charge or run) for 10 minutes.

TOUCH OF MADNESS

Enchantment [Mind-Affecting]

Level: Madness 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You may daze one living creature by making a successful touch attack.

If the target creature does not make a successful Will save, its mind is clouded and it takes no action for 1 round per caster level.

The dazed creature is not stunned (so attackers get no special advantage against it), but can't move, cast spells, use mental abilities, and so on.

TRUE DOMINATION

Enchantment (Compulsion) [Mind-Affecting]

Level: Domination 8

Components: V, S

Casting Time: 1 action

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

Target: One humanoid of Medium-size or smaller

Duration: 1 day/level

Saving Throw: Will negates

Spell Resistance: Yes

You can control the actions of any humanoid that is Medium-size or smaller.

You establish a telepathic link with the subject's mind.

If a common language is shared, you can generally force the subject to perform as you desire, within the limits of his abilities.

If no common language is shared, you can communicate only basic commands, such as "Come here", "Go there", "Fight", and "Stand still".

You know what the subject is experiencing, but you do not receive direct sensory input from him.

Subjects have a chance of resisting this control (Will save to avoid the effects when the spell is cast).

Those affected by the spell and then forced to take actions against their nature receive a new saving throw with a penalty of -4.

Obviously self-destructive orders may be carried out, unless the subject can make a saving throw with the -4 penalty. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane.

You need not see the subject to control it.

Protection from evil or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so warded, but it does not prevent the establishment of domination or dispel it.

EVOCATION

BOLT OF GLORY

Evocation [Good]

Level: Glory 6

Components: V, S, DF

Casting Time: 1 action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

By casting this spell, you project a bolt of energy from the Positive Energy Plane against one creature.

You must make a successful ranged touch attack to strike your target.

A creature struck suffers varying damage, depending on its nature or its home plane of existence and your level:

Creature's Origin/Nature	Damage	Maximum Value
Material Plane, Elemental Plane, neutral outsider	1d6/2 levels	7d6
Negative Energy Plane, evil outsider, undead creature	1d6/level	15d6
Positive Energy Plane, good outsider	—	—

CASTIGATE

Evocation [Sonic]

Level:Clr 4

Components: V

Casting Time: 1 action

Range: 10 ft.

Area: 10-ft. radius emanation

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

This spell allows you to verbally rebuke foes.

By shouting your deity's teachings about other alignments, you inflict pain on those who hear, and those in the area need not understand your divine words to be affected.

This spell has no effect on creatures that cannot hear.

Otherwise, you deafen foes of the same alignment for 1d4 rounds (save for half).

Foes within one alignment step of your alignment (lawful, neutral, chaotic; good or evil) take 1 point of damage per caster level (maximum 10).

Foes whose alignment is more than one step different from yours take 1d4 points of damage per caster level (maximum 10d4).

A saving throw is allowed for half damage from this spell.

CROWN OF GLORY

Evocation

Level: Glory 8

Components: V, S, M, DF

Casting Time: 1 full round

Range: 120 ft.

Area: 120-ft.-radius emanation, centered on you

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

You are imbued with an aura of celestial authority, inspiring awe in all lesser creatures that behold your terrible perfection and righteousness.

You gain a +4 enhancement bonus to your Charisma score for the duration of the spell.

All creatures with fewer than 8 HD or levels cease whatever they are doing and are compelled to pay attention to you.

Any such creature that wants to take hostile action against you must make a successful Will save to do so.

Any creature that does not make this saving throw the first time it attempts a hostile action is *enthralled* for the duration of the spell (as the *enthrall* spell), as long as it is in the spell's area, nor will it try to leave the area on its own. Creatures with 8 HD or more may pay attention to you, but are not affected by this spell.

When you speak, all listeners telepathically understand you, even if they do not understand your language.

While the spell lasts, you can make up to three suggestions to creatures of less than 8 HD in range, as if using the *mass suggestion* spell (Will save negates); creatures with 8 HD or more aren't affected by this power.

Only creatures within range at the time a *suggestion* is given are subject to it.

Material Component: An opal worth at least 200 gp.

DIVINE SACRIFICE

Evocation

Level: Pal 1

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You can sacrifice life force to increase the damage you deal. Once each round, as a free action, you can sacrifice up to 10 of your hit points (doing this does not trigger an attack of opportunity).

For every 2 hit points you sacrifice, on your next successful attack you deal +1d6 damage, to a maximum of +5d6 on that attack.

Your ability to deal this additional damage ends when you successfully attack or when the spell duration ends.

You can make as many sacrifices as the spell duration allows.

Sacrificed hit points count as normal damage.

For example, an 8th-level paladin can cast this spell with a duration of 4 rounds.

If she sacrifices 10 hit points a round and hits in every round, she can spend up to 40 hit points and deal up to +20d6 points of additional damage.

DIVINE STORM

Evocation

Level: Clr 4

Components: V, S, DF

Casting Time: 1 full round

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

Effect: Whirling disk of weapons, up to 30-ft. radius

Duration: Concentration

Saving Throw: Reflex negates (see text)

Spell Resistance: Yes

You create a spinning disk of weapons, of the type favored by your deity.

These weapons whirl around a central point, creating an immobile circular barrier.

Any creature passing through the *divine storm* takes 1d6 points of damage, plus an additional 2 points per caster level (maximum +20).

You choose the plane of rotation of the weapons:

horizontal, vertical, or slanted.

Creatures within the *divine storm* when it is invoked can dodge out of the way and take no damage if they make a successful Reflex save.

Once the *divine storm* is in place, any creature entering or passing through the disk automatically takes damage.

A *divine storm* serves as one-half cover (+4 AC) for anyone beyond it.

Divine Focus: A tiny replica of the deity's weapon on a silver chain.

FLAME OF FAITH

Evocation

Level: Clr 3

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Nonmagical weapon touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You can temporarily turn any single normal or masterwork melee weapon into a magical, flaming one.

For the duration of the spell, the weapon acts as a +1 *flaming burst weapon* that deals an additional +1d6 points of fire damage.

On a critical hit, the weapon deals +1d10 points of bonus fire damage if the weapon's critical multiplier is $\times 2$, +2d10 points if the weapon's multiplier is $\times 3$, and +3d10 points if the multiplier is $\times 4$.

This spell effect does not stack with a weapon's enhancement bonus or with a *flaming* or *flaming burst* weapon bonus.

Material Focus: A lump of phosphorus, touched to the target weapon.

KNIFE SPRAY

Evocation

Level: Clr 2

Components: V, S

Casting Time: 1 action

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

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You cause moisture in the air to sparkle, coalesce, then spray away from your fingertips, driving into all creatures in the cone of effect.

Each creature in the area takes 1d6 points of damage, plus 1 additional point per caster level to a maximum of +5.

A Reflex save is allowed for half damage.

SWORD STREAM

Evocation

Level: Clr 3

Components: V, S

Casting Time: 1 action

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

Effect: 5 ft. wide out to limit of range

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Sword stream causes moisture in the air to sparkle, coalesce, then shoot away from your fingertips in a high-pressure stream.

Each creature in the effect takes 1d8 points of damage, plus 1 additional point per caster level to a maximum of +10.

ILLUSION

BEASTMASK

Illusion (Glamer)

Level: Beastmaster 2, Drd 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 5 minutes + 1 minute/level

Saving Throw: Will disbelief

Spell Resistance: Yes

This spell disguises the target so that an animal or beast will believe the creature is a natural or dire animal.

For example, an individual cloaked by this glamer as a wolf might move through a wolf pack unhindered.

You must set the animal form at the time of casting.

If the form you choose is more than one size larger or two sizes smaller than the target's size, the spell fails.

Your illusion deceives the senses of animals and beasts:

sight, hearing, smell, and touch.

The spell does not allow communication with animals or beasts, nor is the subject granted any of the animal form's characteristics.

NECROMANCY

BLIGHT

Necromancy

Level: Clr 5, Drd 4

Components: V, S, DF

Casting Time: 1 action

Range: See text

Effect: See text

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

This spell has two versions.

To cast either version, you must touch a plant and breathe on it.

Blight Area: When the spell is cast on a single normal plant, all normal plants in a 100-foot spread wither and die. Flowers wilt, leaves fall to the ground, and foliage withers. The spell has no effect on the soil, so new growth can replace the dead plants.

This effect allows no saving throw.

Blight Plant Creature: When cast on a single mobile or intelligent plant, such as a shambling mound or a treant, this spell deals 1d6 points of damage per level of the caster, to a maximum of 15d6.

The plant receives a Fortitude save for half damage.

CURSE OF LYCANTHROPY

Necromancy

Level: Pestilence 6

Components: V, S, M, DF

Casting Time: 1 action

Range: Touch

Target: Humanoid touched

Duration: Permanent (see text)

Saving Throw: Fortitude negates

Spell Resistance: Yes

You can cause temporary lycanthropy in a humanoid you touch.

A humanoid who fails the saving throw contracts lycanthropy, and the condition manifests with the next full moon.

Unlike other forms of lycanthropy, the effect of this spell can be broken by *remove curse* or *break enchantment*.

You can induce any type of common lycanthropy (and evil clerics frequently experiment with new kinds).

As a rule, the lycanthrope's animal form can be any predator between the size of a small dog and a large bear.

The source of the material component determines the victim's animal form.

(More information on lycanthropes can be found in Appendix 3 of the *Monster Manual*).

Material Component: A pint of animal blood.

SCOURGE

Necromancy

Level: Pestilence 7

Components: V, S, F, DF

Casting Time: 1 action

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

Target: One living creature/level, no two of which can be more than 50 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

This nasty spell causes a major disease and weakness in those who fail their saving throws.

Afflicted creatures are immediately stricken with a sickening scourge that quickly spreads to cover their entire bodies.

The blackened boils, magenta blotches, violet lesions, seeping abscesses, and malignant cysts are excruciatingly painful and highly debilitating.

The disease deals 1d3 points of temporary Strength and Dexterity damage per day, unless the creature makes a successful Fortitude save on a particular day.

As with mummy rot, successful saves do not allow the creature to recover.

The symptoms persist until the creature finds some magical means to cure the disease (such as *remove disease*, *heal*, or *restoration*).

Focus: A black whip or riding crop, which is cracked in the direction of the intended victims during the casting of the spell.

TRANSMUTATION

ASPECT OF THE DEITY

Transmutation [Good, Evil]

Level: Mysticism 6

As *lesser aspect of the deity*, but you take on all the qualities of a celestial or fiendish creature (see the *Monster Manual* for complete details):

- You take on a shining, metallic appearance (for good clerics) or a more fearsome appearance (for evil).
- You gain the ability to smite evil or good once a day. Add your Charisma bonus to your attack roll and your character level to your damage roll against a foe of that alignment.
- You gain darkvision to a range of 60 ft.
- You gain acid, cold, and electricity resistance 20 (for good clerics) or cold and fire resistance 20 (for evil clerics).
- You gain damage reduction 10/+3.
- You gain spell resistance 25.

Your creature type does not change (you do not become an outsider).

BEAR'S HEART

Transmutation

Level: Beastmaster 4, Clr 5, Drd 4

Components: V, S

Casting Time: 1 action

Range: 20 ft.

Target: Living allies within 20 ft.

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: No

You turn your living allies (one per caster level) into fierce warriors, but exhaust them in the process.

Allies gain a +4 enhancement bonus to Strength, and also +1d4 temporary hit points per caster level.

When the spell ends, any remaining temporary hit points from its effect are lost, and each ally takes 1 point of subdual damage per level of the caster.

BEAST CLAWS

Transmutation

Level: Clr 4, Drd 3

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Beast claws changes your hands and fingers, giving you long, curving claws and heavy knuckles.

These claws act as slashing melee weapons (damage 1d6 plus any magical or normal bonuses such as from Strength, threat range 19–20).

You can attack with your transformed hands and not provoke an attack of opportunity.

The claws do not hinder your manual dexterity or spellcasting.

Material Component: The claw of a bird of prey, such as an eagle or falcon.

BRAMBLES

Transmutation

Level: Clr 2, Drd 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Wooden weapon touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Small magical thorns or spikes protrude from the surface of a wooden weapon, such as a club, greatclub, nunchaku, or quarterstaff.

For the duration of the spell, the weapon deals both piercing and bludgeoning damage.

It gains a +1 enhancement bonus on its attacks and deals an additional +1 point of damage per caster level (maximum +10).

This spell works only on melee weapons with wooden striking surfaces.

For instance, it does not work on a bow, an arrow, or a metal mace.

Material Component: A small thorn.

BRIAR WEB

Transmutation

Level: Clr 3, Drd 2, Rgr 2

Components: V, S, DF

Casting Time: 1 action

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

Area: Plants in a 40-ft.-radius spread

Duration: 1 minute/level

Saving Throw: See text

Spell Resistance: No

This spell causes grasses, weeds, bushes, and even trees to grow thorns and then wrap, twist, and entwine about creatures in the area or those who enter the area, holding them fast.

Creatures that stand still are entangled, but experience no other effect and take no damage.

Those that attempt actions (attack, cast a spell with a somatic component, move, and the like) take thorn damage of 1d4 points, plus 1 additional point per caster level, and must make a successful Reflex save or be entangled.

A character who tries to cast a spell must also make a Concentration check (DC 15 + spell level + damage taken) or lose the spell.

A creature that fails the Reflex save is entangled, can't move, and suffers a –2 penalty on attack rolls and a –4 penalty to effective Dexterity.

An entangled creature can try to break free and move at half normal speed by using a full-round action to make a Strength check or Escape Artist check (DC 20).

A nonentangled creature can move through the area at half speed, taking damage as described above.

Each round nonentangled creatures remain in the area, the plants attempt to entangle them.

The plants provide one-quarter cover for every 5 feet of substance between a creature in the area and an opponent—one-half for 10 feet of briar web, three-quarters for 15 feet, and total cover for 20 feet or more.

Note: The DM may alter the effects of the spell somewhat, based on the nature of the available plants.

CURSE OF THE BRUTE

Transmutation

Level: Clr 3, Pal 2

Components: V, S

Casting Time: 1 action

Range: Touch

Targets: Creature touched

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

You can grant an enhancement bonus up to +1 per caster level to one physical ability of the creature touched (Strength, Constitution, or Dexterity).

However, this temporarily suppresses both the creature's Intelligence and Charisma, each by the amount of the enhancement bonus.

If this lowers any ability below 3, the spell fails.

Thus, a 5th-level cleric might cast *curse of the brute* on a barbarian to increase the barbarian's Strength by 4 points. Doing this increases the barbarian's Strength by 4 points but lowers his Intelligence by 4 points and his Charisma by 4 points.

If the barbarian's original Intelligence or Charisma was 6 or lower, the spell would fail without effect.

DIVINE AGILITY

Transmutation

Level: Clr 5

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: No

Calling on the divine power of your patron, you imbue a living creature with agility and skill in combat. You confer the base Reflex save bonus of a rogue of your total character level, an enhancement bonus to Dexterity sufficient to raise the target creature's Dexterity score to 18 (if it is not already 18 or higher), and the Spring Attack feat on the target creature for the duration of the spell.

GREATER ASPECT OF THE DEITY

Transmutation [Good, Evil]

Level: Mysticism 9

As *lesser aspect of the deity*, except that you take on the qualities of a half-celestial or half-fiend (see Appendix 3 of the *Monster Manual* for complete details).

You do not gain the spell-like abilities of these creatures. Your creature type changes to outsider for the duration of the spell.

Unlike other outsiders, you can be brought back from the dead if you are killed in this form.

Good clerics undergo the following transformations:

- You grow feathered wings that allow you to fly at twice your normal speed (good maneuverability).
- You gain +1 natural armor.
- You gain low-light vision.
- You gain immunity to acid, cold, disease, and electricity.
- You gain a +4 racial bonus on your saving throws against poison.
- You gain the following bonuses to your ability scores: +4 Str, +2 Dex, +4 Con, +2 Int, +4 Wis, +4 Cha.

Evil clerics undergo the following transformations:

- You grow batlike wings that allow you to fly at your normal speed (average maneuverability).
 - You gain +1 natural armor.
 - You gain bite and claw attacks.
- If you are Medium-size or larger, your bite deals 1d6 points of damage and each claw attack deals 1d4 points of damage. If you are Small, your bite deals 1d3 points of damage and each claw attack deals 1d3 points of damage.
- You gain darkvision with a range of 60 feet.
 - You gain immunity to poison.
 - You gain acid, cold, electricity, and fire resistance 20.
 - You gain the following bonuses to your ability scores: +4 Str, +4 Dex, +2 Con, +4 Int, +4 Wis, +2 Cha.

LESSER ASPECT OF THE DEITY

Transmutation [Good, Evil]

Level: Mysticism 3, Pal 4

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

When you cast this spell, your body changes into a form more like your deity's (in a very limited fashion, of course). You gain an enhancement bonus (1d4+1 points) to your Charisma score.

You also gain resistance 10 to two or three energy types: acid, cold, and electricity if you are good, cold and fire if you are evil.

SPIKES

Transmutation

Level: Clr 3, Drd 3

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Wooden weapon touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

As *brambles*, except that the affected weapon gains a +2 enhancement bonus on its attacks, and its threat range is doubled.

UNFAILING ENDURANCE

Transmutation

Level: Clr 4

Components: V, S

Casting Time: 1 full round

Range: Touch

Targets: One living creature/level

Duration: 1 day/level

Saving Throw: None

Spell Resistance: Yes

You can render living creatures virtually immune to fatigue or exhaustion.

You must touch each creature to be affected as you cast the spell.

The benefits include:

Endurance: This feat confers a +4 bonus on any check made for performing a physical action that extends over a period of time (running, swimming, holding breath, and so on).

Morale Bonus: Subjects gain an additional +4 morale bonus that stacks with the bonus from the Endurance feat.

This bonus also applies to saving throws against spells and magical effects that cause weakness, fatigue, exhaustion, or enfeeblement.

Extended Activity: Affected creatures may engage in up to 12 hours of hard labor or forced marching without suffering from fatigue or continue up to 16 hours and become fatigued instead of exhausted (see *Forced March*, page 143 of the *Player's Handbook*, and *Exhausted and Fatigued*, page 84 of the *DUNGEON MASTER'S Guide*).

WEAPON OF THE DEITY

Transmutation

Level: Clr 4, Mysticism 4, Pal 4

Components: V, DF

Casting Time: 1 action

Range: Personal

Target: Your weapon

Duration: 1 round/level

You must be using your deity's favored weapon to cast this spell.

You may use the weapon as if you had proficiency with it even if you normally do not.

The weapon gains a +1 enhancement bonus on attack and damage rolls and an additional special ability (see the list below).

A double weapon gains this enhancement bonus and special ability for only one of its two heads, as chosen by the caster.

When you reach 9th caster level, the enhancement bonus of the weapon increases to +2.

At 12th level, the bonus rises to +3, at 15th level it is +4, and at 18th level it is +5.

WEAPON OF THE DEITY LIST

Annam (giants): <i>improved unarmed attack, defending</i>
Blibdoolpoolp (kuo-toa): <i>shock pincer staff</i>
Boccob: <i>spell storing quarterstaff</i>
Callarduran Smoothhands (svirfneblin): <i>defending battleaxe</i>
Corelion Larethian (elves): <i>keen longsword</i>
Deep Sashelas (aquatic elves): <i>trident of fish command</i>
Diirinka (derro): <i>spell storing dagger of venom</i>
Eadro (locathahs, merfolk): <i>frost shortspear</i>
Ehlonna: <i>frost longsword</i>
Erythnul: <i>mighty cleaving morningstar</i>
Fharlanghn: <i>defending quarterstaff</i>
Garl Glittergold (gnomes): <i>throwing battleaxe</i>
Grolantor (hill giants, ettins, ogres): <i>mighty cleaving club</i>
Gruumsh (orcs): <i>returning shortspear</i>
Heironeous: <i>shock longsword</i>
Hextor: <i>mighty cleaving heavy flail</i>
Hiatea (giants, especially females): <i>distance shortspear</i>
Hruggek (bugbears): <i>mighty cleaving morningstar</i>
Iallanis (good giants): <i>improved unarmed attack, defending</i>
Iuz: <i>mighty cleaving greatsword</i>
Kaelthiere (evil fire creatures): <i>flaming shortspear</i>
Kord: <i>mighty cleaving greatsword</i>
Kurtulmak (kobolds): <i>shock halfspear</i>
Laduguer (duergar): <i>defending warhammer</i>
Laogzed (troglodytes): <i>mighty cleaving javelin</i>
Lolth (driders, drow): <i>keen whip</i>
Maglubiyet (goblins, hobgoblins): <i>mighty cleaving battleaxe</i>
Memnor (evil cloud giants): <i>mighty cleaving morningstar</i>
Merrshaulk (yuan-ti): <i>longsword of venom (as dagger)</i>
Moradin (dwarves): <i>throwing warhammer</i>
Nerull: <i>keen scythe</i>
Obad-Hai: <i>defending quarterstaff</i>
Olidammara: <i>keen rapier</i>
Panzurriel (evil sea creatures): <i>shock quarterstaff</i>
Pelor: <i>flaming heavy mace</i>
Sekolah (sahuagin): <i>trident of fish command</i>
Semuanya (lizardfolk): <i>mighty cleaving greatclub</i>
Sixin (xill): <i>frost short sword</i>
Skerrit (centaurs): <i>flaming shortspear</i>
Skoraeus Stonebones (stone giants): <i>mighty cleaving warhammer</i>
St. Cuthbert: <i>mighty cleaving heavy mace</i>
Stronmaus (storm and cloud giants): <i>shock warhammer</i>
Surtr (fire giants): <i>flaming greatsword</i>
Thrym (frost giants): <i>frost greataxe</i>
Vaprak (ogres): <i>mighty cleaving greatclub</i>
Vecna: <i>frost dagger</i>
Wet Jas: <i>dagger of venom</i>
Yondalla (halflings): <i>defending short sword</i>
Good: <i>frost warhammer</i>
Evil: <i>mighty cleaving light flail</i>
Neutral: <i>defending heavy mace</i>
Law: <i>flaming longsword</i>
Chaos: <i>shock battleaxe</i>

DEITIES AND DEMIGODS (3.0)

ABJURATION

ARMOR OF DARKNESS

Abjuration [Darkness]

Level: Darkness 4

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The spell envelops the warded creature in a shroud of flickering shadows.

The shroud can, if the caster desires, conceal the wearer's features.

In any case, it grants the recipient a +3 deflection bonus to Armor Class plus an additional +1 for every four caster levels (maximum bonus +8).

The subject can see through the armor as if it did not exist and is also afforded darkvision with a range of 60 feet.

Finally, the subject gains a +2 bonus on saving throws against any holy, good, or light spells or effects.

Undead creatures that are subjects of *armor of darkness* also gain +4 turn resistance.

SURELIFE

Abjuration

Level: Repose 8

Components: V, S, M

Casting Time: 1 round

Range: Personal

Target: You

Duration: 1 minute/2 levels

This spell allows you to protect yourself against some condition—such as being immersed in boiling oil or being buried under an avalanche—that would ordinarily cause certain death.

You can only protect yourself against a natural occurrence or condition, not against a spell or the action of a creature (such as the breath of a dragon or the swords of a group of bandits).

You must specify the condition against which you wish to protect yourself, and the spell is effective only against that condition.

Should you be subjected to that condition during the duration of the spell, you feel no discomfort and take no damage from the condition.

However, the spell does not protect any items carried on your person.

At the end of the spell's duration, the condition has full normal effects on you if you are still subjected to it.

Material Component: An ointment of peach syrup and cinnamon.

CONJURATION

GENESIS

Conjuration (Creation)

Level: Creation 9

Components: V, S, M, XP

Casting Time: 1 week (8 hours/day)

Range: 180 ft.

Effect: A demiplane on the Ethereal Plane centered on your location

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You create an immobile, finite plane with limited access—a demiplane.

Demiplanes created by this power are very small, minor planes.

You can cast this spell only on the Ethereal Plane.

When you cast it, a local density fluctuation precipitates the creation of a demiplane.

At first, the demiplane grows at a rate of a 1-foot-radius per day to an initial maximum radius of 180 feet as the fledgling plane draws substance from surrounding ethereal vapors and protomatter or astral ectoplasm.

You determine the environment in the demiplane when you first cast *genesis*, reflecting most any desire you can visualize.

You determine factors such as atmosphere, water, temperature, and the shape of the general terrain.

However, the spell cannot create life (such as vegetation), nor can it create construction (such as buildings, roads, wells, dungeons, and so forth).

If you want these benefits, you must add them in some other fashion.

Once the basic demiplane reaches its maximum size, you can continue to cast this spell to enlarge your demiplane if you are inside the boundaries of the demiplane.

In such a case, the radius of the demiplane increases by 60 feet for each subsequent casting.

If you cast the spell again while you are outside an existing demiplane, the casting creates a separate bubble that does not touch or overlap any previously created demiplane.

XP Cost: 5,000 XP.

(Note: This version of the *genesis* spell supersedes the *genesis* spell description previously published in *Defenders of the Faith*).

TRUE CREATION

Conjuration (Creation)

Level: Creation 8

Components: V, S, M, XP

Casting Time: 10 minutes

Range: 0 ft.

Effect: Unattended, nonmagical object of nonliving matter, up to 1 cu. ft./level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You create a nonmagical, unattended object of any sort of matter.

Items created are permanent and cannot be negated by dispelling magics or negating powers. For all intents and purposes, these items are completely real.

The volume of the item created cannot exceed 1 cubic foot per caster level.

You must succeed at an appropriate skill check to make a complex item, such as a Craft (bowmaking) check to make straight arrow shafts or a Craft (gemcutting) check to make a cut and polished gem.

Unlike the items brought into being by the lower-level spells *minor creation* and *major creation*, objects created by the casting of *true creation* can be used as material components.

Material Component: A small piece of matter of the same type of item you plan to create—a sliver of wood to create arrow shafts, a tiny piece of the appropriate stone to create a polished gem, and so forth.

XP Cost: The item's gold piece value in XP, or a minimum of 1 XP, whichever is more (see the *Player's Handbook* for item costs).

ENCHANTMENT

BOLTS OF BEDEVILMENT

Enchantment [Mind-Affecting]

Level: Madness 5

Components: V, S

Casting Time: One action

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

Effect: Ray

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell grants you the ability to make one ray attack per round.

The ray dazes one living creature, clouding its mind so that it takes no action for 1d3 rounds.

The creature is not stunned (so attackers get no special advantage against it), but it can't move, cast spells, use mental abilities, and so on.

MADDENING SCREAM

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 8, Madness 8

Components: V

Casting Time: One action

Range: Touch

Target: Living creature touched

Duration: 1d4+1 rounds

Saving Throw: None

Spell Resistance: Yes

The subject cannot keep himself from screaming, gibbering, and leaping about as though completely mad.

This spell makes it impossible for the victim to do anything other than race about caterwauling.

The effect worsens the Armor Class of the creature by 4, makes Reflex saving throws impossible except on a roll of 20, and makes it impossible to use a shield.

RAGE

Enchantment

Level: Madness 3

Components: V, S

Casting Time: One action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You can put a creature into a screaming blood frenzy.

In this rage, the creature gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves.

(Unlike a barbarian rage, no penalty to AC is suffered, and no fatigue period occurs after the rage is over).

TOUCH OF MADNESS

Enchantment [Mind-Affecting]

Level: Madness 2

Components: V, S

Casting Time: One action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You may daze one living creature by making a successful touch attack.

If the target creature does not make a successful Will save, its mind is clouded and it takes no action for 1 round per caster level.

The dazed subject is not stunned (so attackers get no special advantage against it), but it can't move, cast spells, use mental abilities, and so on.

EVOCATION

BLACKLIGHT

Evocation [Darkness]

Level: Darkness 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

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

Area: A 20-ft.-radius emanation centered on a creature, object, or point in space

Duration: 1 round/level (D)

Saving Throw: Will negates or none (object)

Spell Resistance: Yes or no (object)

You create an area of total darkness.

The darkness is impenetrable to normal vision and darkvision, but you can see normally within the blacklit area.

Creatures outside the spell's area, even you, cannot see through it.

You can cast the spell on a point in space, but the effect is stationary unless you cast it on a mobile object.

You can cast the spell on a creature, and the effect then radiates from the creature and moves as it moves.

Unattended objects and points in space do not get saving throws or benefit from spell resistance.

Blacklight counters or dispels any light spell of equal or lower level, such as *daylight*.

The 3rd-level cleric spell *daylight* counters or dispels *blacklight*.

Material Component: A piece of coal and the dried eyeball of any creature.

BOLT OF GLORY

Evocation [Good]

Level: Glory 6

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

By casting this spell, you project a bolt of energy from the Positive Energy Plane against one creature.

You must succeed at a ranged touch attack to strike your target.

A creature struck suffers varying damage, depending on its nature and home plane of existence:

Creature's Origin/Nature	Maximum Damage	Value
Material Plane, Elemental Plane, neutral outsider	1d6/2 levels	7d6
Negative Energy Plane, evil outsider, undead creature	1d6/level	15d6
Positive Energy Plane, good outsider	—	—

CROWN OF GLORY

Evocation

Level: Glory 8

Components: V, S, M, DF

Casting Time: 1 full round

Range: Personal

Area: 120-ft.-radius emanation centered on you

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

You are imbued with an aura of celestial authority, inspiring awe in all lesser creatures that behold your terrible perfection and righteousness.

You gain a +4 enhancement bonus to your Charisma score for the duration of the spell.

All creatures with fewer than 8 HD or levels cease whatever they are doing and are compelled to pay attention to you.

Any such creature that wants to take hostile action against you must make a successful Will save to do so.

Any creature that does not make this saving throw the first time it attempts a hostile action is *enthralled* for the duration of the spell (as the *enthrall* spell), as long as it is in the spell's area, nor will it try to leave the area on its own.

Creatures with 8 HD or more may pay attention to you, but are not affected by this spell.

When you speak, all listeners telepathically understand you, even if they do not understand your language.

While the spell lasts, you can make up to three suggestions to creatures of fewer than 8 HD in range, as if using the

mass suggestion spell (Will save negates); creatures with 8 HD or more aren't affected by this power. Only creatures within range at the time a *suggestion* is given are subject to it.
Material Component: An opal worth at least 200 gp.

NECROMANCY

UNDEATH TO DEATH

Necromancy

Level: Sor/Wiz 6, Clr 6, Repose 6

Components: V, S, M, DF

Casting Time: 1 action

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

Area: Several undead creatures within a 50-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Undeath to death snuffs out the animating forces of undead creatures, killing them instantly.

The spell slays 1d4 HD worth of undead creatures per caster level (maximum 20d4).

Creatures with the fewest HD are affected first; among creatures with equal HD, those closest to the point of origin of the burst are affected first.

Material Component: The powder of a crushed diamond worth at least 500 gp.

TRANSMUTATION

HARDENING

Transmutation

Level: Sor/Wiz 6, Artifice 7

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One item of a volume no greater than 10 cu. ft./level (see text)

Duration: Permanent

Saving Throw: None

Spell Resistance: Yes (object)

This spell increases the hardness of materials (see Table 8-12: Substance Hardness and Hit Points in the *Player's Handbook*).

Paper becomes harder to tear, glass becomes harder to break, wood becomes more resilient, and so on.

For every two caster levels, increase by 1 the hardness of the material targeted by the spell.

This hardness increase improves only the material's resistance to damage.

Nothing else is modified by the improvement.

For example, a longsword (treat steel as iron, base hardness 10) affected by a *hardening* spell cast by a 12th-level caster would have a new hardness of 16 for purposes of ignoring damage caused by someone using the Sunder feat.

The sword's hit points, attack and damage modifiers, and other characteristics are not affected.

The *hardening* spell does not in any way affect resistance to other forms of transformation.

Ice still melts, paper and wood still burn, rock still becomes transmutable to mud with the proper spell, and so on. This spell affects up to 10 cubic feet per level of the spellcaster.

If cast upon a metal or mineral, the volume is reduced to 1 cubic foot per level.

DRACONOMICON (3.5)

ABJURATION

ANTIDRAGON AURA

Abjuration

Level: Clr 4, Sor/Wiz 4

Components: V, S, M, DF

Casting Time: 1 standard action

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

Targets: 1 creature/two levels, no two of which can be more than 30 ft. apart

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

All targets gain a +2 luck bonus to Armor Class and on saving throws against the attacks, spells, and special attacks (extraordinary, supernatural, and spell-like) of dragons.

This bonus increases by +1 for every four caster levels above 7th (to +3 at 11th, +4 at 15th, and a maximum of +5 at 19th).

Material Component: A chunk of platinum worth at least 25 gp (slightly less than 1 ounce).

ANTIMAGIC RAY

Abjuration

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature or object

Duration: 1 round/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

An invisible ray projects from your fingers.

You must succeed on a ranged touch attack with the ray to strike a target.

The target, if struck, functions as if it were inside an *antimagic field*.

If this spell is used against a creature, the target can't cast spells or can't use supernatural or spell-like abilities, nor do such abilities have any effect on the creature.

However, the creature can still use spell completion items (such as scrolls) or spell trigger items (such as wands), even though it can't cast the spells required.

If this spell is used against an object, that object's magical powers are suppressed—including any spells previously cast and currently in effect on the item, as well as any spells or magical effects targeted on the object during the *antimagic ray's* duration.

Remember that an object struck by the ray only receives a saving throw if it is attended or if it is a magic item.

An unattended item, even if currently under the effect of a spell (such as a torch with *continual flame* cast upon it), receives no save.

The spell doesn't affect any objects other than the target itself, even if those objects are worn, carried by, or in contact with the target.

For instance, if a creature is the target, its equipment remains unaffected.

Material Component: A pinch of iron filings mixed with ruby dust worth 100 gp.

AURA OF EVASION

Abjuration

Level: Clr 5, Sor/Wiz 6

Components: V, S, M, DF

Casting Time: 1 standard action

Area: 10-ft.-radius emanation centered on you

Duration: 1 minute/level

Saving Throw: No

Spell Resistance: No

You and all creatures within 10 feet of you gain evasion, but only against breath weapons.

(If a breath weapon would normally allow a Reflex saving throw for half damage, a creature within an *aura of evasion* that successfully saves takes no damage instead).

The effect of this spell doesn't stack with any existing evasion or improved evasion abilities.

Material Component: Powdered emerald worth 500 gp.

CLOAK OF BRAVERY

Abjuration [Mind-Affecting]

Level: Clr 3, Pal 2

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: 60-ft.-radius emanation centered on you

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

All allies within the area (including you) gain a morale bonus on saving throws against fear effects equal to your caster level (max +10).

CONTINGENT ENERGY RESISTANCE

Abjuration

Level: Clr 4, Drd 4, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 minute

Range: Personal

Target: You

Duration: 1 hour/level (D)

This spell functions similarly to *contingency*, but with a more limited scope.

While *contingent energy resistance* is in effect, if you are dealt damage associated with one of the five types of energy (acid, cold, electricity, fire, or sonic), the spell automatically grants you resistance 10 against that type of energy for the remainder of the spell's duration (just as if you were under the effect of a *resist energy* spell of the appropriate type).

Once the energy type protected against by a particular casting of this spell is determined, it can't be changed.

You can't have more than one *contingent energy resistance* in effect on yourself at the same time—if you cast the spell a second time while an earlier casting is still in effect, the earlier spell automatically expires.

The energy resistance granted by this spell does not stack with similar benefits against the same energy type (such as from the *resist energy* spell).

However, it is possible to be simultaneously under the effect of *resist energy* (fire) and *contingent energy resistance* (electricity), or any other two such spells that protect against different types of energy.

Material Component: A pearl worth at least 100 gp.

DISPELLING BREATH

Abjuration

Level: Sor/Wiz 4

Components: S, B

Casting Time: 1 standard action

Range: Personal

Target: Your breath weapon

Duration: Instantaneous

Your breath weapon acts as a targeted *dispel magic*, possibly dispelling magical effects affecting creatures caught in its area.

The modification applies only to the breath produced as part of the casting.

For each creature or object that fails its saving throw against your breath weapon and that is the target of one or more spells, you make a dispel check against each ongoing spell currently in effect on the object or creature.

A dispel check is 1d20 + 1 per caster level (maximum +15) against a DC of 11 + the spell's caster level.

A creature's magic items are not affected, and creatures and objects that rolled successful saving throws against your breath weapon are likewise not affected.

If a creature that is the effect of an ongoing spell (such as a monster summoned by *monster summoning*), is in the area and fails its saving throw against your breath weapon, you can also make a dispel check to end the spell that conjured the creature (returning it whence it came).

For each ongoing area or effect spell centered within the area of your breath weapon, you make a dispel check to dispel the spell.

You may choose to automatically succeed on dispel checks against any spell that you have cast.

ENERGY IMMUNITY

Abjuration

Level: Clr 6, Drd 6, Sor/Wiz 7

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 24 hours

Saving Throw: None (harmless)

Spell Resistance: Yes (harmless)

This abjuration grants a creature complete protection against damage from whichever one of five energy types you select: acid, cold, electricity, fire, or sonic.

The spell protects the recipient's equipment as well.

Energy immunity absorbs only damage.

The recipient could still suffer unfortunate side effects, such as drowning in acid (since drowning results from a lack of oxygen), being deafened by a sonic attack, or becoming encased in ice.

The effect of this spell does not stack with similar effects, such as *resist energy* and *protection from energy*, that protect against the same energy type.

If a character is warded with *energy immunity (fire)* and is also receiving resistance to fire from one or more of the other spells, the *energy immunity* makes the other spells irrelevant.

However, it is possible to be simultaneously under the effect of *energy immunity (fire)* and *resist energy (electricity)*, or any other two such spells that protect against different types of energy.

HIDE FROM DRAGONS

Abjuration

Level: Asn 4, Brd 5, Sor/Wiz 7, Hoardstealer 4 (see class description, page 130)

Components: S, M

Casting Time: 1 standard action

Range: Touch

Targets: One creature touched/two levels

Duration: 10 minutes/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Dragons cannot see, hear, or smell the warded creatures, even with blindsense.

They act as though the warded creatures are not there.

Warded creatures could stand before the hungriest of red dragons and not be molested or even noticed.

If a warded character touches or attacks a dragon, even with a spell, the spell ends for all recipients.

Material Component: A dragon scale.

SCINTILLATING SCALES

Abjuration

Level: Sor/Wiz 2

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Your hide glistens and shimmers with a protective magical aura, granting you a deflection bonus to your Armor Class equal to your Constitution modifier.

Your natural armor bonus decreases by an amount equal to your Constitution modifier $\times 1/2$.

SHIELD OF WARDING

Abjuration

Level: Clr 3, Pal 2

Components: V

Casting Time: 1 standard action

Range: Touch

Target: One shield or buckler

Duration: 1 minute/level

Saving Throw: Will negates (object, harmless)

Spell Resistance: No

The touched shield or buckler grants its wielder a +1 sacred bonus on Reflex saves, +1 per five caster levels (maximum +5 at 20th level).

The bonus only applies when the shield is worn or carried normally (but not, for instance, if it is slung over the shoulder).

CONJURATION

DRAGON ALLY

Conjuration (Summoning)

Level: Dragon 7, Sor/Wiz 7

Effect: Up to two summoned dragons, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear

As *lesser dragon ally*, except you may summon a single dragon of up to 18 HD or two dragons of the same kind whose HD total no more than 18.

The dragons agree to help you and request your return payment together.

XP Cost: 250 XP.

DRAGON ALLY, GREATER

Conjuration (Summoning)

Level: Sor/Wiz 9

Effect: Up to three summoned dragons, totaling no more than 27 HD, no two of which can be more than 30 ft. apart when they appear

As *lesser dragon ally*, except you may summon a single dragon of up to 27 HD or up to three dragons of the same kind whose HD total no more than 27.

The dragons agree to help you and request your return payment together.

XP Cost: 500 XP.

DRAGON ALLY, LESSER

Conjuration (Summoning)

Level: Sor/Wiz 5

Components: V, XP

Casting Time: 10 minutes

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

Effect: One summoned dragon of up to 9 HD

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell summons a dragon.

You may ask the dragon to perform one task in exchange for a payment from you.

Tasks might range from the simple (fly us across the chasm, help us fight a battle) to the complex (spy on our enemies, protect us on our foray into the dungeon).

You must be able to communicate with the dragon to bargain for its services.

The summoned dragon requires payment for its services, which takes the form of coins, gems, or other precious objects the dragon can add to its hoard.

This payment must be made before the dragon agrees to perform any services.

The bargaining takes at least 1 round, so any actions by the creature begin in the round after it arrives.

Tasks requiring up to 1 minute per caster level require a payment of 100 gp per HD of the summoned dragon. For a task requiring up to 1 hour per caster level, the creature requires a payment of 500 gp per HD. Long-term tasks (those requiring up to 1 day per caster level) require a payment of 1,000 gp per HD. Especially hazardous tasks require a greater gift, up to twice the given amount.

A dragon never accepts less than the indicated amount, even for a nonhazardous task.

At the end of its task, or when the duration bargained for elapses, the creature returns to the place it was summoned from (after reporting back to you, if appropriate and possible).

XP Cost: 100 XP.

Special: Sorcerers cast this spell at +1 caster level.

PHANTASMAL THIEF

Conjuration (Creation)

Level: Greed 8, Sor/Wiz 8

Components: V, S, M

Casting Time: 1 standard action

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

Effect: One object

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

An invisible force, not unlike an *unseen servant*, comes into being where the caster wishes.

On the caster's turn, this force steals objects from others as she inaudibly directs it to (a free action).

A *phantasmal thief* can only steal from creatures.

It cannot break into locked chests or steal unattended objects.

A *phantasmal thief* has a Hide modifier of +20 (useful against those who can see invisible creatures) and a Move Silently modifier of +20.

If a *phantasmal thief* goes undetected, it can steal any object a creature possesses but is not holding or wearing.

Even objects in a *bag of holding* can be stolen.

It can only steal objects, bring objects to the caster, or put them back where they came from.

It can take no other actions.

A *phantasmal thief* needs 1 round to steal an object and another round to bring it to the caster.

A *phantasmal thief* can only hold one object at a time, and the object becomes invisible in its grasp.

The thief cannot take an item if it is detected by the creature it's trying to steal from (with a Listen or Spot check).

However, the thief can repeat the attempt in the next round.

It cannot be harmed in any way, although it can be dispelled.

A *phantasmal thief* can steal an object from a creature's hand by making a successful disarm attempt.

It does this as if it had the Improved Disarm feat and a +20 Strength modifier.

If a *phantasmal thief* is used in this way, it disappears after it brings the stolen object to the caster.

Material Component: A spool of green thread.

DIVINATION

FIND THE GAP

Divination

Level: Asn 3, Pal 3, Rgr 3

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You gain the ability to perceive weak points in your opponent's armor.

Once per round, one of your melee or ranged attacks may disregard the target's armor, shield, and natural armor bonuses (including any enhancement bonuses) to Armor Class.

Other AC bonuses, such as dodge bonuses, deflection bonuses, and luck bonuses, still apply.

ENCHANTMENT

ENTICE GIFT

Enchantment [Mind-Affecting]

Level: Greed 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

You enchant a creature so that it feels suddenly compelled to give you what it is holding when you cast this spell.

On the creature's next action, it moves as close to you as it can get in a single round and offers you the object as a standard action.

This spell allows you to act out of turn and accept the "gift" if the creature reaches you to hand you the object (assuming you have a free hand and can accept it).

The subject defends itself normally and acts as it wishes on subsequent rounds, including attempting to get the object back if desired.

If the subject is prevented from doing as the spell compels, the spell is wasted.

For example, if the subject is paralyzed and cannot move or drop the item, nothing happens.

HISS OF SLEEP

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 7

Components: V

Casting Time: 1 round

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

Targets: One creature/level

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: No

Hissing and whispering softly, you lull the targets into a comatose slumber.

Sleeping creatures are helpless.

Slapping or wounding awakens affected creatures, but normal noise does not.

Awakening a creature is a standard action (an application of the aid another action).

Hiss of sleep has no effect on creatures that can see you, creatures that have already rolled saving throws against your frightful presence, or unconscious creatures.

MADDENING WHISPERS

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 8

Components: V

Casting Time: 1 round

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

Targets: One creature/level

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Hissing and whispering softly, you stir feelings of confusion and madness in the targets' minds.

You can choose to inflict one of the following conditions upon any creatures that fail their saving throws.

Hysteria: The subjects fall into fits of uncontrollable laughing or crying (equal chance for either).

Hysterical creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention.

The only action such a character can take is a single move action per turn.

Panic: The subjects become panicked.

If cornered, a panicked creature cowers.

Violent Hallucinations: The subjects perceive any nearby creatures as dangerous enemies, attacking the nearest ones and fighting until the subjects are slain or until no more creatures are in sight.

Stupor: The subjects curl up on the floor and remain oblivious to events around them.

Characters in a stupor are effectively stunned and prone.

Maddening whispers has no effect upon creatures that can see you, creatures that have already rolled saving throws against your frightful presence, or unconscious creatures.

MESMERIZING GLARE

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 2

Components: S

Casting Time: 1 standard action

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

Targets: One living creature/level, no two of which may be more than 30 ft. apart

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Directing your gaze toward the target creatures, you cause them to stop and stare blankly at you, mesmerized.

Creatures that fail their saving throws gaze at your eyes, heedless of all else.

Affected creatures are dazed.

Any potential threat (such as an armed opponent moving behind the mesmerized creature) allows the creature a new saving throw.

Any obvious threat, such as casting a spell, drawing a sword, or aiming an arrow, automatically breaks the effect, as does shaking or slapping the creature.

A mesmerized creature's ally may shake it free of the spell as a standard action.

MISER'S ENVY

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

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

Target: One living creature and one object (see text)

Duration: 1 round/level

Saving Throw: Will negates and None (object)

Spell Resistance: Yes and No (object)

When you cast this spell, you designate a target creature and a target object, both of which must be within the spell's range.

If the target creature fails its saving throw, it becomes consumed by a powerful desire for the object.

For the duration of the spell, the creature seeks to obtain the object (going so far as to attack anyone holding or wearing it).

Once the creature gains possession of the object, it protects the item greedily, attacking anyone who approaches within 30 feet or who otherwise appears to be trying to take the object away.

Dragons, due to their greedy nature, take a -4 penalty on their saving throws against this spell.

MONSTROUS THRALL

Enchantment (Compulsion) [Mind-Affecting]

Level: Domination 9

Components: V, S, XP

Duration: Permanent

As *dominate monster* (see page 224 of the *Player's Handbook*), except the subject is permanently dominated if it fails its initial Will save.

A subject ordered to take an action against its nature receives a Will save with a -4 penalty to resist taking that particular action.

If the save succeeds, the subject still remains your thrall despite its minor mutiny.

Once a subject makes a successful saving throw to resist a specific order, it makes all future saving throws to resist taking that specific action without a penalty.

XP Cost: 500 XP per Hit Die or level of the subject.

SUPPRESS BREATH WEAPON

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 3, Sor/Wiz 3

Components: V

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

The target of this spell cannot choose to use its breath weapon unless “forced” to do so by an enchantment (compulsion) spell of higher level, such as *lesser geas*.

TRUE DOMINATION

Enchantment (Compulsion) [Mind-Affecting]

Level: Domination 8

As *dominate person* (see page 224 of the *Player's Handbook*), except that subjects forced to take actions against their nature receive a new saving throw with a –4 penalty.

EVOCATION

BOLT OF GLORY

Evocation [Good]

Level: Glory 6

Components: V, S, DF

Casting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You project a bolt of positive energy at a single creature. You must make a successful ranged touch attack to strike your target.

The bolt deals 1d6 points of damage per two caster levels (maximum 7d6).

Against undead, evil outsiders, and creatures native to the Negative Energy Plane, the bolt instead deals 1d6 points of damage per caster level (maximum 15d6).

The bolt deals no damage to good outsiders or creatures native to the Positive Energy Plane.

CROWN OF GLORY

Evocation

Level: Glory 8

Components: V, S, M, DF

Casting Time: 1 standard action

Range: 120 ft.

Area: 120-ft.-radius emanation, centered on you

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

You are imbued with an aura of celestial authority, inspiring awe in all lesser creatures that behold your terrible perfection and righteousness.

You gain a +4 enhancement bonus to Charisma for the duration of the spell.

All creatures in the spell's area with fewer than 8 Hit Dice or levels cease whatever they are doing and are compelled to pay attention to you.

Any such creature that wants to take hostile action against you must succeed on a Will save to do so.

Any creature that fails this save the first time it attempts a hostile action is enthralled for the duration of the spell (as the *enthrall* spell) as long as it is in the spell's area, and it will not try to leave the area on its own.

Creatures with 8 or more Hit Dice are not affected by this spell.

When you speak, all listeners telepathically understand you, even if they do not understand your language. While the spell lasts, you can make up to three suggestions to creatures of fewer than 8 HD in range, as if using the *mass suggestion* spell (Will negates); creatures with 8 HD or more are not affected by this power.

Material Component: An opal worth at least 200 gp.

WINGBIND

Evocation [Force]

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Reflex negates

Spell Resistance: Yes

A web of force surrounds the target, entangling it like a net. If the target fails its saving throw, it is entangled.

Perhaps most important, the creature cannot use wings to fly—hence the common name of this spell.

A creature flying with wings falls immediately if it is entangled by *wingbind*.

An entangled creature can escape with a successful Escape Artist check against a DC equal to the saving throw DC of the spell.

Like a *wall of force*, the web of force is impervious to most attacks: It is immune to damage of all kinds, cannot be burst with a Strength check, and is unaffected by most spells, including *dispel magic*.

Also like *wall of force*, the web is immediately destroyed by *disintegrate*, a *rod of cancellation*, a *sphere of annihilation*, or *Mordenkainen's disjunction*.

NECROMANCY

AURA OF TERROR

Necromancy [Fear, Mind-Affecting]

Level: Sor/Wiz 6

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

You become surrounded by an aura of fear.

Whenever you charge or attack, you inspire fear in all creatures within 30 feet that have fewer Hit Dice than your caster level.

Each potentially affected opponent must succeed on a Will save or become shaken—a condition that lasts until the opponent is out of range.

A successful save leaves that opponent immune to your frightful presence for 24 hours.

If you cast this spell when you already have the frightful presence ability or a fear aura, the existing ability becomes more effective in the following ways:

- The radius of the area affected by the ability increases by 10 feet.

- The Will saving throw to resist the fear effect has a DC equal to your normal frightful presence DC or this spell's save DC, whichever is higher.
- Creatures that would normally be shaken by your fear aura are frightened instead, and creatures that would normally be frightened are panicked.

DEATH DRAGON

Necromancy [Evil, Fear, Mind-Affecting]

Level: Clr 7

Components: V, S, DF

Casting Time: 1 round

Range: Personal

Effect: Dragon-shaped armor of energy and bones

Duration: 1 round/level (D)

You summon unholy power to gird yourself in a dragon-shaped cocoon of bones and negative energy.

The cocoon gives you a +4 enhancement bonus to your natural armor and a +4 deflection bonus to Armor Class, plus 1 temporary hit point per caster level (maximum 20). You are treated as armed when you make unarmed attacks, and you deal damage as if your limbs were short swords of an appropriate size.

You can use your off hand to attack, incurring the standard two-weapon fighting penalties (see page 160 of the *Player's Handbook*).

The *death dragon* prevents you from casting spells with somatic, material, or focus (but not divine focus) components, but does not otherwise hinder your actions or movement.

As a standard action, you may project a cone of *fear* or make a melee touch attack to use *inflict critical wounds* on the creature touched.

These effects are otherwise identical to the spells of the same names.

ENERVATING BREATH

Necromancy

Level: Sor/Wiz 8

Components: S, B

Casting Time: 1 standard action

Range: Personal

Target: Your breath weapon

Duration: Instantaneous

You can modify your breath weapon so that it is laced with negative energy.

In addition to the normal energy damage your breath weapon deals, creatures that fail their saving throws against the breath weapon gain 2d4 negative levels.

The modification applies only to the breath produced as part of the casting.

If the subject gains at least as many negative levels as it has Hit Dice, it dies.

Each negative level gives a creature the following penalties: -1 penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of spells or special abilities).

Additionally, a spellcaster loses one spell or spell slot from her highest available level.

Negative levels stack.

Assuming the subjects survive, they regain lost levels after a number of hours equal to your caster level.

Ordinarily, negative levels have a chance of permanently draining the subject's level, but the negative levels from *enervating breath* don't last long enough to do so.

If an undead creature is caught within the breath weapon, it gains 2d4×5 temporary hit points before taking damage from the breath weapon.

If not immediately lost, these temporary hit points last for 1 hour.

IMPERIOUS GLARE

Necromancy [Fear, Mind-Affecting]

Level: Sor/Wiz 6

Components: S

Casting Time: 1 standard action

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

Targets: One living creature/level, no two of which may be more than 30 ft. apart

Duration: 1 round/level

Saving Throw: Will negates (see text)

Spell Resistance: Yes

Directing your gaze toward the target creatures, you instill terror and awe in their hearts.

The targets must make successful Will saves or cower.

The saving throw DC to resist this effect is either the normal save DC for the spell or the save DC for your natural frightful presence ability, whichever is higher.

You cannot cast this spell if you do not have a frightful presence ability, either natural or magically bestowed.

REBUKING BREATH

Necromancy

Level: Sor/Wiz 4

Components: S, B

Casting Time: 1 standard action

Range: Personal

Target: Your breath weapon

Duration: Instantaneous

You imbue your breath weapon with negative energy that rebukes undead in its area.

Undead within the area of your breath weapon that fail their saving throws against it are rebuked, and cower as if in awe for 10 rounds.

The modification applies only to the breath produced as part of the casting.

TRANSMUTATION

ANIMATE BREATH

Transmutation

Level: Sor/Wiz 7

Components: S, B

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You imbue the energy of your breath weapon with coherence, mobility, and a semblance of life.

The animated breath then attacks whomever or whatever you designate.
 The spell works only on breath weapons that deal energy (acid, cold, electricity, fire, or sonic) damage.
 The animated breath has the following characteristics.
Type: Construct.
Subtype: The same as yours, or the energy type of your breath weapon if you do not have a subtype.
Size: One size smaller than you.
Hit Dice: Equal to the number of dice of damage your breath weapon deals.
 The Hit Dice are 10-sided.
 Constructs also receive bonus hit points based on size:
 Diminutive, Tiny: —
 Small: 10
 Medium: 20
 Large: 30
 Huge: 40
 Gargantuan: 60
 Colossal: 80
Speed: Varies by breath type:
 Acid: 20 ft., swim 90 ft.
 Cold: 30 ft.
 Electricity: Fly 100 ft. (perfect)
 Fire: 50 ft.
 Sonic: Fly 100 ft. (perfect)
AC: The animated breath's natural armor bonus varies by size:
 Diminutive or Tiny: +2
 Small or Medium: +3
 Large: +4
 Huge: +8
 Gargantuan: +10
 If your breath weapon uses force energy, this bonus is an armor bonus composed of force (like that granted by *mage armor*) rather than a natural armor bonus.
Attacks: The animated breath makes slam attacks according to its Hit Dice.
Damage: Each successful hit deals bludgeoning damage (varies by size of the animated breath; see below) plus energy damage equal to one die of the same size as your breath weapon damage.
 Diminutive: 1d2
 Tiny: 1d3
 Small: 1d4
 Medium: 1d6
 Large: 1d8
 Huge: 2d6
 Gargantuan: 2d8
 For example, a Colossal red dragon's animated breath is Gargantuan in size, so it deals 2d8 points of bludgeoning damage on a successful hit—plus 1d10 points of fire damage, because d10 is the size of die used to determine a red dragon's breath weapon damage.
Special Qualities: Creatures that hit the animated breath with natural weapons or unarmed attacks take energy damage as though hit by the breath's attack.
Construct Traits: The animated breath is immune to mindaffecting effects, and to poison, magic sleep effects, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects.

The breath is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage.

Saves: The animated breath has no good saves.

All of its save bonuses are 1/3 of its Hit Dice plus the appropriate ability modifier.

Abilities: The animated breath has no Constitution or Intelligence score.

Its Wisdom and Charisma scores are both 1.

Its Strength and Dexterity vary by size:

Diminutive: Str 6, Dex 16

Tiny: Str 8, Dex 14

Small: Str 10, Dex 12

Medium: Str 12, Dex 10

Large: Str 16, Dex 10

Huge: Str 20, Dex 8

Gargantuan: Str 24, Dex 6

Alignment: Always neutral.

An old brass dragon's animated breath has the following statistics:

➤ Large construct (fire); HD 8d10+30; hp 74; Init +0; Spd 50 ft.; AC 13, touch 9, flat-footed 13; Atk +9/+4 (1d8+1d6 fire, slam); SQ burn, construct traits; AL N; SV Fort +2, Ref +2, Will -3; Str 16, Dex 10, Con —, Int —, Wis 1, Cha 1.

An old red dragon's animated breath has the following statistics:

Huge construct (fire); HD 16d10+40; hp 128; Init -1; Spd 50 ft.; AC 15, touch 9, flat-footed 15; Atk +15/+10/+5 (2d6+1d10 fire, slam); SQ burn, construct traits; AL N; SV Fort +5, Ref +4, Will +0; Str 20, Dex 8, Con —, Int —, Wis 1, Cha 1.

Casting the spell requires a standard action, which includes using your breath weapon.

When you use your breath weapon, it immediately takes animate form and attacks.

It does not form as a cone or a line, and does not deal damage when it is used to cast this spell.

BLINDING BREATH

Transmutation [Light]

Level: Sor/Wiz 3

As *breath flare*, except that targets that fail their saving throws against your breath weapon are permanently blinded, rather than dazzled.

BREATH FLARE

Transmutation [Light]

Level: Sor/Wiz 1

Components: S, B

Casting Time: 1 standard action

Range: Personal

Target: Your breath weapon

Duration: Instantaneous

If your breath weapon uses fire or electricity, it is suffused with bright light.

In addition to taking the normal fire or electricity damage, creatures that fail their saving throws against the breath weapon are dazzled for 1 minute per caster level.

Sightless creatures are not affected by *breath flare*.

The modification applies only to the breath produced as part of casting.

BREATH WEAPON ADMIXTURE

Transmutation (see text)

Level: Sor/Wiz 8

Components: S, B

Casting Time: 1 standard action

Range: Personal

Target: Your breath weapon

Duration: Instantaneous

Choose one type of energy other than that normally associated with your breath weapon: acid, cold, electricity, or fire.

You can modify your breath weapon to add an equal amount of the energy you choose.

For example, a wyrm red dragon whose breath weapon normally deals 22d10 points of fire damage could use this spell to produce a cone dealing 22d10 points of fire damage plus 22d10 points of acid damage.

Even opposed types of energy, such as fire and cold, can be combined using this spell.

The modification applies only to the breath produced as part of the casting.

When you use this spell to produce acid, cold, electricity, or fire energy, it is a spell of that type.

For example, *breath weapon admixture* is an acid spell when you cast it to add acid damage to your breath weapon.

BREATH WEAPON SUBSTITUTION

Transmutation (see text)

Level: Sor/Wiz 4

Components: S, B

Casting Time: 1 standard action

Range: Personal

Target: Your breath weapon

Duration: Instantaneous

Choose one type of energy other than that normally associated with your breath weapon: acid, cold, electricity, or fire.

You can modify your breath weapon to use the selected energy type instead of its normal energy type.

For example, a mature adult red dragon whose breath weapon normally deals 14d10 points of fire damage could use this spell to produce a cone dealing 14d10 points of acid damage instead.

The modification applies only to the breath produced as part of the casting.

When you use this spell to produce acid, cold, electricity, or fire energy, it is a spell of that type.

For example, *breath weapon substitution* is an acid spell when you cast it to change your breath weapon to deal acid damage.

BURNING BLOOD

Transmutation [see text]

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level

Your blood becomes suffused with the same energy type that powers your breath weapon.

(You must have a breath weapon that deals acid, cold, electricity, or fire damage to cast this spell).

Whenever you take damage from a natural or manufactured weapon, a spurt of blood erupts in a 5-foot-radius burst from the wound, dealing energy damage to creatures in its area.

The energy-charged blood deals a number of points of damage equal to your caster level.

When you use this spell to produce acid, cold, electricity, or fire energy, it is a spell of that type.

For example, *burning blood* is an acid spell when you cast it to suffuse your blood with acid.

CHEAT

Transmutation [Evil]

Level: Brd 1, Greed 1, Sor/Wiz 1

Components: V, S, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level or until used

Saving Throw: None

Spell Resistance: No

At one point during the duration of this spell, you can attempt to alter the outcome of a game of chance.

This spell can only affect nonmagical games, such as those using cards or dice.

It cannot affect a game involving magic, nor a magic item involved in a game of chance (such as a *deck of many things*).

Whenever a roll is made to determine the outcome of the game, a character under the effect of this spell may demand a reroll and take the better of the two rolls.

For example, Darkon is playing a game that he has a 1 in 4 chance of winning.

The DM secretly rolls 1d4 and tells the player that Darkon lost.

Because Darkon is under the effect of a *cheat* spell, the player can have the DM reroll.

The spell alters probability, so there is no subterfuge that another character could notice (except for the casting of the spell itself).

Focus: A pair of dice made from human bones.

DEAFENING BREATH

Transmutation [Sonic]

Level: Sor/Wiz 9

As *breath weapon admixture*, but you add sonic energy to your breath weapon.

In addition to dealing extra damage, you permanently deafen creatures that fail their saving throws against your breath.

This spell has no effect within an area of magical silence, such as that created by the *silence* spell.

DRACONIC MIGHT

Transmutation

Level: Pal 4, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 minute/level (D)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The subject of the spell gains a +5 enhancement bonus to Strength, Constitution, and Charisma.

It also gains a +4 enhancement bonus to natural armor.

Finally, it has immunity to magic sleep and paralysis effects.

Special: Sorcerers cast this spell at +1 caster level.

DRACONIC POLYMORPH

Transmutation

Level: Sor/Wiz 5

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

As *polymorph*, except as follows: The assumed form can have no more Hit Dice than you have, to a maximum of 20 Hit Dice.

Your Strength and Constitution in the new form are above the average for the race or species into which you transform; your Strength is the average for the creature +8, and your Constitution is the average for the creature +2.

DRAGON BREATH

Transmutation

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

You gain a breath weapon resembling that of a dragon.

When you cast this spell, you choose both the shape and energy type of the breath weapon, from the following options: line (acid, electricity, or fire) or cone (acid, cold, or fire).

A line is 5 feet high, 5 feet wide, and 60 feet long, while a cone is 30 feet long, 30 feet high, and 30 feet wide.

Once you make the selection of shape and energy type, it is fixed for the duration of the spell.

Using your breath weapon is a standard action.

The breath weapon deals 3d6 points of damage of the chosen energy type, plus an additional 1d6 points of damage for every two levels above 5th (to a maximum of 10d6 at 19th level).

Targets in the area may attempt a Reflex save for half damage.

You can use this breath weapon up to three times during the spell's duration (plus one additional use per two levels above 5th).

After using this breath weapon, you can't use it again for 1d4+1 rounds.

(Using this breath weapon has no effect on your ability to use other breath weapons you might have, and vice versa). You can't have more than one *dragon breath* spell active at the same time.

Even though using your breath weapon poses no danger to you, you don't gain any resistance or immunity to the energy type of the weapon.

Special: Sorcerers cast this spell at +1 caster level.

DRAGONSIGHT

Transmutation

Level: Brd 5, Sor/Wiz 5

Components: V, S, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

You gain the visual acuity of a dragon, including low-light vision, darkvision, and blindsense.

You can see four times as well as a normal human in lowlight conditions and twice as well in normal light.

(See the Dragon Sight sidebar, page 17).

Your darkvision has a range of 10 feet per caster level.

Your blindsense has a range of 5 feet per caster level.

You do not need to make Spot or Listen checks to notice creatures within range of your blindsense.

None of these effects stack with any low-light vision, darkvision, or blindsense you may already have.

Focus: A dragon's eye.

DRAGONSKIN

Transmutation

Level: Sor/Wiz 3

Components: S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Your skin toughens and becomes scaly like that of a chromatic dragon, of a color that you select.

You gain an enhancement bonus to your natural armor equal to +3, +1 per two levels above 5th (to a maximum of +5 at 9th level), as well as energy resistance equal to twice your caster level (maximum of 20 at 10th level) against the type of energy appropriate to the color you select: acid (black or green), cold (white), electricity (blue), or fire (red).

Material Component: A dragon's scale.

Special: Sorcerers cast this spell at +1 caster level.

EARTHBIND

Transmutation

Level: Drd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

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

Targets: One creature

Duration: 1 minute/level (D)

Saving Throw: Fortitude partial

Spell Resistance: Yes

You hamper the subject creature's ability to fly (whether through natural or magical means) for the duration of the spell.

If the target fails its saving throw, its fly speed (if any) becomes 0 feet.

An airborne creature subjected to this spell falls to the ground as if under the effect of a *feather fall* spell.

Even if a new effect would grant the creature the ability to fly, that effect is suppressed for the duration of the *earthbind* spell.

If the target makes a successful Fortitude save, its fly speed (including any new effect granted during the spell's duration) is reduced by 10 feet per caster level (maximum reduction 100 feet at 10th level).

This reduction can't bring the creature's fly speed down to less than 10 feet.

Earthbind has no effect on other forms of movement, or even on effects that might grant airborne movement without granting a fly speed (such as jumping or *levitate* or *air walk* spells).

ETHEREAL BREATH

Transmutation

Level: Sor/Wiz 5

Components: S, B

Casting Time: 1 standard action

Range: Personal

Target: Your breath weapon

Duration: Instantaneous

You can modify your breath weapon to manifest on the Ethereal Plane instead of on the Material Plane.

(You must be on the Material Plane, or on another plane with a coexistent Ethereal Plane, for this spell to function). Your breath weapon affects ethereal creatures as if they were material, and does not affect material creatures in its area.

The modification applies only to the breath produced as part of the casting.

FELL THE GREATEST FOE

Transmutation

Level: Asn 3, Clr 4, Pal 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Large or larger creature touched

Duration: 1 round/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains the ability to deal greater damage against Large or larger creatures.

For every size category of an opponent bigger than Medium, the subject deals an extra 1d6 points of damage on any successful melee attack (+1d6 against a Large creature, +2d6 against Huge, +3d6 against Gargantuan, or +4d6 against Colossal).

Material Component: A dragon's claw or a giant's fingernail.

FLIGHT OF THE DRAGON

Transmutation

Level: Sor/Wiz 5

Components: V, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

A pair of powerful draconic wings sprouts from your shoulders, granting you a fly speed of 100 feet (average).

You can't carry aloft more than a light load.

When flying long distances, you can fly at 15 miles per hour (or 24 miles per hour at a hustle).

In a day of normal flight, you can cover 120 miles.

Material Component: A dragon's wing-claw.

Special: Sorcerers cast this spell at +1 caster level.

LOWER SPELL RESISTANCE

Transmutation

Level: Clr 4, Sor/Wiz 4

Components: V, S

Casting Time: 1 round

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

Target: One creature

Duration: 1 minute/level

Saving Throw: Fortitude negates (see text)

Spell Resistance: No

This spell reduces the subject's spell resistance by 1 per caster level (maximum reduction 15).

This reduction can't lower a target's spell resistance below 0.

The target of the spell takes a penalty on its saving throw equal to your caster level.

MAGIC FANG, SUPERIOR

Transmutation

Level: Drd 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Superior magic fang gives every natural weapon you possess an enhancement bonus on attack and damage rolls equal to +1 per four caster levels (maximum +5 at 20th level).

RAZORFANGS

Transmutation

Level: Sor/Wiz 2

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Choose one of your natural weapons that deals slashing or piercing damage (your bite or a single claw).

That natural weapon's threat range doubles (in most cases, becoming 19–20).

This spell does not stack with any other effects that increase a weapon's threat range.

This spell's name derives from a marked preference among dragons for improving their bite attack with this spell, but it works equally well on a claw attack.

SCALE WEAKENING

Transmutation

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Ray

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: Yes

A dull gray ray projects from your hand.

You must succeed on a ranged touch attack to strike a target.

The target's natural armor bonus is reduced by 4 points, +1 point per two caster levels above 3rd (maximum reduction 10 points at 15th level).

This spell can't reduce a creature's natural armor bonus to less than 0, nor does it have any effect on an enhancement bonus to natural armor (such as that granted by the *barkskin* spell).

Material Component: A shed snakeskin.

SHARPTOOTH

Transmutation

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Choose one of your natural weapons (your bite, a single claw, a wing, a crush, a tail slap, or a tail sweep).

For the duration of the spell, that natural weapon deals damage as though you were one size larger than your actual size.

You cannot gain additional attack forms (such as a tail slap) by using this spell; you can only improve attacks you already possess.

This spell does not stack with itself.

This spell's name derives from a marked preference among dragons for improving their bite attacks with this spell, but it works equally well on claw, wing, tail, and crush attacks.

STUNNING BREATH

Transmutation

Level: Sor/Wiz 4

Components: S, B

Casting Time: 1 standard action

Range: Personal

Target: Your breath weapon

Duration: Instantaneous

You imbue your damaging breath weapon with concussive force that can stun those caught in its area.

Creatures that take damage from the breath weapon must make successful Fortitude saves (DC equal to your breath weapon save DC) or be stunned for 1 round.

The modification applies only to the breath produced as part of the casting.

STUNNING BREATH, GREATER

Transmutation

Level: Sor/Wiz 7

As *stunning breath*, but creatures that fail their Fortitude saves are stunned for 2d4 rounds.

VOICE OF THE DRAGON

Transmutation

Level: Brd 4, Dragon 4, Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

You gain a +10 enhancement bonus on your Bluff, Diplomacy, and Intimidate checks.

You also gain the ability to speak and understand (but not read) Draconic.

At any time before the spell's duration expires, you can use a standard action to target a creature with a *suggestion* effect, which functions identically to the spell of that name (including range, duration, and other effects).

Doing this causes the *voice of the dragon* spell to end, though the *suggestion* itself lasts for the normal duration thereafter.

Special: Sorcerers cast this spell at +1 caster level.

VULNERABILITY

Transmutation

Level: Asn 4, Clr 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell lowers the subject's damage reduction by 5 points (to a minimum of 5).

For instance, if you successfully cast *vulnerability* on a dragon with damage reduction 10/magic, its damage reduction becomes 5/magic.

For every four caster levels beyond 11th, the subject's damage reduction lowers by an additional 5 points: 10 at 15th and 15 at 19th.

WINGS OF AIR

Transmutation

Level: Sor/Wiz 2

Components: V

Casting Time: 1 standard action

Range: Touch

Target: Winged creature touched

Duration: 1 minute/level

Saving Throw: None (harmless)

Spell Resistance: No (harmless)

The creature you touch becomes more agile in the air, able to make quicker turns, and more maneuverable when flying.

The target must be capable of flight using wings.

The creature's maneuverability improves by one step—from clumsy to poor, poor to average, average to good, or good to perfect.

A single creature cannot benefit from multiple applications of this spell at one time.

WINGS OF AIR, GREATER

Transmutation

Level: Sor/Wiz 5

As *wings of air*, but the creature's maneuverability improves by two steps—from clumsy to average, poor to good, or average to perfect.

DRAGON MAGIC (3.5)

ABJURATION

JUSTICE OF THE WYRM KING

Abjuration [Force]

Level: Sorcerer/wizard 7

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 5 rounds

Spines of brilliant yellow light burst outward from your body, giving the impression that you are covered in glowing spikes. You create a field of arcane force around your body that deals retaliatory damage to your attackers.

While this spell is active, any creature striking you with a nonreach melee weapon takes 4d6 points of damage.

As part of the casting of this spell, if you are a sorcerer you can sacrifice one additional sorcerer spell slot of up to 9th level; this increases the damage dealt by 2 points for every level of the sacrificed slot.

For example, if you use a 7th-level spell slot to cast *justice of the wurm king* and sacrifice a 5th-level spell slot to augment it, you deal 4d6+10 points of damage to your attackers.

KISS OF DRACONIC DEFIANCE

Abjuration

Level: Sorcerer/wizard 7

Components: V, S

Casting Time: 1 standard action

Range: 40 ft.

Area: 40-ft.-radius emanation centered on you

Duration: Concentration + 1 round or until expended

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes; see text

A ring of radiant energy spirals out from your body, shattering the magical energies of others.

This spell projects magical interference from your body, making it more difficult for others to cast spells within its area.

Any enemy attempting to cast a spell within the area of a *kiss of draconic defiance* must succeed on a Fortitude saving throw; failure means the spell is lost (as if cast) but has no effect.

Any creature that successfully saves against this spell is immune to its effect for 24 hours thereafter.

Check spell resistance the first time a creature attempts to cast a spell within the area.

Furthermore, while this spell is active, you can automatically counter a single spell of 5th level or lower (as

per the counterspell action) as an immediate action, as long as the caster is within the area of the *kiss of draconic defiance*. Doing so immediately ends the duration of this spell. You do not expend any of your own spell slots to counter the other spell and need not make a Spellcraft check to identify it (though you can choose to do so to ensure that it's not higher than 5th level).

CONJURATION

CALL OF THE TWILIGHT DEFENDER

Conjuration (Summoning)

Level: Druid 6, sorcerer/wizard 6

Components: V

Casting Time: 1 full round

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

Effect: One twilight guardian

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

The very ground erupts in a shower of stone and dirt, accompanied by a thunderclap.

Standing in the center of the damaged ground is a creature of stone, wood, and plant parts resembling the regal form of a guardian dragon.

This spell summons one twilight guardian (see page 121) to fight for you.

The spell functions like a *summon nature's ally* spell, but with one exception.

At any time, a summoned twilight guardian can sacrifice itself by simply touching you (a standard action); the twilight guardian is immediately destroyed, and you gain a number of hit points equal to 1/2 the twilight guardian's remaining hit points before its sacrifice.

Special: A character who learns this spell gains a +1 competence bonus on Knowledge (nature) checks.

UNDYING VIGOR OF THE DRAGONLORDS

Conjuration (Healing)

Level: Sorcerer 5

Components: V

Casting Time: 1 full round

Range: Personal

Target: You

Duration: Instantaneous

A golden ray of light erupts from the ground beneath you, bathing you in a column of healing illumination that dances with yellow flecks.

This spell converts arcane spell energy into pure draconic life energy, guiding it to repair damage to your body.

You immediately heal 5d6 points of damage.

As part of the casting of this spell, you can sacrifice one sorcerer spell slot of up to 9th level; doing this increases the healing by 1d6 points per level of the sacrificed slot.

For example, a 10th-level sorcerer who spent two 5th-level spell slots (one to cast the spell and another to enhance it) would heal 10d6 points of damage.

This spell does not channel positive energy as divine healing spells do, so it functions the same for undead spellcasters as it does for living casters.

Special: If you are of the dragonblood subtype (see page 4), this spell heals an extra 1 point of damage per die rolled.

DIVINATION

DETECT DRAGONBLOOD

Divination

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 10 min./level (D)

Saving Throw: None

Spell Resistance: No

This spell functions like *detect evil*, except that you detect the auras of creatures of the dragon type or the dragonblood subtype (see page 4).

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

1st Round: Presence or absence of dragonblooded creatures.

2nd Round: Number of dragonblooded in the area, and the power of the most potent aura.

3rd Round: The power and location of each aura.

If an aura is outside your line of sight, you learn its direction but not its exact location.

If an aura is within your line of sight, you can make a Knowledge (arcana) check (DC 10 + target's HD) to determine whether the aura is of the dragon type or the dragonblood subtype.

Aura Power: The power of a dragonblooded creature's aura depends on its Hit Dice and the strength of its connection to dragons; see the accompanying table.

If a creature's aura falls into more than one category, the spell indicates the stronger of the two.

DETECT DRAGONBLOOD

Creature	Aura Power ^a			
	Faint	Moderate	Strong	Overwhelming
Dragonblood subtype (HD)	10 or lower	11–25	26–50	51 or higher
Dragon type (HD)	2 or lower	3–8	9–20	21 or higher

EYES OF THE ORACLE

Divination

Level: Cleric 6, sorcerer/wizard 6, wu jen 6 (all)

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level or until expended

Vague, translucent shadows of your body's form move just out of sync with your own motions, a visible sign that you exist in two places in time.

You can see into the future, slightly anticipating your opponents' next moves.

You gain a +2 insight bonus to Armor Class and a +2 insight bonus on Reflex saves.

Additionally, at the end of your turn, you can ready a single standard action regardless of the number of actions taken this turn.

Thus, you can move at your movement rate, make a single attack, and then at the end of your turn ready an action to cast a single spell with a casting time of one standard action. This behaves as a readied action in all other ways, including the change in your initiative.

If you take the readied action, the spell's effect ends immediately.

Special: If you are of the dragonblood subtype (see page 4), your bonus to Armor Class and on Reflex saves improves to +3.

DUAL-SCHOOL

BURST OF GLACIAL WRATH

Evocation/Transmutation [Cold]

Level: Sorcerer/wizard 9

Components: V, S

Casting Time: 1 standard action

Range: 30 feet

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

A quick buildup of icy blue energy centered on your hand rapidly becomes an enormous bubble of frost that washes out over the landscape, freezing all in its path.

You create a burst of icy energy that flash-freezes any creatures within the spell's area.

The spell deals 1d6 points of cold damage per caster level (maximum 25d6 points).

Any living creature reduced to –1 or fewer hit points is not killed, but instead turned to solid ice (similar to *flesh to stone*, but with ice instead of stone).

Effectively, the spell can't reduce a creature's hit points below –9.

A successful Fortitude save halves the damage.

A creature turned to solid ice by this spell gains hardness 10 as well as immunity to cold and electricity.

However, it also gains vulnerability to fire, and any frozen creature reduced to –10 or fewer hit points by fire damage immediately melts (and dies).

Once this occurs, the creature can be brought back to life only with a *miracle*, *true resurrection*, or *wish* spell.

Special: A character who learns this spell gains resistance to cold 5, which stacks with any other resistance to cold he already possesses.

FEROCITY OF SANGUINE RAGE

Transmutation/Divination

Level: Assassin 4, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level or until expended

Blood seems to pour from your eyes as an irregular red glow whirls around you chaotically.

This spell imbues you with a supernatural ferocity, giving you an edge in melee combat.

You gain a morale bonus on your melee damage rolls (with weapons or natural attacks) equal to 1/2 your caster level.

This has no impact on your ability to cast spells or perform other actions.

Furthermore, while this spell is active, you can activate a true strike effect (as the spell) on yourself as a standard action.

This effect lasts for the normal duration of the true strike spell (a single attack), after which the entire spell's duration ends.

Special: if you are of the dragonblood subtype (see page 4), you cast this spell at +1 caster level.

FIRESTRIDE EXHALATION

Conjuration (Teleportation)/Evocation [Fire]

Level: Sorcerer/wizard 4, wu jen 4 (fire)

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.; see text

Area: Cone-shaped burst; see text

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

With a word and a gesture, you fill your lungs with swirling, burning energy.

Then, with a mighty exhalation, you flood the space before you with a powerful cone of fire.

As the last wisps of energy leave your lips, your body becomes part of the breath weapon, allowing you to flow through space and reform your body anywhere within the breath's area.

You breathe forth a cone of fire that deals 8d6 points of fire damage.

A successful Reflex save halves this damage, and spell resistance applies.

When you cast this spell, you have the option of becoming part of the breath weapon and teleporting instantly to any unoccupied space within the breath weapons area.

Your entire body need not fit within the breath's area, as long as your new space shares at least 1 square with the breath weapon's area.

You bring along any gear worn or carried (up to your maximum load).

You can't bring along other creatures except for your familiar.

You must make this decision when casting the spell, before any other effects of the breath weapon are resolved (such as saves, spell resistance, and so forth).

You aren't damaged by the spell's effect when you appear within its area.

LORD OF THE SKY

Evocation/Transmutation [Electricity]

Level: Shugenja 5 (air), sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

A swirling cloud of black mist surrounds you, shot through with bolts of lightning and covering you in powerful magic.

By casting this spell, you become more formidable in aerial combat, allowing you to deal with airborne enemies more easily.

You can fly at a speed of 40 feet with good maneuverability (or 30 feet if you wear medium or heavy armor, or carry a medium or heavy load).

If you already have a fly speed of 40 feet or greater, your fly speed improves by 10 feet, and your maneuverability improves to good (unless it's already better than that).

While airborne, you can use a swift action each round to fire a bolt of magical lightning as a ranged touch attack against any other airborne target within 60 feet.

This attack deals 1 point of electricity damage per caster level (maximum 20 points) and reduces the target's fly speed to 1/2 normal for the duration of the spell.

This speed reduction doesn't stack, so attacking the same target multiple times yields no extra reduction in fly speed (but continues to deal damage).

Furthermore, while this spell is active, you can activate one lightning bolt (as the spell) as a standard action.

Doing so ends the duration of *lord of the sky*, and if you do not have a natural fly speed, you drift to the ground as per the fly spell.

Special: If you are of the dragonblood subtype (see page 4), this spell grants you a fly speed of 60 feet (or 40 if encumbered as described above).

Dragonblooded casters who already have a fly speed of 60 feet or greater instead gain a +10-foot improvement to their fly speed.

PASSAGE OF THE SHIFTING SANDS

Transmutation/Evocation [Air]

Level: Druid 4, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D) or until expended

You entire body sparkles as color fades from your form.

A stiff breeze picks up as you collapse into thousands of particles of sand, sent flying on the warm wind.

You and all your belongings become a flying cloud of sand, swirling and formless yet retaining your consciousness.

You lose your normal shape and become a sand cloud, taking up the same space you do in your normal form.

You can fly at a speed of 40 feet (perfect maneuverability), but you lose any other movement rates you had in your normal form.

Treat this otherwise as *gaseous form* (PH 234).

If you end your movement in the same space as another creature, that creature is blinded for 1 round (Fortitude negates).

Spell resistance does not apply against this effect.

Furthermore, while this spell is active, you can activate a gust of wind effect (as the spell) as a swift action.

Doing so ends the duration of *passage of the shifting sands*.

Special: A blue dragon capable of casting 6th-level sorcerer spells can cast this spell as a swift action.

ROT OF AGES

Conjuration (Creation)/Necromancy

Level: Druid 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action; see text

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

Target: One creature

Duration: 2 rounds

Saving Throw: Fortitude partial

Spell Resistance: No

A cloud of rotting plant and animal matter swirls up from the ground around your target, encompassing it in a whirlwind of decay.

This spell encompasses your target in a cloud of rotting debris.

The target is sickened for 2 rounds.

Furthermore, all other creatures are treated as having concealment against the target.

A successful Fortitude save negates the sickness, but not the concealment.

Nonliving creatures are unaffected by the sickness effect.

A living creature already under the effect of *rot of ages* that fails a save against a second casting of the spell is nauseated (rather than sickened) for as long as both effects last (and then sickened for the remainder of the second spell's duration).

Special: A black dragon capable of casting 3rd-level sorcerer spells can cast this spell as a swift action.

VISION OF THE OMNISCIENT EYE

Divination/Evocation [Light]

Level: Bard 3, cleric 3, druid 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Your eyes briefly flash with brilliant light, opening your mind to encompass every object nearby.

You gain great vision, allowing you to see everything in the surrounding area clearly.

You gain a +10 insight bonus on Spot checks and immunity to being dazzled or blinded (if you are already dazzled or blinded, you can see normally for the duration of the spell). Additionally, if you cast this while under the effect of *see invisibility*, *true seeing*, or any other spell that allows you to see invisible creatures, you can activate a *faerie fire* effect (as the spell) on any invisible creature or object within 60 feet as a swift action.

Doing this ends the duration of *vision of the omniscient eye*; the *faerie fire* effect lasts for 1 minute.

Special: A character who learns this spell gains a +1 competence bonus on Spot checks.

WINGBLAST

Evocation [Air]/Transmutation

Level: Druid 3, shugenja 3 (air), sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: See text

Effect: See text

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

Saving Throw: None or Fortitude negates; see text

Spell Resistance: No or Yes; see text

Hazy wings of mist form at your sides, bearing you aloft.

At your command, the wings transform into a great blast of wind or a cloud of fog.

When you cast this spell, large wings of mist—resembling those of a dragon of your choice—form on your back.

You can fly at a speed equal to your base land speed (maximum 60 feet) with good maneuverability.

You can fly if carrying a medium or heavy load or wearing medium or heavy armor.

As a swift action, you can choose to transform the wings into one of the two effects given below.

In either case, doing this immediately ends the spell's duration (if you are flying when this occurs, you fall).

- A 60-foot-long line-shaped gust of severe wind (as the *gust of wind* spell; a Fortitude save negates the effect and spell resistance applies).

- A 20-foot-radius cloud of fog centered on you (as the *obscuring mist* spell; no save or spell resistance applies).

The cloud created lasts for 1 minute.

ENCHANTMENT

ADORATION OF THE FRIGHTFUL

Enchantment (Charm) [Mind-Affecting]

Level: Bard 3, cleric 3, hexblade 2, sorcerer/wizard 3

Components: V

Casting Time: 1 standard action

Range: 60 ft.

Area: 60-ft. radius emanation, centered on you

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

A thunderous rumble echoes from within you, washing over cowed creatures and forcing them to show you respect.

Upon casting this spell, you radiate a magical aura that causes fearful creatures to shy away from harming you.

While this spell is in effect, any creature within the spell's area that is shaken, frightened, or panicked has its attitude toward you shifted to friendly (see *Influencing NPC Attitudes*, PH 72).

This effect ends for a given creature if the fear effect is removed, or if you or an ally attacks the creature or otherwise takes any hostile act toward it.

Special: A character who learns this spell gains a +1 competence bonus on Diplomacy checks.

MIND OF THE LABYRINTH

Enchantment (Compulsion) [Mind-Affecting]

Level: Sorcerer/wizard 8

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level or until expended

As you close your eyes to mere slits, a black miasma of energy floats around your head.

sucking in light and the stray minds of others.

You twist your mind to become a magical labyrinth, bewildering unsuspecting spellcasters.

If an enemy casts a mind-affecting spell or ability that targets you, the enemy becomes *confused* for 1 round, disoriented by the mazelike confines of your consciousness.

(This *confusion* occurs whether or not the spell successfully affects you).

A successful Will save (DC 18 + your Int modifier) negates this effect and renders that foe immune to this casting of the spell.

Furthermore, while *mind of the labyrinth* is active, you can use an immediate action to activate a *dominate person* effect (as the spell, except that the duration is 1 hour) on one humanoid who casts a mind-affecting spell on you.

Doing so ends the duration of *mind of the labyrinth*, though the *dominate person* effect lasts for 1 hour thereafter.

Special: A character who learns this spell gains a +1 competence bonus on Bluff checks.

TRANCE OF THE VERDANT DOMAIN

Enchantment (Compulsion) [Mind-Affecting]

Level: Hexblade 3, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

A halo of green-gold light surrounds you, and then snakes outward into the mind of a nearby foe.

You project an instantaneous surge of mental energy that overwhelms a weak-minded foe.

The target stops and stares blankly, *fascinated* for 3 rounds.

In addition, any creature under the effect of this spell takes a –2 penalty on saves against mind-affecting effects you create.

Special: A green dragon capable of casting 6th-level sorcerer spells can cast this spell as a swift action.

DRAGONEYE RUNE

Universal

Level: Sorcerer/wizard 2, wu jen 2 (all)

Components: V, S

Casting Time: 1 standard action

Range: Touch

Effect: One personal rune or mark, all of which must fit within 1 sq. ft.

Duration: Permanent

Saving Throw: None

Spell Resistance: No

A brightly glowing sigil appears briefly, burning as though branded into the surface before fading to invisibility.

This spell allows you to brand a special *arcane mark* onto an object or creature, denoting that it is under your watchful eye.

The mark inscribed is unique to your casting of this spell; no two casters create the same mark.

It otherwise functions just as *arcane mark*, with two exceptions.

First, you can treat the marked object or creature as familiar for the purpose of any divination (scrying) spell.

Second, three times per day you can (as a swift action) detect the direction and distance of the marked object or creature from you.

If the creature is dead or on another plane, you gain no knowledge from this function.

Special: If you are of the dragonblood subtype (see page 4), any object or creature with a *dragoneye rune* gains a +2 bonus on saves against divination (scrying) spells or effects cast by other dragonblooded creatures.

EVOCATION

GLORIOUS MASTER OF THE ELEMENTS

Evocation [Acid, Cold, Electricity, Fire]

Level: Sorcerer/wizard 7

Components: None

Casting Time: 1 standard action

Range: 60 ft.

Target: One creature

Duration: 5 rounds

Saving Throw: None

Spell Resistance: Yes

A surge of arcane energy explodes from your fingertips, sending white, red, and yellow jolts lancing outward.

This spell allows you to channel the awesome energy of the primal elements.

For the duration of the spell, you can, as a standard action, make a ranged touch attack against any target within 60 feet.

If successful, you deal 1d6 points of energy damage per two caster levels (maximum 10d6).

Before making the attack, select the energy type from among acid, cold, electricity, and fire.

Additionally, each time you successfully make an attack on a target using this spell, you gain a cumulative +2 bonus on the damage roll for each subsequent attack on the same target.

This bonus is cumulative only for the duration of the spell and applies only to damage dealt by this spell.

Special: If you are of the dragonblood subtype (see page 4), your ranged touch attacks from this spell instead deal 1d8 points of damage per two caster levels (maximum 10d8).

HAZE OF SMOLDERING STONE

Evocation [Fire]

Level: Druid 7, sorcerer/wizard 6, wu jen 6 (fire)

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Glowing embers swirl around your body, then fly outward to pummel nearby foes with searing volcanic rock.

This spell projects hundreds of tiny, burning volcanic rocks outward from your body, dealing 4d6 points of bludgeoning damage and 8d6 points of fire damage.

If you cast *haze of smoldering stone* again before the end of your next turn, the second casting deals 5d6 points of bludgeoning damage and 10d6 points of fire damage.

Special: A character who learns this spell gains resistance to fire 3, which stacks with any other resistance to fire he already possesses.

WREATH OF FLAMES

Evocation [Fire]

Level: Druid 3, sorcerer/wizard 3, wu jen 3 (fire)

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

A burst of white-hot fire springs into existence around you, swirling and twisting dangerously.

This spell surrounds you with white-hot flames.

At the end of each of your turns, any enemy adjacent to you or sharing your space takes 1d6 points of fire damage.

Your melee attacks deal an extra 1d6 points of fire damage.

Special: A red dragon capable of casting 5th-level sorcerer spells can cast this spell as a swift action.

NECROMANCY

CURSE OF THE ELEMENTAL LORDS

Necromancy

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 swift action

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

Target: One creature/4 levels

Duration: 24 hours

Saving Throw: Will negates

Spell Resistance: Yes

Ghostly images of elemental beasts fly from your outstretched arm, striking foes and placing a shadowy curse upon them.

This spell places a curse on the targets, making them more susceptible to your magical attacks.

When you cast this spell, select acid, cold, electricity, or fire; any creature affected by the spell takes an extra 1d6 points of damage from any of your spells that deal damage of that energy type.

The extra damage isn't added to other effects, such as a weapon's flaming special ability, nor does it apply to damage dealt by other characters.

As part of the casting of this spell, you can sacrifice one additional sorcerer spell slot of up to 9th level; doing this increases the extra damage from the spell by 1 point per level of the sacrificed slot.

For example, if you spend a 4th-level spell slot to cast *curse of the elemental lords* and a 6th-level spell slot to augment it, the resulting curse adds 1d6+6 points of damage to the damage taken by targets of your spells of the chosen energy type.

Curse of the elemental lords can't be dispelled, but it can be removed by any effect that would remove a curse.

Special: If you are of the dragonblood subtype (see page 4), the extra damage from this spell also applies to your breath weapon (assuming that it deals the appropriate type of damage).

TRANSMUTATION

ASPECT OF THE CHROMATIC DRAGON

Transmutation (Polymorph) [Evil]

Level: Sorcerer 8

Components: V, S, Evil

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level (D)

Your body becomes powerfully muscled as multicolored scales cover your flesh.

Four draconic heads sprout from your shoulders.

You take the form of an aspect of Tiamat (see page 110).

You gain 100 temporary hit points, which disappear at the end of the spell's duration.

For details, see The Polymorph Subschool on page 60.

Evil: Only evil-aligned characters can cast this spell.

ASPECT OF THE PLATINUM DRAGON

Transmutation (Polymorph) [Good]

Level: Sorcerer 7

Components: V, S, Good

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level (D)

Your body expands in size while growing a sheen of platinum scales and mighty claws and teeth.

A pair of great wings sprouts from your back.

You take the form of an aspect of Bahamut (see page 108).

You gain 110 temporary hit points, which disappear at the end of the spell's duration.

For details, see The Polymorph Subschool on page 60.

(if you don't have access to *Draconomicon*, replace the aspect's Tempest Breath feat with Great Cleave).

Good: Only good-aligned characters can cast this spell.

CHANNEL THE DRAGON

Transmutation

Level: Wu jen 7 (all)

Components: V, S

Casting Time: 1 full round

Range: Personal

Target: You

Duration: 1 round/level

You feel the mighty force of elemental wyrms flood your spirit and reinforce your body.

Your flesh hardens, and your eyes gleam.

Few creatures represent both the mystic and the elemental more than dragons.

You tap into the spiritual might of these magnificent creatures to gain a breath weapon and a defensive ability based on your favored element (and the dragon variety channeled by the spell).

See the table below for details.

The breath weapon takes the form of a 15-foot cone-shaped burst.

Using the breath weapon requires a standard action, and each time you breathe, you must wait 1d4 rounds before breathing again.

Spell resistance does not apply against the breath weapon's effect.

Element (Dragon)	Breath Weapon	Defensive Ability
Earth (copper)	Slow, 1d6 rounds (Will negates)	DR 5/adamantine
Fire (red)	7d6 fire (Ref half)	Resistance to fire 30
Metal (silver)	Paralysis, 1 round (Will negates)	DR 5/adamantine
Water (white)	7d6 cold (Ref half)	Resistance to cold 30
Wood (green)	7d6 acid (Ref half)	Resistance to acid 30

DRAGONSHAPE, LEAST

Transmutation (Polymorph)

Level: Sorcerer/wizard 3

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level (D)

Your body shrinks to the size of a housecat, as red-brown scales replace your normal skin and your fingers turn into sharp claws. A sinuous barbed tail grows from the base of your spine, and two leathery wings burst from your back.

You take the form of a Tiny pseudodragon (MM 210).

For details, see The Polymorph Subschool on page 60.

DRAGONSHAPE, LESSER

Transmutation (Polymorph)

Level: Sorcerer/wizard 6

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level (D)

You feel a fire burning deep within you.

Crimson scales quickly grow over your body, a pair of great wings sprouts from your shoulders, and the scent of sulfur fills the air as you transform into a dragon.

You take the form of a Large young red dragon (see below).

You gain 60 temporary hit points, which disappear at the end of the spell's duration.

For details, see The Polymorph Subschool on page 60.

YOUNG RED DRAGON CR 7

Init +0; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision (4 × human), Listen +17, Spot +17

Languages Draconic

AC 21, touch 9, flat-footed 21 (–1 size, +12 natural)

hp as normal form (+60 temporary hp)

Immune fire, magic sleep effects, paralysis

Fort +11, **Ref** +8, **Will** +9

Weakness vulnerability to cold

Speed 40 ft. (8 squares), fly 150 ft. (poor); Flyby Attack, Hover

Melee bite +20 (2d8+7) and 2 claws +14 (1d8+3) and 2 wings +14 (1d6+3) and tail slap +14 (1d8+10)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Base Atk +13; **Grp** +24

Atk Options Power Attack

Special Actions breath weapon, Hover

Abilities Str 25, Dex 10, Con 17, Int 12, Wis 13, Cha 12

Feats Flyby Attack, Hover, Improved Natural Attack (bite), Power Attack, Weapon Focus (bite)

Skills Appraise +17, Bluff +17, Diplomacy +5, Intimidate +19, Listen +17, Search +17, Sense Motive +17, Spot +17, Survival +1 (+3 following tracks)

Breath Weapon (Su) Once every 1d4 rounds, 40-ft. cone, 6d10 fire; Reflex DC 19 half

FORM OF THE DESERT HUNTER

Transmutation (Polymorph);

Level: Sorcerer/wizard 5

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level (D)

Brass scales grow from your flesh as a thick mane surrounds your face.

Your arms and legs become powerfully muscled and grow sharp claws as your body hunches over to become quadrupedal and a small pair of batlike wings sprouts from your shoulder blades. You take the form of a dragonne (MM 89).

You gain 30 temporary hit points, which disappear at the end of the spell's duration.

For details, see The Polymorph Subschool on page 60.

HOARD GULLET

Transmutation

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level

You move your hands to your throat, chanting in low murmurs as you trace an imaginary line from your lower jaw down to your abdomen.

You gain a magical second stomach, which can be used to transport objects securely.

You can safely swallow and transport any object you could normally swallow (including items at least three size categories smaller than you).

The capacity of your *hoard gullet* is 100 pounds and/or 10 cubic feet per caster level (up to a maximum of 1,000 pounds and 100 cubic feet).

You can't remove individual items from your *hoard gullet*, but as a full-round action, you can expel its entire contents into your square.

It otherwise functions as a *bag of holding* (DMG 248).

At the end of the spell's duration, anything still in your second stomach is immediately and instantly brought up, falling to the ground next to you.

You can't have more than one *hoard gullet* active at one time; casting this spell before its duration ends the duration of the previous casting.

For example, if a 7th-level sorcerer with 2 hours left on his *hoard gullet* casts the spell again, the spell's duration resets to 7 hours.

Dragons often use this spell to transport their treasure hoards safely, but it is equally useful to those who would loot such hoards.

MAGIC OF THE DRAGONHEART

Transmutation

Level: Sorcerer 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level

You speak your own name as you clench your fists at your side.

An aura of bright energy forms around you, coalescing into the shape of a translucent dragon above your head.

This spell grants you a variety of benefits related to your draconic feats.

If you have no draconic feats, this spell has no effect.

While this spell is active, you are considered to have two more draconic feats than normal for the purpose of determining the benefit of your draconic feats.

For example, if you have the Draconic Heritage feat (see page 17), you would gain a +2 bonus to the specified saves for the duration of this spell, over and above the bonus already granted by that feat.

In addition, for the purpose of determining the benefit of a draconic feat, treat *magic of the dragonheart* as if its spell level equaled 1/2 your caster level.

For example, an 8th-level sorcerer that has the Draconic Flight feat (*Complete Arcane* 77) would gain a fly speed of 40 feet after casting this spell, as if it were a 4th-level spell.

Finally, you gain a competence bonus equal to 1/2 your caster level (maximum +10) on skill checks made with the class skill granted by your Draconic Heritage feat (if you have the feat).

MARK OF THE ENLIGHTENED SOUL

Transmutation [Good]

Level: Cleric 4, sorcerer/wizard 4

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 3 rounds or until ended

Your hands glow softly, as if illuminated from within by a bright light.

This spell adds a touch of good to your magic, granting you special potency against your evil-aligned enemies.

Your spells gain the good descriptor.

Any spell you cast of 3rd level or lower deals +50% damage to evil-aligned creatures.

As part of the casting of this spell, you can sacrifice one sorcerer spell slot of 5th to 9th level; doing this increases the maximum level of spells affected by *mark of the enlightened soul* to the level of the sacrificed slot minus 1.

For example, if you spend a 4th-level spell slot to cast the spell and a 7th-level spell slot to augment it, you would deal extra damage to evil-aligned creatures with spells of 6th level or lower.

Special: A good-aligned caster of the dragonblood subtype can choose to end this spell's duration by activating *protection from evil* (as the spell, but targeting itself) as a swift action.

This effect lasts for the normal duration of *protection from evil*.

PATH OF FROST

Transmutation [Cold]

Level: Druid 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action; see text

Range: 30 ft.

Area: One 5-foot square per level (maximum 5), beginning adjacent to your space (S)

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: No

A pathway of solid ice races along the ground from your feet, creating a frozen strip that gives off wisps of moisture.

This spell creates a pathway or area of slippery ice on the ground.

Entering an affected square costs 2 squares of movement; a creature can avoid this hindrance by succeeding on a DC 10 Balance check.

If the creature fails the save by 5 or more, it not only spends 2 squares of movement to enter the affected square, but it also falls prone in that square.

In addition, any creature that starts its turn in an affected square or that enters an affected square takes 1 point of cold damage.

If a creature enters more than one affected square on its turn, it takes damage for each square.

This spell can be cast only on solid ground and has no effect when cast on the surface of water or other liquids.

If you cast *path of frost* again before the duration of the first spell ends, any squares within the area of both castings deal 2 points of cold damage.

More than two overlapping areas don't stack.

Special: A white dragon capable of casting 3rd-level sorcerer spells can cast this spell as a swift action.

PRIMAL HUNTER

Transmutation

Level: Druid 2, ranger 1, sorcerer 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 24 hours

Your muscles ripple with the memory of ancestral strength, tensing for quick action.

This spell causes your body to recall the strength of your forebears, hearkening back to a time when your ancestors constantly struggled for survival.

You gain a +5 competence bonus on Climb, Jump, and Swim checks.

If *primal hunter* is active on you at the same time as *primal instinct*, *primal senses*, or *primal speed*, you gain uncanny dodge (as the barbarian class feature).

If all four of these spells are active on you at the same time, you gain improved uncanny dodge (as the barbarian class feature; your barbarian level for the purpose of being flanked equals your caster level).

Special: If you are of the dragonblood subtype (see page 4), you can cast this spell as a swift action.

PRIMAL INSTINCT

Transmutation

Level: Druid 3, ranger 2, sorcerer 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 24 hours

Rings of blue-white energy travel from your feet to your head and back again, vanishing after encircling you in their glow.

This spell calls upon the raw natural forces within you to grant the basic instincts possessed by your ancestors.

You gain a +5 competence bonus on initiative and Survival checks.

If *primal instinct* is active on you at the same time as *primal hunter*, *primal senses*, or *primal speed*, you gain uncanny dodge (as the barbarian class feature).

If all four of these spells are active on you at the same time, you gain improved uncanny dodge (as the barbarian class feature; your barbarian level for the purpose of being flanked equals your caster level).

Special: If you are of the dragonblood subtype (see page 4), you also gain a +5 competence bonus on any one kind of Knowledge check, chosen when you cast *primal instinct*, and you are treated as trained in that skill.

PRIMAL SENSES

Transmutation

Level: Druid 4, ranger 3, sorcerer 4

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 24 hours

Translucent, catlike eyes appear over your own, flaring brightly for a moment before fading to invisibility.

This spell calls upon the primal forces of creation to grant you the senses of your primitive ancestors.

You gain low-light vision and a +5 competence bonus on Listen and Spot checks.

If *primal senses* is active on you at the same time as *primal hunter*, *primal instinct*, or *primal speed*, you gain uncanny dodge (as the barbarian class feature).

If all four of these spells are active on you at the same time, you gain improved uncanny dodge (as the barbarian class feature; your barbarian level for the purpose of being flanked equals your caster level).

Special: If you are of the dragonblood subtype (see page 4), you also gain blindsense out to 10 feet.

PRIMAL SPEED

Transmutation

Level: Druid 6, ranger 4, sorcerer 6

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 24 hours

A shower of sparks, flies off your shoulders, cascading to the ground and clinging to your arms and legs.

This spell draws upon the natural reflexes of hunters and prey, giving you the ability to react to danger as more primitive beings might.

You gain a +5 resistance bonus on Reflex saves and a +10-foot enhancement bonus to all your speeds.

If *primal speed* is active on you at the same time as *primal hunter*, *primal instinct*, or *primal senses*, you gain uncanny dodge (as the barbarian class feature).

If all four of these spells are active on you at the same time, you gain improved uncanny dodge (as the barbarian class feature; your barbarian level for the purpose of being flanked equals your caster level).

Special: If you are of the dragonblood subtype (see page 4), you can cast this spell as an immediate action.

SOUL OF ANARCHY

Transmutation [Chaotic]

Level: Bard 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour

A wreath of crackling energy encircles your body, twisting madly around you before sinking into your skin in an unsettling fashion. This spell infuses your body with energy drawn from the primal forces of chaos.

You gain a +5 competence bonus on Escape Artist checks, as well on grapple checks to resist or escape a grapple.

Your natural weapons are treated as chaotic-aligned for the purpose of overcoming damage reduction.

Regardless of your normal alignment, you are considered chaotic-aligned for the purpose of effects that rely on alignment (such as *protection from chaos* or *chaos hammer*).

If *soul of anarchy* and *soul of light* are active on you at the same time, you gain damage reduction 3/evil or lawful.

If *soul of anarchy* and *soul of shadow* are active on you at the same time, you gain damage reduction 3/good or lawful.

Soul of anarchy counters and dispels *soul of order*, and vice versa.

Special: A chaotic-aligned dragon capable of casting 4th-level sorcerer spells can cast this spell as a swift action.

SOUL OF LIGHT

Transmutation [Good]

Level: Cleric 3.

paladin 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour

Bright, clear light sprouts from your body, quickly flaring before fading to a faint white pulse.

This spell infuses your body with energy drawn from the Positive Energy Plane, making it easier to repair injuries. Whenever you cast or are the target of a conjuration (healing) spell, you can choose for the spell to heal a number of extra points of damage equal to twice the spell's level.

If such a spell heals at least 10 points of damage, it also removes the fatigued condition from the target (or reduces exhaustion to fatigue).

If *soul of light* and *soul of anarchy* are active on you at the same time, you gain damage reduction 3/evil or lawful.

If *soul of light* and *soul of order* are active on you at the same time, you gain damage reduction 3/chaotic or evil.

Soul of light counters and dispels *soul of shadow*, and vice versa.

Special: A good-aligned dragon capable of casting 5th-level sorcerer spells can cast this spell as a swift action.

SOUL OF ORDER

Transmutation [Lawful]

Level: Paladin 1, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour

A shimmering field of silver energy flows up your body from your feet to your head, giving your skin a metallic sheen.

This spell infuses your body with energy drawn from the primal forces of law.

You gain a +2 morale bonus on Will saves made to resist enchantment effects.

Your natural weapons are treated as lawful-aligned for the purpose of overcoming damage reduction.

Regardless of your normal alignment, you are considered lawful-aligned for the purpose of effects that rely on alignment (such as *protection from law* or *order's wrath*).

If *soul of order* and *soul of light* are active on you at the same time, you gain damage reduction 3/chaotic or evil.

If *soul of order* and *soul of shadow* are active on you at the same time, you gain damage reduction 3/chaotic or good.

Soul of order counters and dispels *soul of anarchy*, and vice versa.

Special: A lawful-aligned dragon capable of casting 4th-level sorcerer spells can cast this spell as a swift action.

SOUL OF SHADOW

Transmutation [Evil]

Level: Blackguard 2, cleric 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour

Flecks of darkness whirl in your eyes, and your shadow seems to grow and writhe, echoing darkness within you.

This spell infuses your body with energy drawn from the Negative Energy Plane.

Whenever you cast or are the target of an *inflict* spell, you can choose for the spell to deal a number of extra points of damage equal to twice the spell's level.

(Only undead casters typically choose for such spells to "deal" extra damage to them).

If you cast such a spell that deals at least 10 points of damage to any one target, it also removes the fatigued condition from you (or reduces exhaustion to fatigue).

If *soul of shadow* and *soul of anarchy* are active on you at the same time, you gain damage reduction 3/good or lawful.

If *soul of shadow* and *soul of order* are active on you at the same time, you gain damage reduction 3/chaotic or good.

Soul of shadow counters and dispels *soul of light*, and vice versa.

Special: An evil-aligned dragon capable of casting 5th-level sorcerer spells can cast this spell as a swift action.

TOUCH OF THE BLACKENED SOUL

Transmutation [Evil]

Level: Cleric 4, sorcerer/wizard 4

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 3 rounds or until ended

Inky black energy flows across your body, dripping to the ground and hissing with corruption everywhere it lands.

This spell adds a taint of evil to your magic, granting you special potency against your good-aligned enemies.

Your spells gain the evil descriptor.

Any spell you cast of 3rd level or lower deals +50% damage to good-aligned creatures.

As part of the casting of this spell, if you are a sorcerer you can sacrifice one sorcerer spell slot of 5th to 9th level; doing this increases the maximum level of spells affected by *touch of the blackened soul* to the level of the sacrificed slot minus 1. For example, if you spend a 4th-level slot to cast the spell and a 5th-level spell slot to augment it, you would deal extra damage to good-aligned creatures with spells of 4th level or lower.

Special: An evil-aligned caster of the dragonblood subtype can choose to end this spell's duration by activating *protection from good* (as the spell, but targeting itself) as a swift action.

This effect lasts for the normal duration of *protection from good*.

UNIVERSAL

ARCANE SPELLSURGE

Universal

Level: Sorcerer/wizard 7, wu jen 7 (all)

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Green and yellow sparks fly off your body as a light breeze picks up, lifting loose debris and swirling around with a faint howl.

This spell speeds the flow of magic through you, hastening your spellcasting ability.

Casting times for arcane spells are reduced as follows:

Normal Casting Time	New Casting Time
1 standard action	1 swift action
1 full round	1 standard action
2–10 rounds	1 round less than normal

Arcane spellsurge has no effect on any spell with a casting time of greater than 1 minute or a casting time not listed on the table.

You can't choose to ignore this effect; that is, you can't opt to cast a spell using its normal casting time.

Thus, if all your spells normally have casting times of 1 standard action, they take 1 swift action instead, and because you can't take more than one swift action in a round, you won't be able to cast multiple spells per round while under the effect of *arcane spellsurge*.

(If you have available spells with casting times of 1 full round, you are still able to cast more than one of those spells per round).

However, a sorcerer or other spontaneous arcane caster could cast a metamagic spell (as a standard action) and a normal spell (as a swift action) in the same round.

This spell doesn't stack with any other effect that reduces a spell's casting time.

Special: If you are of the dragonblood subtype (see page 4), you can cast this spell as a swift action.

DRAGONS OF FAERÛN (3.5)

ABJURATION

ABATE DRACORAGE

Abjuration

Level: Cleric 4, sorcerer/wizard 4

Components: V, S

Casting Time: 1 round

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

Target: One dragon

Duration: 1 day/level; see text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As you speak the ancient words, the torrent of rage begins to drain from the eyes of the dragon before you.

This spell helps calm the effects, of the Dracorage.

It instantaneously restores 5 points of Wisdom damage resulting from the Dracorage (but not other sources) and returns the dragon's negative attitude toward nondragons one step closer in the positive direction (from unfriendly to indifferent, for example).

In addition, the spell also protects the dragon from having to make another save against the Dracorage for a number of days equal to the caster's level (maximum 20 days).

This spell counters or dispels *aggravate Dracorage*.

Origin: The *abate Dracorage* spell was rediscovered by the song dragon, Karasendrieth the Dragon Bard, while carrying out research at the Ilmatari Monastery of the Yellow Rose.

ANTIDRAGON AURA, GREATER

Abjuration

Level: Cleric 8

Components: V, S, F

Casting Time: 1 standard action

Range: 20 ft.

Targets: One creature/level in a 20-ft.-radius burst centered on you

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes (harmless)

A phosphorescent green aura bursts from you, causing an area 20 feet around you to glow brightly.

This spell creates a phosphorescent aura of protection around the subjects.

This abjuration has four effects, as follows:

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves.

This benefit applies against all attacks, not just against attacks by dragons and dragonblood creatures.

Second, each warded creature gains spell resistance 25 against spells cast by dragons and dragonblood creatures.

Third, the abjuration blocks possession and mental influence, in the same manner as *protection from evil*. Fourth, if a dragon or dragonblood creature succeeds on a melee attack against a warded creature, the offending attacker takes 1d6 points of Strength damage (Fortitude save negates).

Focus: A tiny reliquary containing some sacred relic, such as a shard from the sword of a famous dragon slayer.

The reliquary must be worth at least 500 gp.

Special: Members of the dragonslayer prestige class cast this spell at +1 caster level.

GAZE SCREEN

Abjuration

Level: Cleric 2, druid 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: 1 living creature

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You cup your hands as if to catch the light and then bend them outward, causing the air in front of the recipient's eyes to take on a shimmery, reflective quality.

This spell creates a mirrorlike area around the recipient's eyes.

This effect moves with the recipient and does not affect his vision.

If the recipient is subjected to a gaze attack while the spell lasts, there is a 50% chance that he does not need to attempt a saving throw against the attack (just as if the recipient had averted his eyes).

The foe with the gaze attack does not have concealment from the recipient (see Gaze Attacks, DMG 294).

The recipient gets no additional protection from averting his eyes while the spell lasts, though he can shut his eyes and entirely avoid the gaze.

CONJURATION

ICY CLAW

Conjuration (Summoning)

Level: Sorcerer/wizard 8

Components: V, S, F

Casting Time: 1 full round

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

Effect: 5-ft. claw

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

You conjure a wraithlike, faintly glowing cloud of white vapor that coalesces into a disembodied dragon's claw made of ice.

This spell creates a Medium four-taloned claw about 5 feet long.

The *icy claw* has a fly speed of 60 feet (perfect maneuverability), hit points equal to your full normal total, saving throw bonuses equal to your own, and AC 25 (+10 Dex, +5 natural).

It has damage reduction 15/magic and bludgeoning and is immune to cold, poison, critical hits, and magical effects that don't deal damage.

It takes half again as much damage (+50%) from fire.

An *icy claw* never provokes attacks of opportunity.

It cannot push through a *wall of force* or enter an *antimagic field*, but it is affected by *prismatic wall* or *prismatic sphere*.

A *disintegrate* spell or a successful *dispel magic* destroys it.

An *icy claw* attacks an opponent of your choice once per

round, and its attack bonus equals your level + your Intelligence or Charisma modifier (for a wizard or sorcerer, respectively) +10 for the claw's Strength score (31).

An *icy claw* deals 1d6+15 points of damage plus 3d6 points of cold damage.

If it successfully damages a Medium or smaller foe, it attempts to start a grapple as a free action without provoking an attack of opportunity, with a grapple check bonus equal to your caster level +10.

On a successful grapple check, an *icy claw* deals normal damage (see above).

The claw ignores effects intended to mask or conceal the selected target, including darkness, invisibility, displacement, hiding in plain sight, and the like.

Directing an *icy claw* to a new target is a free action.

Arcane Focus: A white dragon's talon.

DIVINATION

GEM TRACER

Divination

Level: Sorcerer/wizard 7

Components: V, S, F

Casting Time: 1 round

Range: Touch

Target: One object

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: No

You rub the gem over the target, causing an image of the target to gradually materialize in the depths of the gem.

As you complete the arcane gestures of the spell, the image becomes perfectly clear and then vanishes, leaving no trace of the spell on either the gem or the target.

Powerful true dragons of all varieties commonly employ this spell.

When the spell is cast, you create a permanent link between the focus and an object.

Anyone who holds the focus can sense the target of the spell as the spell *locate object*, but with unlimited distance, as a standard action.

In addition, anyone who holds the focus can scry the bearer of the object, as the *scrying* spell, as a standard action.

The bearer of the object is entitled to a Will save, but is treated as if familiar to you and as if you possessed a lock of his hair.

Focus: A gem worth at least 100 gp.

Origin: According to draconic legend, *gem tracer* was created by the first dragon whose hoard was plundered.

REVELATION

Divination

Level: Cleric 3, druid 5, sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

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

Area: 20-ft.-radius burst

Duration: 1 round

Saving Throw: None

Spell Resistance: No

A burst of purple light reveals all that is hidden.

Revelation creates an area in which all things appear as they actually are.

The burst reveals objects in the same way as a *true seeing* spell, though it lasts for only 1 round.

Unlike with *true seeing*, all creatures in visual range can see the effect of the spell.

The spell does not dispel any magical effects—it only temporarily reveals them.

Should a creature pass through the burst during its duration, any hidden elements on it are revealed, though they are again hidden as soon as the creature steps out of the area.

Material Component: A clump of dandelion fluff and herbs worth 50 gp.

ENCHANTMENT

AGGRAVATE DRACORAGE

Enchantment (Compulsion) [Mind-Affecting]

Level: Cleric 4, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

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

Target: One dragon

Duration: 1 round/level

Saving Throw: Will negates; see text

Spell Resistance: No

The ancient words are no sooner spoken than you behold the twinkling fire within the dragon's eyes flare into a conflagration.

This spell fuels the Dracorage for a short period.

It causes the target to instantly and fully succumb to the Dracorage, shifting the target's attitude toward nondragons to hostile and instilling in the dragon a bloodthirsty desire to murder and wreak havoc.

This usually causes the dragon (even a good metallic dragon) to immediately attack all nondragons nearby.

Because *aggravate Dracorage* manipulates the existing *Dracorage mythal*, the Will save against the spell is 4 higher than normal and has a DC of 18 + the appropriate ability modifier.

(Nevertheless, many casters of the spell will use subterfuge to trick the target dragon into allowing the spell to be cast freely upon it, thereby avoiding the dragon's high Will save bonus).

As with the *Dracorage mythal* itself, this spell ignores a dragon's spell resistance.

Aggravate Dracorage functions only during the period of the Dracorage and has no effect on dragons at other times.

This spell counters or dispels *abate Dracorage*.

Origin: As part of his research to control the *Dracorage mythal*, Sammaster (the once-human lich) crafted *aggravate Dracorage* and shared it with his most loyal minions.

COMPEL BREATH

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 3, sorcerer/wizard 3

Components: V

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

Though the creature struggles to contain itself, its breath weapon bursts forth explosively.

The target of the spell is compelled to use its breath weapon as soon as it is capable.

For instance, if a dragon must wait 1d4 rounds, and it rolls a 2, it must use its breath weapon after 2 rounds.

The creature is capable of taking normal actions whenever its breath weapon is not available, though it cannot use any feats or spells that delay this result.

Special: Sorcerers cast this spell at +1 level.

CONE OF EUPHORIA

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 3, druid 4, sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: 20 ft.

Area: 20-ft. cone

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You dazzle your targets by breathing a beautiful cone of sparkling motes.

As a standard action, you can breathe a cone of sparkling motes that causes euphoria.

All those within the area must make a successful Will save or become dazed for 1d6 rounds.

You must wait 1d4 rounds between each use.

Material Component: A pinch of sparkling gem dust worth 10 gp.

DRAGONCALL

Enchantment (Compulsion) [Mind-Affecting]

Level: Sorcerer 6

Components: V

Casting Time: 10 min.

Range: 1 mile/level

Target: One creature

Duration: 1 day/level

Saving Throw: Will negates; see text

Spell Resistance: Yes

Your call for service immediately compels a nearby creature to hurry to your aid.

This spell allows you to send out a call to the nearest intelligent creature.

That creature receives one saving throw each day.

If it fails, it must come to your location using the most expedient means available.

The creature will not brave unnecessary harm, but it will disregard minor hazards (a snowstorm or traveling through bandit territory) to reach its destination.

If the creature makes a successful save, it is free to act normally that day, but it must continue to make a new save each day for the duration of the spell.

Once the creature arrives in your location, its reaction is improved by one step, but it is in no other way bound to you.

Special: Only dragons can cast this spell.

PACIFICATION

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 4, cleric 5

Components: V, S

Casting Time: 1 standard action

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

Target: One living creature

Duration: Concentration, up to 1 min./level

Saving Throw: None

Spell Resistance: Yes

You calm your target by exhaling a peaceful breeze.

This spell allows you to exhale a calming breeze, soothing one creature of your choice.

The creature is affected as if by a *calm emotions* spell for as long as you concentrate, up to a maximum of 1 minute per caster level.

You cannot affect creatures with more Hit Dice than you have caster levels.

Special Material: If you blow dust of blue spinel (worth at least 50 gp) in the breeze when you cast the spell, its duration increases to 2 minutes per level.

EVOCATION

CHROMATIC RAY

Evocation [Evil]

Level: Blackguard 4, cleric 5

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Target: One good dragon or dragonblood creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes (object)

You fire a brilliant ray of white, black, green, blue, and red at the dragon.

This spell calls upon the might of evil dragonkind to suppress the powers of a good dragon or dragonblood creature.

You must make a ranged touch attack to hit the target.

If the attack is successful, the dragon must make a successful Will save or become unable to use all its racial supernatural and spell-like abilities.

This does not include the spells a dragon casts from its sorcerer spell progression.

Special: If you receive your divine spells from Mask or Tiamat, you receive a +1 profane bonus on the ranged touch attack.

DRAGON BLIGHT

Evocation

Level: Cleric 4

Components: V, S

Casting Time: 1 standard action

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

Area: 20-ft.-radius burst

Duration: Instantaneous/1d4 rounds; see text

Saving Throw: Fortitude partial

Spell Resistance: Yes

A phosphorescent green cloud erupts in the air, causing the dragons within to shudder in revulsion.

This spell calls upon the power of ancient wyrm-slayers to inflict grievous harm on dragons.

The power takes the form of a phosphorescent cloud, causing great pain to dragons and dragonblood creatures within.

The cloud deals 1d8 points of damage per two caster levels (maximum 5d8) to creature with the dragonblood subtype and 1d6 points per caster level (maximum 10d6) to creatures with the dragon type.

Both kinds of creatures are also stunned for 1d4 rounds.

A successful Fortitude save halves the damage and negates the stun effect.

Special Component: By including the claw of a deep dragon (50–75 gp) of Large size or larger, the caster can increase the DC of the spell by 2.

The claw is expended in the casting.

LIGHT OF XYMOR

Evocation [Good]

Level: Cleric 5, paladin 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Duration: 2 rounds/level

Saving Throw: Will partial; see text

Spell Resistance: Yes

The object begins to glow brightly, imbued with the light of the Platinum Lord.

The touched object radiates light with all the same properties of a *daylight* spell.

The light from this spell also has a number of additional qualities.

First, the radiance imbued by this spell is considered natural daylight for the purposes of creatures harmed by that type of light.

Second, an evil dragon or dragonblood creature cannot enter the area of full daylight unless it makes a successful Will save (though it can enter the area of shadowy illumination outside this).

If it makes the saving throw, it can enter the area, but each round that it remains in the area of daylight, it takes 2d6 points of damage and is dazed.

A successful Will save halves the damage and negates the dazed effect.

Third, *light of Xymor* counters and dispels *shadow of the dark queen*, and it also counters and dispels any.

darkness spell of equal or lower level, such as *darkness*.

Special: Divine spellcasters who derive their power from Xymor (Bahamut) cast this spell at +1 caster level.

PEBBLE WIND

Evocation [Air]

Level: Sorcerer/wizard 3

Components: V

Casting Time: 1 standard action

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

Effect: 20-ft.-radius spread

Duration: 1 round

Saving Throw: See text

Spell Resistance: No; see text

At your verbal command, the air nearby whirls and rises, carrying loose dirt and small objects into the air to pelt your foes.

This spell functions as *gust of wind* (PH 238), except as noted herein.

Instead of a path of wind, you create a whirling mass of air. The whirlwind carries sand, dirt, and other small objects (nothing heavier than a chicken egg) into the air, creating an opaque cloud of debris.

Creatures must succeed on Fortitude saves as described in the *gust of wind* spell to avoid being checked or moved by the spell.

Creatures blown over or moved by the wind are pushed in a random direction.

The flying debris causes 1d4 points of bludgeoning damage per caster level (maximum 10d4); this damage is subject to damage reduction, and creatures are allowed a Reflex save for half damage.

If the debris is primarily composed of soft or very small objects, such as loose soil, the spell deals 1d4 points of damage per two caster levels (maximum 5d4).

The spell deals damage to objects within the spread, though hardness will usually negate this damage.

PLATINUM RAY

Evocation [Good]

Level: Cleric 5

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Target: One evil dragon or dragonblood creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes (object)

With a gesture and a word, you fire a brilliant platinum ray at your target.

This spell calls upon the might of good dragonkind to suppress the powers of an evil dragon or dragonblood creature.

You must make a ranged touch attack to hit the target. If the attack is successful, the dragon must make a successful Will save or become unable to use all racial supernatural and spell-like abilities.

This does not include the spells a dragon casts from its sorcerer spell progression.

Special: If you receive your divine spells from Xymor (Bahamut), you receive a +1 sacred bonus on the ranged touch attack.

SCATTERGLOOM

Evocation [Darkness] Level Sorcerer/wizard 3

Components: V

Casting Time: 1 standard action

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

Area: 100-ft.-radius burst

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: No

When you speak the triggering phrase, six puffs of shadow burst forth from your location, flying out to cover the six areas you target in your mind.

You create four cylinders of magical darkness within the area, which randomly and rapidly move around at ground level, giving concealment to nearby creatures.

The cylinders of shadow (called "glooms") occupy space as Medium creatures (a 5-foot square), are 10 feet tall, and cannot leave the area of the spell.

A creature fully engulfed by one or more of these glooms has concealment.

This concealment applies to attacks made against or by creatures in these glooms.

The glooms are under your limited control.

While the spell is in effect, you can use a free action on your turn to direct a controlled gloom to attach itself to and envelop a particular target and follow it.

The target can attempt a Will saving throw to avoid being enveloped.

Success indicates the gloom dissipates; failure means the target is surrounded by magical darkness.

Once it is attached to a target, a gloom stays with that target until the spell's duration expires.

Origin: This spell was created centuries ago by a steel dragon who eschewed human contact and masqueraded as a cruel necromancer who dwelt in an isolated tower.

SHADOW OF THE DARK QUEEN

Evocation [Evil]

Level: Blackguard 4, cleric 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One touched object

Duration: 2 rounds/level

Saving Throw: Will partial; see text

Spell Resistance: Yes

The object begins to darken, imbued with the malice of the Dark Lady.

The touched object radiates darkness with all the properties of a

deeper darkness spell, except that evil dragons and dragonblood creatures can see normally.

The darkness from this spell also has a number of additional qualities:

First, the darkened area acts as a *desecrate* spell.

Second, a good dragon or dragonblood creature cannot enter the area of darkness unless it makes a Will save.

If it makes the saving throw, it can enter the area, but each round that it remains in the area of darkness, it takes 2d6 points of damage and is dazed.

A successful Will save halves the damage and negates the daze effect.

Third, *shadow of the Dark Queen* counters and dispels *light of Xymor*, and it also counters and dispels any light spell of equal or lower level, including *daylight* and *light*.

Special: Divine spellcasters who derive their power from Tiamat cast this spell at +1 caster level.

STEELSTING

Evocation [Force]

Level: Sorcerer/wizard 4

Components: V

Casting Time: 1 standard action

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

Area: Cylinder 10 ft. wide, 25 ft. long

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Tiny pinpricks tingle over your entire body as if a swarm of needles is trying to emerge from beneath your flesh.

As you complete the incantation, daggerlike shards of force burst forth from your skin.

You create a brief maelstrom of daggerlike, flying darts of force that spin, slice, and rebound within the area.

All within the area take 1d6 points of force damage per caster level (maximum 10d6).

The name is a misnomer, since the spell creates neither steel nor a true sting.

Origin: This spell was created decades ago by Rythtalies of Amn, who patterned it after the *blade barrier* spell employed by a cleric of Bhaal.

He then taught it to Jalanvaloss.

NECROMANCY

SPECTRAL DRAGON

Necromancy

Level: Sorcerer/wizard 6

Components: V, S

Casting Time: 1 standard action

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

Effect: One spectral dragon

Duration: Concentration, up to 1 round/level

Saving Throw: See text

Spell Resistance: Yes

You summon a draconic mass made entirely of shadow.

You create a Large dragon-shaped mass of shadows that attacks under your control.

Each round, you can move the *spectral dragon* up to 60 feet and attempt a bite attack against a single creature.

The attack bonus of the dragon is your caster level + your key ability modifier.

If the dragon hits with its bite, the target takes 1d6 points of Strength damage and gains one negative level.

After 24 hours, the victim is entitled to a Fortitude save to avoid losing the level permanently.

The mass itself is not dangerous to the touch, and creatures can pass through it without suffering harm.

A *spectral dragon* cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* affects it.

Its AC against touch attacks is 9 (10 minus size bonus for a Large creature).

It can pass through solid objects, though it has no ability to see through them.

If an attacked creature has spell resistance, make a caster level check (1d20 + caster level) against that spell resistance the first time the *spectral dragon* strikes it.

If the attack is successfully resisted, the spell is dispelled.

If not, the dragon has its full normal effect on that creature for the duration of the spell.

An undead creature struck by the dragon's bite receives 1d4×3 temporary hit points that last for up to 1 hour.

Special: Shadow creatures (such as shadows, shadow dragons, and shadar-kai) and creatures descended from shadow (such as half-shadow dragons and shadovar) cast this spell at +1 caster level and deal an extra 1 point of Strength damage with each attack.

This bonus is also granted to creatures that derive their power from the Shadow Weave.

TRANSMUTATION

BLUNT NATURAL WEAPONS

Transmutation

Level: Assassin 3, bard 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

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

Targets: One creature

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

The target's bite, claws, and other natural weapons appear to grow smaller and weaker.

This spell weakens the natural weapons of the target creature.

All the damage dice of the target's natural weapons are decreased by 1 step for every five levels of the caster.

You cannot reduce the target's natural weapon damage to less than 1d2 points of damage.

Special: Dragonblood creatures cast this spell at +1 caster level.

DIMINISH BREATH WEAPON

Transmutation

Level: Bard 4, sorcerer/wizard 4

Components: V

Casting Time: 1 standard action

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

Target: One creature

Duration: 10 min./level

Saving Throw: Will negates

Spell Resistance: Yes

The creature looks confused as it exhales a much smaller breath weapon than expected.

The targeted creature's breath weapon loses 1 die of damage per caster level.

This spell cannot reduce the target's breath weapon to less than 1 die of damage.

Special: If you sprinkle ashes of an object damaged or destroyed by the breath weapon of the type of dragon being targeted (worth at least 100 gp), the caster level of the spell increases by two.

DRAGONBLOOD AFFINITY

Transmutation

Level: Bard 3, sorcerer 3 Components: V, S

Casting Time: 1 standard action

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

Targets: One living dragon or dragonblood creature/level, no two of which are more than 30 ft. apart

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You feel the draconic blood stirring within you, strengthening your nearby kin.

This spell summons the strength of your dragon heritage to empower other draconic creatures, instilling them with a powerful sense of pride.

Each affected dragon or dragonblood creature gains a +2 bonus on saving throws, caster level checks, attack rolls, ability checks, skill checks, and weapon damage rolls.

Special: Only dragons and dragonblood creatures can cast this spell.

DRAGONBLOOD SPELL—PACT

Transmutation

Level: Sorcerer 5

Components: V, S, M, XP

Casting Time: 10 min.

Range: Touch

Targets: You and one willing creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Magic swirls around you and your ally, sparkling with the intensity of secret knowledge.

This spell allows two willing dragonblood creatures to trade known spells.

The two creatures agree upon a spell to swap.

These spells must be of the same level, though not of the same school.

This effect does not grant the creatures the ability to learn more spells.

When a spell is traded, it is no longer in the repertoire of the trader.

Each participant must expend XP equal to 100 times the minimum caster level necessary to cast the spell.

For instance, Darsikh (an 11th-level half-bronze dragon sorcerer) casts this spell to trade with Arethnektihimon (an old brass dragon who casts as an 11th-level sorcerer).

They agree that Darsikh will give Arethnektihimon *hallucinatory terrain* in return for *shadow conjuration*.

When the trade is decided and the spell cast, each expends 800 XP (100 × 8, since 8 is the minimum caster level necessary for sorcerers to cast 4th-level spells).

The old spells are no longer in the repertoire of the casters, and are replaced by the spells they have newly chosen.

Material Component: Blood; each participant must take 1d4 points of damage when they cut themselves in a blood ceremony to seal their trade.

XP Cost: 100 × the minimum caster level necessary to cast the traded spells.

Both participants expend this amount.

Special: Only dragons and dragonblood creatures can cast this spell.

THREESTEEL

Transmutation

Level: Sorcerer/wizard 3

Components: V

Casting Time: 1 standard action

Range: Touch

Target: One weapon of up to Large size in your possession

Duration: Instantaneous

Saving Throw: Fortitude negates (object)

Spell Resistance: No

You touch a weapon, causing it to shimmer briefly and then coalesce into three distinct duplicate images, each one gradually assuming physical form.

Once they become solid, the three weapons shoot forward at your targets.

This spell allows you to split a target weapon of up to Large size (such as a greatsword, shortspear, and so on) into three exact duplicates.

These duplicates immediately launch themselves at a target or targets of your choice within close range.

You can direct one or more of the weapons at the same target or split them up among three different targets.

Make a ranged attack roll for each weapon (using your ranged attack bonus or the ranged attack bonus of a fighter of your caster level, whichever is higher) as if you were proficient with the weapon in the normal manner.

(For example, if used on a greatsword, you would make a ranged attack roll as if you were proficient with the greatsword, without the normal penalty for using an improvised throwing weapon).

The weapon gains a +1 enhancement bonus on attack rolls and damage rolls if it does not have an enhancement bonus already.

Each duplicate that hits deals damage as if you had struck the target with the weapon in melee (including any special effects such as bane, smite evil, critical hits, sneak attack, Weapon Focus, and so on).

Your Strength bonus does not apply, since the force of the weapon comes from the spell, not your own Strength.

A duplicate does not get a flanking bonus or help a combatant get one.

Casting the spell destroys the targeted weapon to create the duplicates, and the duplicates are destroyed whether or not they hit.

Because of this, the spell is rarely used on magic weapons.

It cannot be cast on artifacts, natural weapons, weapons animated with *animate objects* or similar spells, or weaponlike magical creations (such as *Mordenkainen's sword*).

Origin: This spell was created by Delgarth of Sumbarin, a long-forgotten minor realm along the banks of the River Dessarin.

Delgarth was a powerful barbarian who concealed his limited prowess as a sorcerer so he could use it as an unexpected advantage during the frequent assassination attempts launched by his estranged kinfolk.

DROW OF THE UNDERDARK (3.5)

ABJURATION

MAGICAL BACKLASH

Abjuration

Level: Bard 2, hexblade 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

With a word and a gesture, the target flares with crackling, violet-colored energy.

Magical backlash causes any spells affecting the target to resonate painfully.

For each spell currently in effect on the target (not counting magical backlash itself), magical backlash deals 2 points of damage per level of that spell.

For example, a creature targeted by magical backlash that is under the effects of bull's strength, blur, and mage armor spells would take 4 points of damage for bull's strength, 4 for blur, and 2 more for mage armor for a total of 10 points of damage.

CONJURATION

ENGULFING TERROR

Conjuration (Creation)

Level: Druid 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 full round

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

Effect: One gelatinous cube

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

The air wavers and shimmers, finally coalescing into a large cube of glistening ooze.

Engulfing terror creates a gelatinous cube (MM 201) in a space you designate.

The space must be large enough to accommodate the creature.

If not, the spell automatically fails.

Upon appearing, the cube acts on your turn, attacking the nearest living creature each round.

You have no control over it and cannot direct it.

The gelatinous cube remains until it is destroyed or has no remaining targets to attack, at which point it moves away in a random direction.

DIVINATION

COMBAT READINESS

Divination

Level: Assassin 1, bard 1, sorcerer/wizard 1

Components: V

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The target's eyes widen, and shine briefly with a white light.

The touched creature gains a +1 insight bonus on initiative checks for every three caster levels you have (minimum +1, maximum +6).

In addition, if the target is flanked, its opponents gain no bonus on attack rolls (but still gain any other benefits derived from flanking, such as extra sneak attack damage).

EVOCATION

SHADOW SHROUD

Evocation [Darkness]

Level: Cleric 2, sorcerer/wizard 2

Components: V

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round/level (D)

A thin membrane of darkness coats your body.

This spell negates any penalties or other harmful effects imposed by your light blindness or light vulnerability.

You also gain a +5 competence bonus on Hide checks made in areas of shadow or darkness.

As with any darkness spell, the effect is suppressed if you enter the area of a light spell of 3rd level or higher.

ILLUSION

SHADOW DOUBLE

Illusion (Shadow)

Level: Assassin 1, hexblade 2, sorcerer/wizard 2

Components: V

Casting Time: 1 standard action

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

Effect: One shadowy duplicate

Duration: 1 round/level

Saving Throw: Will disbelief

Spell Resistance: No

You complete the incantation and nearby shadows gather together, assuming your approximate size and shape.

You create a shadowy duplicate of yourself at a place you indicate within range.

The shadow double attacks any adjacent target (regardless of the weapon it appears to wield), as you desire, starting in the round when you cast the spell.

It attacks on your turn once each round, striking with an attack bonus equal to your base attack bonus + the modifier for your spell save DCs.

Each hit deals 1 point of Strength damage to the target. The first time a target is hit, it can attempt a Will save to disbelieve the effect; this negates the damage and renders it immune to further attacks by the *shadow double*.

The *shadow double* occupies a space identical to yours.

It is not incorporeal, and thus can't share a space with another creature or object.

It can provide a flanking bonus against any creature that hasn't yet saved successfully against it.

The *shadow double* can strike incorporeal creatures, but not ethereal creatures.

Each round after the first, you can use a standard action to direct the *shadow double* to attack any other target.

To attack this new target, the *shadow double* can move to any new legal space within 30 feet (it moves by instantaneous teleportation).

If it is not commanded to switch targets, it continues to attack the same target.

A *shadow double* can be attacked.

It has an Armor Class equal to 10 + your size modifier + a deflection bonus equal to the modifier for your spell save DCs, and has one-fifth of your full normal hit points.

If the *shadow double* is reduced to 0 hit points, or if you create a second *shadow double* when the first still exists, the spell ends.

TRANSMUTATION

ARMORED VERMIN

Transmutation

Level: Cleric 4, druid 4

Components: V, S, DF; Drow

Casting Time: 1 standard action

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

Target: Up to three vermin, no two of which are more than 30 ft. apart

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The vermin you select pause for a moment as their exoskeletons take on a metallic sheen.

You cause the exoskeletons of up to three vermin to harden to the strength of steel.

The spell increases the vermin's natural armor bonus by 2.

This bonus increases by 1 for every three caster levels above 7th, to a maximum of +6 at caster level 19th.

The enhancement bonus provided by armored vermin stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor.

A vermin with no natural armor has an effective natural armor bonus of +0.

BEBILITH BLESSING

Transmutation [Chaos, Evil]

Level: Cleric 5

Components: V, S, DF

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 round/level

Saving Throw: Will negates (harmless); see text

Spell Resistance: Yes (harmless)

A halo of blue fire flares around the target's head, which transforms into the head of an arachnid.

As the light fades, two oversized claws explode from the target's torso, snapping and clawing at the air.

You infuse a target with the essence of a bebilith (MM 42), causing it to gain the mandibles and claws of this demon.

The target gains two primary claw attacks (in addition to its normal claw attacks, if any) and a secondary bite attack (replacing its normal bite attack).

The claws deal 1d6 points of damage, and the bite deals 1d8 points (assuming Medium size).

If it is wielding a weapon, the target can attack with either a single law or a bite as a secondary attack.

The target can sunder objects with its claw attacks as if it had the Improved Sunder feat.

The target's bite attack carries a poison (injury; Fort save equal to the spell's save DC; 1d6 Con/2d6 Con).

The target of this spell is also treated as an outsider of the evil subtype in addition to its normal type and subtypes.

DOMINATE VERMIN

Transmutation

Level: Cleric 3, druid 3

Components: V, S, DF; Drow

Casting Time: 1 standard action

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

Target: One vermin

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

The creature's eyes change color to match your own.

It trembles for a moment as it adjusts to your psychic presence.

You invest your psyche into a single vermin creature, granting it your Intelligence.

While it is so affected, you can direct it with simple commands such as "Attack", "Run", and "Fetch".

Since you are in absolute control of the creature, it even follows suicidal commands.

You can continue to direct the vermin as long as it remains within range.

You need not see it to control it.

Changing your instructions or giving a new command is the equivalent of redirecting a spell, so it is a move action.

If the vermin is slain, your mind is forced out of the creature violently.

The experience deals 1d4 points of Wisdom damage to you.

DRIDERSHAPE

Transmutation (Polymorph)

Level: Sorcerer/wizard 5

Components: V, S; Drow

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level (D)

Your lower extremities transform, sprouting arachnid legs, as a large, pulsing thorax swells from your back.

You take on the form and abilities of a drider (MM 89).

You gain 20 temporary hit points, which disappear at the end of the spell's duration.
You don't gain the drider's spellcasting ability, but you retain your own.
(Spellcasting is subject to the drider's ability scores; for instance, you can't cast wizard spells above 5th level, since your new Intelligence is only 15).
Any held objects remain held in the new form (other gear melds into the new form as normal).
See page 59 for details of the polymorph subschool.

SNUFF THE LIGHT

Transmutation

Level: Assassin 1, bard 1, sorcerer/wizard 1

Components: S

Casting Time: 1 swift action

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

Target: One nonmagical light source

Duration: Instantaneous or 1 round/level

Saving Throw: None

Spell Resistance: No

With a gesture, the light goes out.

Snuff the light extinguishes a single non-magical light source, such as a candle, torch, or lantern.

Against alchemical light sources, such as sunrods, you suppress the light for 1 round per caster level.

SPIDER FORM

Transmutation (Polymorph)

Level: Sorcerer/wizard 3

Your body bloats and writhes until eight massive spider legs burst through your flesh.

As the transformation finishes, your skin hardens into a dark exoskeleton.

As lesser spider form, except you take on the form and abilities of a Large fiendish monstrous spider (MM 289).

You are treated as having the spider's Hit Dice 4.

for the purpose of adjudicating the special abilities gained from the fiendish template.

SPIDER FORM, GREATER

Transmutation (Polymorph)

Level: Sorcerer/wizard 5

Your body inflates grotesquely as eight enormous spider legs burst through your flesh.

As the transformation finishes, your skin hardens into a dark exoskeleton.

As lesser spider form, except you take on the form and abilities of a Huge fiendish monstrous spider (MM 289).

You are treated as having the spider's Hit Dice (8) for the purpose of adjudicating the special abilities gained from the fiendish template.

SPIDER FORM, LESSER

Transmutation (Polymorph)

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level (D)

Your arms and legs wither away as eight spindly spider legs burst through your flesh.

As the transformation finishes, your skin hardens into a dark exoskeleton.

You take on the form and abilities of a Medium fiendish monstrous spider (MM 289).

You are treated as having the spider's Hit Dice (2) for the purpose of adjudicating the special abilities gained from the fiendish template.

You gain 5 temporary hit points, which disappear at the end of the spell's duration.

See page 59 for details of the polymorph subschool.

YOCHLOL BLESSING

Transmutation [Chaotic, Evil]

Level: Cleric 4

Components: V, S, DF; Drow

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A husky female chuckle accompanies the violet light that limns the target, illuminating the eight writhing tentacles that ooze from its body.

You infuse a target with the vile power of a yochlol, one of the demonic handmaidens of Lolth, causing its body to erupt with eight tendrils.

As a full-round action, the target can make eight primary tentacle attacks (using its normal reach), each dealing 1d4 points of damage.

These attacks can't be combined with any other weapon or natural weapon attacks.

In addition, the target gains a deflection bonus to AC equal to its Charisma bonus (minimum +1, maximum +5) and resistance 10 to acid and electricity.

The target of this spell is also treated as an outsider of the evil and shapeshifter subtypes (in addition to its normal type and subtypes).

ENEMIES AND ALLIES (3.0)

NECROMANCY

NEGATIVE ENERGY WAVE*

Necromancy

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: 50 ft.

Effect: 50-ft.-radius burst, centered on you

Duration: Instantaneous (see text)

Saving Throw: Will negates (see text)

Spell Resistance: Yes

You release a silent burst of negative energy from your body.

You can affect up to 1d6 hit dice worth of undead creatures per level (maximum 15d6).

Those closest to you are affected first; among equidistant undead creatures, weaker ones are affected first. The spell has one of two effects, which you select when you cast it.

Rebuked: The undead creatures cower as if in awe.

(Treat them as stunned).

The effect lasts 10 rounds.

Bolstered: Undead creatures gain turn resistance of 1d4 plus your Charisma modifier (minimum +1).

The effect lasts 10 rounds.

* First appeared in *Tome and Blood*.

EPIC LEVEL HANDBOOK (3.0)

CONJURATION

GENESIS

Conjuration (Creation)

Level: Sor/Wiz 9, Creation 9

Components: V, S, M, XP

Casting Time: 1 week (8 hours/day)

Range: 180 ft. (see text)

Effect: A demiplane coterminous with the Ethereal Plane, centered on your location

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You create a finite plane with limited access: a demiplane. Demiplanes created by this power are very small, very minor planes.

You can only cast this spell while you are on the Ethereal Plane.

When you cast the spell, a local density fluctuation precipitates the creation of a demiplane.

At first, the fledgling plane grows at a rate of 1 foot in radius per day to an initial maximum radius of 180 feet as it rapidly draws substance from surrounding ethereal vapors and protomatter.

You determine the environment within the demiplane when you first cast *genesis*, reflecting most any desire you can visualize.

You determine factors such as atmosphere, water, temperature, and the general shape of the terrain.

This spell cannot create life (including vegetation), nor can it create construction (such as buildings, roads, wells, dungeons, and so forth).

You must add these things in some other fashion if you desire.

Once the basic demiplane reaches its maximum size, you can continue to cast this spell to enlarge your demiplane, adding another 180 feet of radius to your demiplane each time.

Material Component: A crystalline sphere; XP Cost: 5,000 XP.

EXEMPLARS OF EVIL (3.5)

ABJURATION

FRIENDLY FIRE

Abjuration

Level: Druid 4, sorcerer/wizard 4

Components: V

Casting Time: 1 immediate action or 1 full round; see text

Range: Personal

Target: You

Duration: Instantaneous or 1 round/level; see text

With an arcane word, you create a shimmering field of golden light around your body that pulses and wavers before vanishing.

Whenever you are the target of a ranged attack or a ranged touch attack, you can cast this spell to deflect the attack toward another target within 30 feet.

Use the same attack roll.

If the redirected attack hits the new target, resolve it as normal.

Otherwise, the attack fails.

If you extend the casting time to 1 full round, the duration changes from instantaneous to 1 round per caster level.

CONJURATION

RING OF FIRE

Conjuration (Creation) [Fire]

Level: Druid 9, sorcerer/wizard 9

Components: V, S, M

Casting Time: 1 round

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

Effect: 10-ft.-radius area of lava; see text

Duration: 1 round/2 levels

Saving Throw: Reflex partial

Spell Resistance: No

You utter deep, rumbling tones as you make arcane gestures over the basalt disc, causing it to glow white hot and evaporate in your hand.

When you finish, the ground tears open and hot lava wells up from the depths of the earth.

You create an area of lava.

All creatures in the area that make successful Reflex saves take 1d6 points of fire damage plus 1 point per caster level. Creatures that fail their saves take 1d6 points of damage per caster level, to a maximum of 20d6 points.

Creatures that take at least 1 point of damage from *ring of fire* take an extra 1d6 points of fire damage each round for 3 rounds.

Each round after the first, the area of lava expands by 10 feet, becoming a 20-foot-radius ring on the second round, a 30-foot-radius ring on the third round, and so on.

As the *ring of fire* spreads, all creatures in its area must make new saving throws as described above.

When the spell's duration expires, the lava cools rapidly.

All creatures in the area at that time are held fast and cannot move until they make a successful Strength check or Escape Artist check against the spell's DC.

Breaking free of the lava is a full-round action.
Material Component: A disc of basalt (5 gp).

ILLUSION

ALIBI

Illusion (Phantasm) [Mind-Affecting]

Level: Assassin 1, bard 1, sorcerer/wizard 1

Components: V

Casting Time: 1 swift action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Will disbelief

Spell Resistance: Yes

Your target's expression changes as he suddenly recalls seeing you before.

You implant a memory of your presence in a target's mind. The creature recalls speaking with you or interacting with you sometime within the last 24 hours.

The phantasm is completely believable and the target's mind adapts to the mental intrusion, filling in any gaps in logic.

PHANTASMAL INJURY

Illusion (Phantasm) [Fear, Mind-Affecting]

Level: Bard 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 round/level (D)

Saving Throw: Will disbelief

Spell Resistance: Yes

You cast out your senses to fill your foe's mind, causing him to believe that he has suffered a mortal wound.

You create the sensation in the target's mind that he has been disabled (reduced to 0 hit points), restricting him to a single move action or standard action each turn.

If the target takes a standard action (or any kind of strenuous action), he takes 1 point of damage from phantasmal injury.

The target remains conscious unless the damage would actually reduce his hit points below 0.

This damage is real and remains after the spell's duration has expired.

PHANTASMAL WASTING

Illusion (Phantasm) [Fear, Mind-Affecting]

Level: Bard 4, druid 4, sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One living creature touched

Duration: 1 round/level (D)

Saving Throw: Will disbelief

Spell Resistance: Yes

Your touch infects your foe's senses, leading him to believe that he has grown feeble and ancient.

With a touch, you cause a target to believe that he has lost his vitality and vigor.

For the duration of the spell, the target takes a –6 penalty to Strength, Dexterity, and Constitution.

NECROMANCY

INFALLIBLE SERVANT

Necromancy [Evil]

Level: Cleric 3, druid 4, sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates; see text

Spell Resistance: No

You rub dung onto your minion's brow, intoning dark words to bind his life to your cause.

With a touch, you give a target a powerful motivation to avoid failure.

If the target is captured by nonevil creatures or is slain, his body dissolves into foul sludge.

The target is utterly destroyed and cannot be affected by any spell or effect that restores life (such as *true resurrection*) or a semblance of life (such as *animate dead*) short of *miracle* or *wish*.

When the target dissolves, all creatures within 30 feet must succeed on a Fortitude save against the spell's DC or become nauseated for 1d4 rounds.

Material Component: Dung from an evil creature.

STIFFEN

Necromancy

Level: Bard 3, cleric 3, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 round/level (D)

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

As you touch your foe, blue spiderwebs appear on his skin, slowing him down and gradually paralyzing him.

Upon touching a target, you set in motion a devastating effect that gradually deadens his nerves.

On the first round, the target takes a –4 penalty to his Dexterity score, and all his movement rates are reduced by 5 feet.

If the target can fly, his maneuverability is reduced by one step.

On the following round, the target can make a new Fortitude save to halt the spell's progress.

If the save fails, the penalty to Dexterity worsens to –8, his movement rates are reduced another 5 feet, and his maneuverability is reduced by another 2 steps.

This deterioration continues each round until the target succeeds on his save, at which point his condition no longer worsens, or until the target's Dexterity drops to 0.

Targets whose movement rates drop to 0 feet cannot move, and targets whose maneuverability drops below clumsy cannot fly.
All penalties vanish when the spell's duration expires.

WILLING SACRIFICE

Necromancy [Evil]

Level: Cleric 3, sorcerer/wizard 3

Components: V

Casting Time: 1 swift action

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

Target: One creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You utter a blasphemous phrase, and an ally erupts in pale gray flames.

When the fire sputters out, you feel the power of corruption coursing through your veins.

You deal 1d10 points of damage to a single evil creature within range that is a willing target.

As a result, you gain a profane bonus equal to half the number of points of damage dealt.

As a free action, you can use the bonus on attack rolls, damage rolls, saving throws, ability checks, or skill checks. You can use as much or as little of the bonus as you wish, but you must declare the use before the results of the die roll are known.

At the end of the spell's duration, any unused bonus points are lost.

The effects of multiple *willing sacrifice* spells are not cumulative; you can benefit from only one spell at a time.

TRANSMUTATION

ALLIANCE UNDONE

Transmutation

Level: Cleric 4, hexblade 2, sorcerer/wizard 4

Components: V, S, M/DF

Casting Time: 1 standard action

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

Area: 10-ft./level radius

Duration: 1 minute

Saving Throw: None

Spell Resistance: No

You chant words of discord and unrest while making a breaking motion with your hands.

Those around you fall quiet as suspicion and distrust take root in their hearts.

Alliance undone suppresses the benefits gained from alliances, including, but not limited to, the effects of ceremony feats, teamwork benefits, companion spirits, and affiliations.

Material Component: A severed cord.

TOUCH OF CHAOS

Transmutation [Chaos, Evil]

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 round/2 levels

Saving Throw: Fortitude negates

Spell Resistance: Yes

With a hand dripping with pale violet slime, you touch your foe, causing him to collapse into a pile of shifting tissue.

Your touch causes a creature to undergo a terrifying transformation.

A target that fails its save collapses into a spongy mass of flesh and sinew and takes 1 point of Wisdom drain.

Each round, as a free action, the target can attempt a new Fortitude save to regain its form.

If the save fails, the target remains transformed and takes another 1 point of Wisdom drain.

A target afflicted with *touch of chaos* cannot use possessions or cast spells.

It takes a -4 penalty to Dexterity, its land speed drops to 10 feet, and it loses all other modes of movement.

The target can lash out with tentacles that burst from its flesh, but it attacks the closest creature, whether friend or foe.

The attack is made at a -4 penalty and has a 50% miss chance.

If a tentacle hits the creature, it deals damage based on the afflicted target's size (Small, 1d3 points; Medium, 1d4 points; and Large, 1d6 points).

Material Component: Slime from a chaos beast.

TREACHEROUS WEAPON

Transmutation

Level: Bard 1, hexblade 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 immediate action; see text

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

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

You make a gesture accompanied by a sharp arcane command, and your foe's weapon gives off a momentary shower of sparks.

You can cast this spell on any creature wielding a manufactured weapon.

If the target fails its saving throw, the weapon takes a -1 penalty on attack rolls and damage rolls.

For every two caster levels beyond 1st, the penalty worsens by 1.

Thus, at 3rd level, the weapon takes a -2 penalty; at 5th level, a -3 penalty; at 7th level, a -4 penalty; and at 9th level or higher, a maximum -5 penalty.

When this spell is cast on a creature wielding a magic weapon, subtract the weapon's enhancement bonus from the penalty.

For example, a 1st-level caster would reduce a +1 longsword to a +0 longsword.

If you extend the spell's casting time to 1 standard action, the enhancement penalties double.

EXPANDED PSIONICS HANDBOOK (3.5)

ABJURATION

PSYCHIC TURMOIL

Abjuration

Level: Cleric 5, sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

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

Area: 40-ft.-radius emanation centered on a point in space

Duration: 1 round/level

Saving Throw: Will partial; see text

Spell Resistance: Yes

With this spell, you create an invisible field that leeches away the power points of psionic characters standing within the emanation.

Nonpsionic characters are unaffected.

When the spell is cast and at the beginning of each of your subsequent turns, psionic creatures within the area of the *psychic turmoil* lose 1 power point per manifester level they have.

Characters who succeed on a Will save when they first come into contact with the emanation lose only half as many power points (round down) each round.

Characters get only one save attempt against any particular *psychic turmoil* effect, even if they leave the spell's area and later return.

Material Component: Five playing cards, which are torn in half when the spell is cast.

PSYCHIC TURMOIL, GREATER

Abjuration

Level: Cleric 7, sorcerer/wizard 7

Duration: 1 round/level

As *psychic turmoil*, except you gain 1 temporary hit point for each power point the spell takes from a psionic creature. The temporary hit points last for 1 hour.

DIVINATION

BRAIN SPIDER

Divination [Mind-Affecting]

Level: Cleric 8, Mind 7

Components: V, S, M, DF

Casting Time: 1 round

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

Targets: Up to eight living creatures

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

This spell allows you to eavesdrop as a standard action on the thoughts of up to eight other creatures at once, hearing as desired:

- Individual trains of thought in whatever order you desire.

- Information from all minds about one particular topic, thing, or being, one nugget of information per caster level.
- A study of the thoughts and memories of one creature of the group in detail.

Once per round, if you do not perform a detailed study of one creature's mind, you can attempt (as a standard action) to implant a *suggestion* in the mind of any one of the affected creatures.

The creature can make another Will saving throw to resist the *suggestion*, using the save DC of the *brain spider* spell. (Creatures with special resistance to enchantment spells can use this resistance to keep from being affected by the *suggestion*).

Success on this saving throw does not negate the other effects of the *brain spider* spell for that creature.

You can affect all intelligent beings of your choice within range (up to the limit of eight), beginning with known or named beings.

Language is not a barrier, and you need not personally know the beings—you can choose, for instance, "the nearest eight guards who must be in that chamber there". The spell cannot reach those who make a successful Will save.

Material Component: A spider of any size or kind. It can be dead, but must still have all eight legs.

PROBE THOUGHTS

Divination [Mind-Affecting]

Level: Mind 6, Wiz/Sor 6

Components: V, S

Casting Time: 1 minute

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

Target: One living creature

Duration: Concentration

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

All the subject's memories and knowledge are accessible to you, ranging from memories deep below the surface to those still easily called to mind.

You can learn the answer to one question per round, to the best of the subject's knowledge.

You can also probe a sleeping subject, though the subject may make a Will save against the DC of the *probe thoughts* spell to wake after each question.

Subjects who do not wish to be probed can attempt to move beyond the power's range, unless somehow hindered.

You pose the questions telepathically, and the answers to those questions are imparted directly to your mind.

You and the target do not need to speak the same language, though less intelligent creatures may yield up only appropriate visual images in answer to your questions.

TELEPATHIC BOND, LESSER

Divination [Mind-Affecting]

Level: Cleric 3, Mind 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Targets: You and one willing creature within 30 ft.

Duration: 10 min./level

Saving Throw: None

Spell Resistance: No

You forge a telepathic bond with another creature with an Intelligence score of 6 or higher. The bond can be established only with a willing subject. You can communicate telepathically through the bond regardless of language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another).

EVOCATION

DWEOMER OF TRANSFERENCE

Evocation

Level: Cleric 4, sorcerer/wizard 4

Components: V, S

Casting Time: 1 minute

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

Target: One willing psionic creature

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With this spell, you form a radiating corona around the head of a psionic ally, then convert some of your spells into psionic power points.

When you finish casting *dweomer of transference*, a red-orange glow surrounds the psionic creature's head. For the duration of the spell, any spells cast at the subject don't have their usual effect, instead converting themselves harmlessly into psionic energy that the subject can use as energy for psionic powers.

You can cast any spell you like at the subject, even area spells, effect spells, and spells for whom the subject would ordinarily not be a legitimate target.

The spells don't do anything other than provide the subject with power points, but you must still cast them normally, obeying the component and range requirements listed in the description of each spell.

For each spell you cast into the *dweomer of transference*, the psionic creature gets temporary power points, according to the following table.

The transference isn't perfectly efficient; for instance, if you cast a 7th-level spell at a psionic creature, it receives insufficient psionic power points to manifest a 7th-level power.

Spell Level	Power Points Acquired	Spell Level	Power Points Acquired
0	0	5th	8
1st	1	6th	10
2nd	2	7th	12
3rd	4	8th	14
4th	6	9th	16

The temporary power points acquired through a *dweomer of transference* dissipate after 1 hour if they haven't already been spent.

GLOSSOLALIA

Evocation [Sonic, Mind-Affecting]

Level: Bard 2

Components: V

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

You utter shrieks of nonsense and gibberish that thinking creatures find distracting and confusing.

The spell affects only creatures with Intelligence scores of 3 or higher.

Any such creatures within the spell's area must succeed on Fortitude saves or be stunned for 1 round (if they have Intelligence scores of 20 or higher), dazed for 1 round (if they have Intelligence scores between 10 and 19), or shaken for 1 round (if they have Intelligence scores between 3 and 9).

In addition, a creature within the spell's area loses any psionic focus it might have had and takes a -4 penalty on Concentration checks for 1 round.

These effects happen whether or not the creature succeeded on its save.

TRANSMUTATION

MENTAL PINNACLE

Transmutation

Level: Sorcerer/wizard 6

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

For a brief time, you achieve the mental dominance of a powerful psion, able to lash out at enemies using only the power of your mind.

You revel in your new mental powers to the point that you disdain using spells, even in the form of effects from magic items.

You gain a +4 enhancement bonus to Intelligence and Wisdom, 3 power points per caster level, and access to the following powers.

- Mind Thrust: Deal 1d10 damage.
- Ego Whip: Deal 1d4 Cha damage and daze for 1 round.
- Psionic Blast: Stun creatures in 30-ft. cone for 1 round.
- Id Insinuation: Swift tendrils of thought disrupt and confuse your target.
- Psychic Crush: Brutally crush subject's mental essence, reducing subject to -1 hit points.

You manifest the powers as a psion of your caster level does, creating displays as described in each power's description.

You lose your spellcasting ability, including your ability to use spell activation or spell completion magic items, just as if those spells were no longer on your class list.

For the duration of this spell, you use magic items and psionic items as if you were a psion with only the five powers given above on your class list.

Any unspent power points dissipate when the spell ends.

Material Component: A *potion of fox's cunning*, which you drink (its effect is overridden by the effect of this spell).

FAITHS AND PANTHEONS (3.0)

ABJURATION

SURELIFE

Abjuration

Level: Repose 8

Components: V, S, M

Casting Time: 1 round

Range: Personal

Target: You

Duration: 1 minute/2 levels

This spell allows you to protect yourself against some condition—such as being immersed in boiling oil or being buried under an avalanche—that would ordinarily cause certain death.

You can only protect yourself against a natural occurrence or condition, not against a spell or the action of a creature (such as the breath of a dragon or the swords of a group of bandits).

You must specify the condition against which you wish to protect yourself, and the spell is effective only against that condition.

Should you be subjected to that condition during the duration of the spell, you feel no discomfort and take no damage from the condition.

However, the spell does not protect any items carried on your person.

At the end of the spell's duration, the condition has full normal effects on you if you are still subjected to it.

Material Component: An ointment of peach syrup and cinnabar.

NECROMANCY

UNDEATH TO DEATH

Necromancy

Level: Clr 6, Repose 6, Sor/Wiz 6

Components: V, S, M, DF

Casting Time: 1 action

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

Area: Several undead creatures within a 50-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Undeath to death snuffs out the life forces of undead creatures, killing them instantly.

The spell slays 1d4 HD worth of undead creatures per caster level (maximum 20d4).

Creatures with the fewest HD are affected first; among creatures with equal HD, those who are closest to the point of origin of the burst are affected first.

Material Component: The powder of a crushed diamond worth at least 500 gp.

FIENDISH CODEX 1 (3.5)

ABJURATION

EXORCISM

Abjuration

Level: Cleric 1, paladin 1

Components: V, S, M, DF

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Saving Throw: Will negates; see text

You force your will against that of the possessing fiend, trying with all the strength of your faith to drive it from the body of the unfortunate creature before you.

After casting this spell, you can spend a use of your turn or rebuke undead ability (as a standard action) in an attempt to drive a possessing fiend from its host.

The host creature or object must be within range of your turn or rebuke attempt.

However, you do not make a turning check when you cast the spell.

The possessing fiend must instead succeed on a Will save or be driven from the host and shunted into the nearest available open space in its incorporeal form.

(See the rules for possession on page 21).

This use of turn or rebuke undead has no effect on undead within range of the ability.

A fiend driven from its host cannot attempt to possess that same host for 24 hours.

Material Component: A vial of holy or unholy water.

SHUN THE DARK CHAOS

Abjuration

Level: Cleric 8, sorcerer/wizard 8

Components: V, S, XP

Casting Time: 1 standard action

Range: Touch

Target: Willing creature touched

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You remove a vestige of the creature's Abyssal heritage, making it seem less fiendish.

You strip the taint of the Abyss from the creature touched. If the subject possesses any Abyssal heritor feats, one of them is immediately removed and replaced by any other feat for which the subject qualifies (except an Abyssal heritor feat).

The subject chooses both the feat lost and its replacement. If the lost Abyssal heritor feat was a prerequisite for other feats or prestige classes, the recipient loses access to those feats or prestige class abilities until it once again meets all the prerequisites.

The subject can regain its original Abyssal heritor feat (and lose the replacement feat) by means of *embrace the dark chaos, miracle, or wish*.

XP Cost: 250 XP.

CONJURATION

ABYSSAL RIFT

Conjuration (Calling) [Evil]

Level: Entropy 9, sorcerer/wizard 9

Components: V, S, M

Casting Time: 1 standard action

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

Effect: 10-ft.-wide, 60-ft.-deep rift, up to 5 ft. long per caster level

Duration: 3 rounds

Saving Throw: Reflex negates; see text

Spell Resistance: Yes

The ground trembles as you cast this spell.

Suddenly, a yawning rift filled with black fire splits the ground, threatening to devour all.

This spell creates a rectangular rift in the ground.

You designate where the rift opens, but it must be in a straight line on relatively level ground.

Throughout the spell's duration, any conjuration spells with the evil descriptor that are cast within 60 feet of the rift function at caster level +2.

You cannot make the rift open beneath a fixed structure such as a tower, castle wall, or Daern's instant fortress.

However, you can make it open underneath a wagon, tent, or similarly mobile object or lightweight structure.

Untended objects wholly or partly in squares occupied by the rift fall in, taking 6d6 points of damage from the fall.

Any creature standing wholly or partly in the area where the rift opens must succeed on a Reflex saving throw or fall into it as well, taking a like amount of damage.

A successful save indicates that the creature avoids falling in by moving to the nearest safe square(s).

Anything that falls into the rift is scorched by black fire that deals 6d6 points of fire damage per round and 6d6 points of divine energy damage per round.

Energy resistance or immunity does not protect against the divine energy damage.

On the second and third rounds of the spell's duration, black fire continues to fill the rift.

In addition, the rift sprouts black fiery tentacles that reach out to all creatures within 60 feet of the rift's edge.

Such creatures are entitled to a Reflex save each round to avoid the fiery tendrils; a creature that fails its save is lashed for 3d6 points of fire damage and 3d6 points of divine energy damage.

At the end of the spell's duration, the rift closes.

Anything still trapped inside the rift when it closes plane shifts (as the spell) to a random layer of the Abyss.

All that remains of the rift is a permanent scar on the ground where it formed.

Material Component: A miniature adamantite and gem-studded pickaxe worth at least 1,000 gp.

SLIME WAVE

Conjuration (Summoning)

Level: Cleric 7, druid 7, Ooze 7

Components: V, S, M

Casting Time: 1 standard action

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

Area: 15-ft.-radius spread

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: No

You summon forth a column of green slime that quickly flattens out over a circular area 30 feet in diameter.

You create a wave of green slime that begins at the location you choose (within range) and violently spreads to the limit of the area.

The wave splashes and splatters as it moves, clinging to the walls and ceilings of enclosed areas as well as the floor.

In addition, one patch of green slime adheres to each creature in the area for every 5 feet of its face.

Green slime devours flesh and organic materials on contact and even dissolves metal.

A patch of green slime deals 1d6 points of Constitution damage per round that it is in contact with flesh.

Against wood or metal, green slime deals 2d6 points of damage per round, ignoring the hardness of metal but not that of wood.

It does not harm stone.

On the first round of contact, the slime can be scraped off a creature (most likely destroying the scraping device), but after that it must be frozen, burned, or cut away—processes that damage the victim as well as the slime.

Extreme cold or heat, sunlight, or a *remove disease* spell destroys the green slime.

Unlike normal green slime, the slime created by this spell evaporates at the end of the spell's duration.

Material Component: A few drops of stagnant pond water.

DIVINATION

DEMONCALL

Divination [Evil]

Level: Blackguard 2, Demonic 2

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: Instantaneous

Your eyes roll back into your head as you call to Dagon for his unique insight.

Suddenly you become aware of some fragment of forbidden lore previously lost to you.

You tap into the forbidden knowledge of demons, gaining a +10 profane bonus on any one skill check involving Knowledge (arcana), Knowledge (the planes), or Knowledge (religion).

The check must be made immediately, in the same turn as you cast the spell.

FIENDISH CLARITY

Divination [Evil]

Level: Cleric 7, Demonic 7, sorcerer/wizard 7

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

You manifest the acute senses of a powerful fiend.

You gain darkvision out to 60 feet and can see in magical darkness as if it were normal darkness. In addition, you can see invisible creatures and objects as if affected by a *see invisibility* spell, and you can use *detect good* at will.

ENCHANTMENT

BECKONING CALL

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 2, Temptation 2

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: Concentration plus 3 rounds

Saving Throw: Will negates

Spell Resistance: Yes

With a word and a gesture, you draw the targeted creature toward you.

The subject becomes overwhelmed with the desire to be near you.

It remains aware of its surroundings and breathes normally, but it must take any actions it can to reach a square adjacent to you if it is not already by your side.

The subject must take at least one move action each round and can activate spells or use abilities only if doing so brings it physically closer to your position.

It avoids obvious danger where it can, but if given no other choice, it takes the least dangerous route to reach your side. If prevented from reaching you, the subject can do nothing but stand motionless and watch you in despair.

Each round at the end of its turn, regardless of whether it reaches you or not, the subject can attempt a new saving throw to end the effect.

Once the subject reaches a square adjacent to your space, it stands motionless and can take no actions.

If you move, it moves to follow you.

The subject is considered flat-footed against you, but if you take any obvious hostile actions against it, the spell ends at the start of its next turn.

Thus, you could use this spell to lure a creature to your side and gain a round's worth of sneak attacks against it before it came to its senses.

MORALITY UNDONE

Enchantment [Evil, Mind-Affecting]

Level: Bard 5, cleric 5, Corruption 4

Components: V, S, M/DF

Casting Time: 1 standard action

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

Target: One non-evil living creature

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

With a cruel utterance and a complex set of hand signs, you cause great evil to swell within the targeted creature, overwhelming and confusing its sense of morality like a magnet touching a compass. You temporarily turn one creature evil.

The chaotic/neutral/lawful component of the subject's alignment remains unchanged.

The subject retains whatever outlook, allegiances, and relationships it had before, as long as they do not conflict with its new alignment.

Otherwise, it acts with its new selfish, bloodthirsty, and cruel outlook in all matters.

For example, a wizard affected by this spell might not immediately turn on her fighter companion, particularly in the middle of a combat when they're fighting on the same side.

But she might allow her friend to be hurt or killed if he is carrying a valuable item that she could recover later, or she might use spells to control or deceive him in order to get what she wants.

She might even decide to betray or attack her friend at a later time if significant potential gain is involved.

An atonement spell restores the subject's original alignment, but a remove curse spell has no effect.

Arcane Material Component: A powdered or splintered holy symbol.

ILLUSION

VISION OF ENTROPY

Illusion (Phantasm) [Fear, Mind-Affecting]

Level: Bard 2, Entropy 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates; see text

Spell Resistance: Yes

With a whisper and wave of your hand, you invite the targeted creature to behold the seething chaos of the infinite void surrounding the Abyss.

Each round, the subject must make a successful Will save or be overwhelmed with madness and awe at the sight of the images of the Abyss forming in its mind.

The subject becomes shaken on the first failure, frightened on the second, panicked on the third, and unconscious on the fourth.

A creature that faints from the effect of this spell remains unconscious for 1 hour or until revived.

Any successful saving throw merely spares the subject the effect of the next failure for that round; any already existing condition persists until the next failure changes it or until the spell ends.

NECROMANCY

EXTRACT GIFT

Necromancy [Chaotic]

Level: Cleric 5, sorcerer/wizard 5

Components: V, S, M, XP

Casting Time: 1 hour

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

Target: One demon and one willing creature

Duration: Permanent

Saving Throw: Will negates; see text

Spell Resistance: Yes

You painstakingly create two magic circles.

In one stands a demon, and in the other stands your willing subject.

After an hour-long ritual incantation, you pull a roiling black cloud of demonic essence out of the demon and channel it into the willing recipient.

You transfer a portion of a demon's essence into a willing creature, enhancing one of its ability scores or skills.

The demon must be either allied and willing or captured and constrained (as if by a *planar binding* spell).

An unwilling demon can make a Will save to negate the effects of the spell.

Both the recipient and the donor demon must remain within specially prepared circles inscribed on the floor for the entire casting time.

These circles are similar to summoning circles and can be integrated into a summoning circle without impacting the function of either spell, but neither the demon nor the recipient need be summoned specifically into the circle for this spell's circle—each needs only to stand within it during the casting.

The benefit granted by this spell can be applied to one of the recipient's ability scores (as an enhancement bonus) or to one of his skills (as a competence bonus), as you designate.

Once this decision is made, it cannot be changed, and the effect cannot be dispelled except by a caster of higher level than you were when you cast the spell.

If you wish, you can increase the save DC for this spell by allowing the demon power over the target.

The specific concessions you can make to the demon and the corresponding increases to the save DC are given below.

+1 Increase: The donor demon can track the recipient's location and condition, effectively gaining the effect of a constant *status* spell on it.

+3 Increase: The demon can see through the recipient's eyes and hear through its ears.

+5 Increase: The demon can telepathically communicate with the recipient as if by *Rary's telepathic bond*.

+7 Increase: The demon can use *demand* on the recipient once per day as a spell-like ability (caster level equals your caster level at the time you cast *extract* gift).

The effects of the concessions are cumulative, but the save DC increases do not stack.

Thus, allowing the demon to track the recipient, use its senses, and communicate with it telepathically would increase the save DC by 5.

Increasing the save DC in this manner is an evil act, since it grants the demon more than the usual opportunity to work its evil.

Thus, using this option adds the evil descriptor to the spell. **Ability Bonus:** The recipient gains an enhancement bonus to one ability score of your choice.

The value of this bonus depends on your caster level and the abilities of the donor demon, as given below.

The maximum value of the bonus you can grant is one-fourth of your caster level (rounded down).

Thus, you could grant the recipient up to a +2 enhancement bonus at 9th level, or up to a +5 bonus at 20th level.

You can always choose to grant a bonus lower than your maximum.

The donor demon's ability modifier for the corresponding score must be at least twice that of the granted bonus.

Thus, to grant a +2 bonus to Dexterity, you must extract essence from a demon with a Dexterity score of at least 18 (such as a marilith).

To grant a +5 bonus to Charisma, you need a demon with a Charisma score of at least 30 (such as a lilitu).

Skill Bonus: The recipient gains a competence bonus on checks made with one skill of your choice.

The value of this bonus depends on your caster level and the abilities of the donor demon, as given below.

The maximum value of the bonus you can grant is one-half your caster level (rounded down).

Thus, you could grant the recipient up to a +4 enhancement bonus at 9th level, or up to a +10 bonus at 20th level.

You can always choose to grant a bonus lower than your maximum.

The donor demon's ranks in the selected skill must be at least twice the granted bonus.

Thus, to grant a +5 bonus on Disable Device checks, you must extract essence from a demon with at least 10 ranks in Disable Device (such as a babau).

To grant a +10 bonus on Bluff checks, you need a demon with at least 20 ranks in Bluff (such as a balor).

Material Component: The circles in which the donor and recipient stand during the casting must be inscribed with expensive paints made from powdered diamonds, cold iron, blood, and various rare and exotic pigments.

Each circle must also be decorated with five flawless sapphires, which serve as conduits between the donor demon and the recipient.

The total cost of these pigments and gems depends on the nature and magnitude of the bonus to be imparted.

For an ability bonus, the cost equals the bonus squared times 1,000 gp (1,000 gp for +1, 4,000 gp for +2, 9,000 gp for +3, 16,000 gp for +4, and 25,000 gp for +5).

For a skill bonus, the cost equals the bonus squared times 100 gp (100 gp for +1, 400 gp for +2, 900 gp for +3, 1,600 gp for +4, 2,500 gp for +5, 3,600 gp for +6, 4,900 gp for +7, 6,400 gp for +8, 8,100 gp for +9, and 10,000 gp for +10).

XP Cost: You must spend XP equal to 1/25 the required cost of the material components when you cast this spell.

POX

Necromancy [Evil]

Level: Corruption 6, druid 6

Components: V, S, DF

Casting Time: 1 standard action

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

Targets: Up to one living creature/level, no two of which can be more than 10 ft. apart.

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You shout, "A pox on you!" With a mere gesture, lesions erupt on the flesh of your enemies, and their pallor turns a sickly yellow. Each affected creature takes 1d4 points of Constitution drain.

SOUL LINK

Necromancy [Mind-Affecting]

Level: Bard 6, sorcerer/wizard 7, Temptation 7

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

You draw forth a scrap of parchment and speak the name written on it in blood.

The parchment turns to dust as you touch the targeted creature with your other hand, creating a potent link between the two of you.

You can use a soul link to monitor the subject's condition and location, as though it were affected by a status spell. You and the subject can also communicate telepathically as long as you are both on the same plane.

By concentrating, you can also use scrying upon the subject, which is permitted no saving throw to resist.

In addition, the subject takes a -4 penalty on any saving throw made to resist a mind-affecting spell or ability you use against it.

At the time the spell is cast, you can choose to take a -2 penalty to one of your ability scores in order to grant the subject a +2 enhancement bonus to that same ability score. If you use this option, the subject chooses the ability score affected for both of you and takes a -4 penalty on its saving throw to resist the effects of this spell.

You can have only one soul link in effect at a time.

If you cast this spell a second time, the soul link already active ends immediately, regardless of the outcome of the second casting.

Material Component: A piece of parchment with the target's name (or detailed physical description) written upon it in your own blood.

TRANSMUTATION

ABYSSAL FRENZY

Transmutation [Evil]

Level: Cleric 8, Fury 7

Components: V, S, DF

Casting Time: 1 standard action

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

Target: One animal, humanoid, magical beast, or monstrous humanoid

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

You speak a dark epithet while brandishing your holy symbol. Suddenly, the creature you targeted transforms into a demonic version of its true self.

You cause the subject creature to deform.

The transformation is shocking to behold—the creature's skin sprouts thick fur or jagged scales, horns grow from its head and body, its hands twist into talons, and so forth.

This transformation bestows the following advantages and disadvantages on the subject for the duration of the spell:

- Base land speed increases by 30 feet.
- +3 enhancement bonus to natural armor.
- The subject gains two claw attacks if it did not already have them.

If it did not previously have claws, the base damage for its new claw attacks depends on its size, as given on the following table.

If it already had claw attacks, the base damage increases by one die type, as if the creature had become one size category larger.

Target Size	Base Claw Damage
Fine	1d2
Diminutive	1d3
Tiny	1d4
Small	1d6
Medium	1d8
Large	2d6
Huge	2d8
Gargantuan	4d6
Colossal	2d8

• **Rend (Ex):** If the subject hits a target with both claw attacks in a single round, it can rend the flesh, dealing damage equal to the twice its claw damage, modified by double its Strength modifier.

• The subject gains darkvision out to 60 feet, or its existing darkvision extends by 60 feet.

• +2 profane bonus to Strength and Constitution.

• -2 penalty to Dexterity.

The subject cannot communicate, cast spells, use spell-like abilities, activate magic items, or use weapons other than its natural ones while under the effects of this spell.

ABYSSAL FRENZY, MASS

Transmutation [Evil]

Level: Fury 9

Targets: One animal, humanoid, magical beast, or monstrous humanoid/level, all of which must be within 30 ft. of each other

This spell has the same effects as *abyssal frenzy*, except as indicated above.

BEFOUL

Transmutation [Evil]

Level: Cleric 8, Corruption 8, Ooze 8

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Area: Water in a volume of 100 ft./level by 100 ft./level by 10 ft./level (S)

Duration: Permanent; see text

Saving Throw: None; see text

Spell Resistance: No

You wave a hand over a body of water, and it instantly takes on the color, odor, and consistency of a filth-ridden cesspool.

The caster makes water (or other liquid) foul and mildly poisonous.

A creature that drinks the affected water must succeed on a Fortitude saving throw or take 1d4 points of Constitution damage.

Any creature with 2 or more Hit Dice that swims or immerses itself halfway or more in the water must attempt

a saving throw as if drinking it; a creature with fewer than 2 HD dies immediately if immersed to such a degree. If the spell can affect only part of a larger body of water, the befouled water mixes with the pure water. If the entire body of water is no more than four times the size of the affected area, all the water is befouled 24 hours later, but the damage from drinking or swimming in it is only 1d2 points of Constitution damage. If the body of water is more than four times but less than twenty times the affected area, all the water tastes foul after 24 hours but has no damaging effect. If the entire body is larger than twenty times the affected area, the fouled water mixes with the clean water and loses all effect after 24 hours.

Material Component: A dead fish and a drop of poison.

DEMON WINGS

Transmutation [Evil]

Level: Blackguard 3, Demonic 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

You raise your arms dramatically, whisper the name "Pazuzu" twice, and watch as demonic wings sprout from your back.

Wings sprout from your back, allowing you to fly at your normal land speed with average maneuverability.

You can carry weight while flying according to your normal carrying capacity, and greater burdens affect your fly speed as they would your land speed.

DEMONFLESH

Transmutation [Evil]

Level: Blackguard 1, Demonic 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Your flesh becomes thick and leathery like a demon's.

This spell grants you a +1 enhancement bonus to your natural armor for every five caster levels you possess (minimum +1, maximum +4).

A creature without natural armor has an effective natural armor bonus of +0.

DESPOIL

Transmutation [Evil]

Level: Cleric 9, Corruption 9

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Area: 100 ft./level-radius spread

Duration: Instantaneous

Saving Throw: Fortitude partial (plants) or Fortitude negates (other living creatures)

Spell Resistance: Yes

The rotting plant matter melts away in your hand as a wave of sickly green energy washes over the ground, withering plants and weakening all creatures and objects in its wake.

You blight and corrupt a vast area of land.

Any plant creature in the area that has more than 1 Hit Die must succeed on a Fortitude saving throw or die.

Even with a successful save, it takes 5d6 points of damage. Less hardy plants simply shrivel and die, and the ground cannot support such plant life ever again.

Every other living creature in the area (other than you) must succeed on a Fortitude saving throw or take 1d4 points of Strength damage.

Every unattended object in the area, including structural features such as walls and doors, grows brittle and loses half its hardness (rounded down, to a minimum of 1), then takes 1d6 points of damage, which automatically bypass any remaining hardness.

Only a *wish* or *miracle* spell will enable normal plants to grow in the area ravaged by a *despoil* spell.

Damaged objects can be repaired with *mending* spells.

Material Component: The fresh or preserved corpse of a living creature.

EMBRACE THE DARK CHAOS

Transmutation [Chaotic]

Level: Cleric 8, sorcerer/wizard 8

Components: V, S, XP

Casting Time: 1 standard action

Range: Touch

Target: Willing living creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You infuse the creature touched with raw chaos channeled from the Abyss.

Somehow it looks more fiendish than before.

The subject immediately gains one Abyssal heritor feat for which it qualifies, chosen by you at the time of casting.

If the subject does not qualify for the designated feat, the spell fails.

This Abyssal heritor feat replaces one feat of the subject's choice that it already possesses.

The replaced feat need not have been an Abyssal heritor feat.

If the lost feat was a prerequisite for other feats or prestige classes, the subject loses access to those feats or prestige class abilities until it once again meets all the prerequisites.

Once the subject has the Abyssal heritor feat, only a *miracle*, *shun the dark chaos*, or *wish* spell can reverse the change.

XP Cost: 250 XP.

INNER BEAUTY

Transmutation

Level: Bard 4

Components: V, S, F

Casting Time: 1 standard action

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

Target: One creature

Duration: 10 minutes/level

Saving Throw: Will negates; see below

Spell Resistance: Yes

You change the subject's physical appearance to reflect its personality and morality, revealing its true beauty or exposing its revolting ugliness.

Although this spell is particularly effective for rooting out demons that have used magic to assume pleasing forms, it also works well for augmenting good-aligned creatures. If the subject is evil, its body and visage twist and deform, taking on a hideous, bestial appearance.

In addition, the subject takes a -4 penalty to Dexterity and Charisma (minimum 0) for the duration of the spell. Furthermore, on the round that this transformation occurs, every creature within a 15-foot radius of the subject that can see it must succeed on a Fortitude save or become nauseated for 1d4 rounds by this sudden revelation of wickedness.

If the subject is good, its body and visage grow lovelier and more elegant, taking on an appearance of rapturous beauty and grace.

In addition, the subject gains a +4 sacred bonus to Dexterity and Charisma for the duration of the spell.

Furthermore, in the round when this transformation occurs, every creature within a 15-foot radius of the subject that can see it must succeed on a Fortitude save or be stunned for 1 round by this sudden revelation of virtue. If the targeted creature is neither good nor evil, the spell has no effect.

Focus: A handheld mirror worth at least 500 gp.

OOZEPUPPET

Transmutation

Level: Ooze 5, sorcerer/wizard 6

Components: V, S

Casting Time: 1 standard action

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

Target: One ooze

Duration: 1 hour/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

You point a crooked finger at the ooze, and it shivers with what could easily be mistaken for anticipation.

You telekinetically take control of the targeted ooze if it fails its saving throw.

Once control is established, you must have line of sight to the ooze to manipulate it, but distance is not otherwise a factor unless you and the ooze are on different planes (at which point the spell ends).

Thus, you can manipulate the ooze while scrying upon it, for example.

You can force the ooze to move, attack, and otherwise perform as you desire, within the limits of its abilities.

Controlling an ooze's actions for an entire round is a move action for you.

When not directed to move, attack, or undertake any actions by you, the ooze is held immobile by telekinetic forces.

Although most oozes have no minds, they still instinctively resist this telekinetic control.

Thus, if forced to take a self-destructive action, the ooze gains a new Fortitude saving throw to negate the effect of the spell.

FIENDISH CODEX 2 (3.5)

ABJURATION

RIGHTEOUS EXILE

Abjuration [Good]

Level: Cleric 9

Components: V

Casting Time: 1 full-round action

Range: 20 ft.

Area: 20-ft.-radius burst, centered on you

Duration: Instantaneous

Saving Throw: Will partial

Spell Resistance: Yes

With a word, your body gives off an explosion of divine energy, scorching the flesh of those creatures despised by good beings.

All evil creatures in the area take 20d6 points of damage.

In addition, evil outsiders that fail a Will saving throw (DC equal to spell's save DC - creature's HD + your caster level) are instantly transported back to their home planes.

CONJURATION

BIND TO HELL

Conjuration (Teleportation) [Evil]

Level: Cleric 5

Components: V, S

Casting Time: 1 hour

Range: Touch

Target: One weapon

Duration: 1 day/level

Saving Throw: None

Spell Resistance: No

The targeted weapon shudders and momentarily emits a moaning chorus, like that of damned souls.

This spell places an infernal blessing on the touched weapon for the specified duration.

Upon casting the spell, you must name or describe a specific creature.

If that creature is subsequently reduced to -10 or fewer hit points by a blow from the target weapon before the spell's duration expires, its soul is whisked immediately to the Hall of the Vanquished in Stygia, where it remains forever, or until rescued.

A weapon can gain the effect of only one *bind to Hell* spell at a time.

The soul manifests as a frozen version of its mortal self.

With the utterance of a trigger word chosen by you upon casting, it can be temporarily imbued with motion and the use of its faculties.

A subsequent utterance of the trigger word freezes the soul again.

While the soul is in the Hall of the Vanquished, life-restoring spells and effects, such as *raise dead*, *reincarnation*, and *resurrection*, cannot be used to revive the creature.

If the soul form of a nonoutsider is removed from the hall, it transmigrates immediately to its proper afterlife, after which life-restoring effects again become possible.

Special: Only divine casters who worship Levistus can cast this spell.

It has no effect for any other caster.

ENCHANTMENT

DENOUNCE

Enchantment [Mind-Affecting]

Level: Cleric 2, paladin 2

Components: V, S

Casting Time: 1 standard action

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

Target: One outsider

Duration: 1 min./level (D); see text

Saving Throw: Will negates; see text

Spell Resistance: Yes

You point your finger and pronounce judgment.

You instill feelings of shame and guilt in a target outsider, imposing a -4 insight penalty on its attack rolls, saves, and checks.

Each round on its turn, the subject can attempt a new saving throw to end the effect.

(This is a full-round action that does not provoke attacks of opportunity).

Outsiders with the good subtype are immune to *denounce*.

EVOCATION

HELLFIRE STORM

Evocation [Evil]

Level: Diabolic 7

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

Area: 20-ft.-radius spread This spell functions like *hellfire*, except it deals 1d8 points of damage per caster level (maximum 10d8) to creatures in the affected area.

HELLFIRE

Evocation [Evil]

Level: Diabolic 4

Components: V, S

Casting Time: 1 standard action

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

Area: 10-ft.-radius spread

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Calling upon the raw energies of Baator, you cause hellish fires to fill an area you designate.

You create a small explosion of brimstone and fire.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to creatures in the affected area.

The damage is not fire damage, and is not subject to being reduced by resistance to fire-based attacks, such as that granted by *protection from energy* (fire), *fire shield* (chill shield), and similar magic.

NECROMANCY

WRACK

Necromancy [Evil]

Level: Cleric 4, sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

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

Target: One humanoid

Duration: 1 round/level + 3d10 minutes; see text

Saving Throw: Fortitude negates

Spell Resistance: Yes

With the final word of the spell, your chosen foe is wracked with such pain that it doubles over and collapses.

Its face and hands blister and drip fluid, and its eyes cloud with blood, rendering it blind.

Your touch causes your target to experience excruciating pain.

For the duration of the spell, the subject falls prone and is blinded and helpless.

Even when the spell ends, the subject is still shaken for 3d10 minutes.

TRANSMUTATION

DEVIL'S EGO

Transmutation [Evil]

Level: Diabolic 3

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 min./level

You intone profane words of prayer and run your fingers across your face.

As they pass, your features soften, becoming attractive and appealing.

You feel a powerful confidence building inside you.

You gain a +4 profane bonus to Charisma, adding the usual benefits to Charisma-based skill checks and other uses of the Charisma modifier.

If you have levels in a noncleric spellcasting class that relies on Charisma, this spell does not grant additional bonus spells, though it could increase the save DCs for spells you cast from that class.

In addition, for the duration of this spell, your type changes to outsider, making you immune to spells and effects that specifically target humanoids, such as *charm person* and *hold person*.

DEVIL'S EYE

Transmutation

Level: Blackguard 2, cleric 3, Diabolic 2, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

With a few words and a gesture, the darkness melts away, and you can see with perfect clarity.

You gain the visual acuity of a devil.
You can see in darkness and magical darkness out to 30 feet.

INVESTITURE OF THE AMNIZU

Transmutation [Evil, Investiture]

Level: Blackguard 3, cleric 4, sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With a flash of red light and a sound like the screams of a thousand suffering souls, you invest the target with infernal energy, drawing power from an amnizu to power the spell.

You infuse a target with the intellect-sapping power and slippery mind of an amnizu.

While under the effect of this spell, the target can, each round as a standard action, make a single melee touch attack.

A touched creature takes 1d4 points of Intelligence damage.

The subject of this spell can use this touch attack once per two caster levels.

The subject of this spell also becomes immune to any effect that would damage, drain, or otherwise reduce its own Intelligence score.

In addition, the subject gains resistance to fire 5.

This resistance stacks with the resistance granted by other evil investiture spells (but not with multiple castings of *investiture of the amnizu*).

While this spell is in effect, magic weapons with the evil outsider bane special ability have full effect against the subject of the investiture.

After the spell's duration expires (or if it is dispelled or ended through some other means), the subject is fatigued for 1 minute.

Material Component: A fist-sized chunk of brimstone.

INVESTITURE OF THE BARBED DEVIL

Transmutation [Evil, Investiture]

Level: Blackguard 4, cleric 6, sorcerer/wizard 6

Components: V, S, M

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With brisk arcane gestures that glow with a fiery red light, you imbue a target with the might of a barbed devil, causing long thorns to sprout all over its body.

You cause the target of this spell to grow a number of long barbs similar to those found on a barbed devil.

While under the effect of the spell, the target does not provoke attacks of opportunity when initiating a grapple. If the subject already has improved grab or the Improved Grapple feat, it instead gains a +4 profane bonus on grapple checks.

Whenever the subject successfully makes a grapple check to grab a foe, pin a foe, or deal damage, it impales its foe on its barbs, dealing extra damage based on its size.

Size	Damage
Tiny or smaller	1d8
Small	2d8
Medium	3d8
Large	4d8
Huge	5d8
Gargantuan	6d8
Colossal	7d8

The subject also gains resistance to fire 10.

This resistance stacks with the resistance granted by other evil investiture spells (but not with multiple castings of *investiture of the barbed devil*).

While this spell is in effect, magic weapons with the evil outsider bane special ability have full effect against the subject of the investiture.

After the spell's duration expires (or if it is dispelled or ended through some other means), the subject is fatigued for 1 minute.

Material Component: A fist-sized chunk of brimstone.

INVESTITURE OF THE BEARDED DEVIL

Transmutation [Evil, Investiture]

Level: Blackguard 2, cleric 3, sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With a rush of sinister green light, you invest the target with infernal energy, drawing power from a bearded devil to fuel the spell.

You cause the target to grow a long, ropy mass of callused tissue from its chin that vaguely resembles a beard.

This beard flails about as though it were alive.

If the subject successfully hits an adjacent opponent with at least one melee attack in a round, it also automatically hits with its beard, dealing an extra 2d8 points of damage.

The subject also gains resistance to fire 5.

This resistance stacks with the resistance granted by other evil investiture spells (but not with multiple castings of *investiture of the bearded devil*).

While this spell is in effect, magic weapons with the evil outsider bane special ability have full effect against the target of the investiture.

After the spell's duration expires (or if it is dispelled or ended through some other means), the subject is fatigued for 1 minute.

Material Component: A fist-sized chunk of brimstone.

INVESTITURE OF THE CHAIN DEVIL

Transmutation [Evil, Investiture]

Level: Blackguard 2, cleric 3, sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With a rush of red light and the faint clanking of many chains, you invest the target with the power of a chain devil.

While under the effect of this spell, the target is infused with the magical energies and malignant will of a chain devil.

While the spell is in effect, the subject's reach increases by 5 feet, and the subject's maximum number of attacks of opportunity made each round increases by one.

In addition, the subject gains resistance to fire 5.

This resistance stacks with the resistance granted by other evil investiture spells (but not with multiple castings of *investiture of the chain devil*).

While this spell is in effect, magic weapons with the evil outsider bane special ability have full effect against the subject of the investiture.

After the spell's duration expires (or if it is dispelled or ended through some other means), the subject is fatigued for 1 minute.

Material Component: A fist-sized chunk of brimstone.

INVESTITURE OF THE ERINYES

Transmutation [Evil, Investiture]

Level: Blackguard 3, cleric 4, sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 minute/level

Saving Throw: Will negates (harmless); see text

Spell Resistance: Yes (harmless)

With the sound of flapping wings, you grant the target the power of an erinyes.

The target gains the sinister allure of an erinyes.

While the spell is in effect, the subject can beckon a creature it can see clearly, forcing it to approach unless the creature succeeds on a Will save against the spell's save DC. On a failed save, the creature can do nothing on its next action except to attempt to move closer to the subject of *investiture of the erinyes*.

The beckoned creature will not take obviously suicidal actions, such as walking off the edge of a cliff.

However, it will move normally through squares threatened by other creatures.

This is a mind-affecting compulsion effect.

Once the beckoned creature enters an adjacent square, or if it was already in an adjacent square, it takes no further action that round.

The subject of this spell can use this effect once per three caster levels.

In addition, the subject gains resistance to fire 5.

This resistance stacks with the resistance granted by other evil investiture spells (but not with multiple castings of *investiture of the erinyes*).

While this spell is in effect, magic weapons with the evil outsider bane special ability have full effect against the subject of the investiture.

After the spell's duration expires (or if it is dispelled or ended through some other means), the subject is fatigued for 1 minute.

Material Component: A fist-sized chunk of brimstone.

INVESTITURE OF THE HARVESTER DEVIL

Transmutation [Evil, Investiture]

Level: Blackguard 3, cleric 4, sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A deep chuckle sounds as you complete the incantation, and motes of violet light surround the target, imbuing it with infernal energy drawn from a harvester devil.

The target of this spell deals horrific, lingering wounds with its melee attacks.

If it successfully strikes an opponent with a melee attack, it causes an infernal wound that deals an extra 1d6 points of damage each round until the creature dies, or until the struck creature is the recipient of a DC 20 Heal check, a cure spell, or a heal spell.

A creature can be affected by the lingering damage of only one such infernal wound at a time.

In addition, the subject gains resistance to fire 5.

This resistance stacks with the resistance granted by other evil investiture spells (but not with multiple castings of *investiture of the harvester devil*).

While this spell is in effect, magic weapons with the evil outsider bane special ability have full effect against the subject of the investiture.

After the spell's duration expires (or if it is dispelled or ended through some other means), the subject is fatigued for 1 minute.

Material Component: A fist-sized chunk of brimstone.

INVESTITURE OF THE HELLFIRE ENGINE

Transmutation [Evil, Investiture]

Level: Cleric 9, sorcerer/wizard 9

Components: V, S, M

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 minute/level

Saving Throw: Will negates (harmless); see text

Spell Resistance: Yes (harmless)

Upon the casting of this spell, the target's flesh transforms, assuming a dull metallic hue.

Its eyes erupt with unholy flame, and when it opens its mouth, you see the fires of Hell roiling within.

A creature affected by *investiture of the hellfire engine* gains all the benefits described under the *iron body* spell (PH 245), except that its flesh transforms into living cold iron.

Its unarmed natural attacks count as cold iron for the purpose of overcoming damage reduction. In addition, the subject can breathe a 30-foot cone of hellfire that deals 8d10 points damage. This damage is not fire damage, and is not subject to being reduced by resistance to fire-based attacks, such as that granted by *protection from energy (fire)*, *fire shield (chill shield)*, and similar magic. All creatures in the area are entitled to a Reflex save against the spell's DC for half damage. The subject must wait 1d4 rounds between each use of this breath weapon. The subject also gains resistance to fire 20. This resistance stacks with the resistance granted by other evil investiture spells (but not with multiple castings of *investiture of the chain devil*). While this spell is in effect, magic weapons with the evil outsider bane special ability have full effect against the subject of the investiture. After the spell's duration expires (or if it is dispelled or ended through some other means), the subject is fatigued for 1 minute. **Material Component:** A fist-sized chunk of brimstone.

INVESTITURE OF THE HORNED DEVIL

Transmutation [Evil, Investiture]
Level: Cleric 8, sorcerer/wizard 8
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 minute/level
Saving Throw: Will negates (harmless); see text
Spell Resistance: Yes (harmless)
With a flash of red light, you invest the target with infernal energy, drawing power from a horned devil to fuel the spell.
 This spell infuses a creature with the terrible essence of a horned devil. Whenever the subject successfully strikes another living creature with the first melee attack that it makes in a round, the struck creature must succeed on a Will save against the spell's DC or be stunned for 1 round. In addition, the subject gains resistance to fire 10. This resistance stacks with the resistance granted by other evil investiture spells (but not with multiple castings of *investiture of the horned devil*). While this spell is in effect, magic weapons with the evil outsider bane special ability have full effect against the subject of the investiture. After the spell's duration expires (or if it is dispelled or ended through some other means), the subject is fatigued for 1 minute. **Material Component:** A fist-sized chunk of brimstone.

INVESTITURE OF THE ICE DEVIL

Transmutation [Evil, Investiture]
Level: Cleric 7, sorcerer/wizard 7
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 minute/level

Saving Throw: Will negates (harmless); see text

Spell Resistance: Yes (harmless)

Malevolent blue light suffuses the target as the temperature nearby drops ominously.

You infuse a creature with the savage brutality and cold cunning of an ice devil.

While under the effect of this spell, whenever the subject hits a living creature with a melee attack, that creature must succeed on a Will save against the spell's DC or be slowed for 3 rounds.

The subject also deals an extra 1d6 points of cold damage with each successful melee attack that it makes with a weapon or natural weapon.

In addition, the subject gains resistance to cold and fire 10. The resistance to fire stacks with the resistance granted by other evil investiture spells (but not with multiple castings of *investiture of the ice devil*).

While this spell is in effect, magic weapons with the evil outsider bane special ability have full effect against the subject of the investiture.

After the spell's duration expires (or if it is dispelled or ended through some other means), the subject is fatigued for 1 minute.

Material Component: A fist-sized chunk of brimstone.

INVESTITURE OF THE MALEBRANCHE

Transmutation [Evil, Investiture]
Level: Blackguard 4, cleric 6, sorcerer/wizard 6
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
A fearsome roar splits the air when you conclude the arcane words that invest the target with hellish power drawn from a malebranche.
 You infuse a creature with the raw power of the mighty malebranche, causing it to grow twisted horns of blackened bone from of its brow. While under the effect of this spell, the subject deals extra damage whenever it successfully hits with a charge attack, depending on its size.

Size	Damage
Tiny or smaller	—
Small	1d6
Medium	2d6
Large	3d6
Huge	4d6
Gargantuan	6d6
Colossal	8d6

In addition, the subject gains resistance to fire 10. This resistance stacks with the resistance granted by other evil investiture spells (but not with multiple castings of *investiture of the malebranche*).

While this spell is in effect, magic weapons with the evil outsider bane special ability have full effect against the subject of the investiture.

After the spell's duration expires (or if it is dispelled or ended through some other means), the subject is fatigued for 1 minute.

Material Component: A fist-sized chunk of brimstone.

INVESTITURE OF THE NARZUGON

Transmutation [Evil, Investiture]

Level: Blackguard 4, cleric 5, sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 minute/level

Saving Throw: Will negates (harmless); see text

Spell Resistance: Yes (harmless)

A moan precedes the transformation that results when you imbue the target with the baleful power of a narzugon.

You bind the dread essence of a narzugon to a target creature, filling it with the misery and horror that defines the devil's existence.

The subject of this spell can use a baleful gaze as a standard action.

The gaze affects a single creature within 20 feet.

That creature must succeed on a Will save against the spell's save DC or be immobilized for 1 round as if affected by a *hold monster* spell.

Baatezu are immune to this gaze attack.

Once a creature has successfully resisted this effect, it cannot be affected by this gaze from the same creature for 24 hours.

The subject also gains resistance to fire 10.

This resistance stacks with the resistance granted by other evil investiture spells (but not with multiple castings of *investiture of the narzugon*).

While this spell is in effect, magic weapons with the evil outsider bane special ability have full effect against the subject of the investiture.

After the spell's duration expires (or if it is dispelled or ended through some other means), the subject is fatigued for 1 minute.

Material Component: A fist-sized chunk of brimstone.

INVESTITURE OF THE ORTHON

Transmutation [Evil, Investiture]

Level: Blackguard 4, cleric 5, sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A dull humming noise sounds briefly, and the air crackles with the terrible power of an orthon.

While under the effect of this spell, a creature is infused with the disruptive power of an orthon.

As an immediate action, the subject of this spell can erect a 20-foot-radius field that disrupts teleportation spells or effects.

All creatures in the area are prevented from using any spell, spell-like ability, or supernatural ability that provides such movement, as if they were in the area of a *dimensional lock* spell.

Each use of this field lasts 1 round.

In addition, the subject of the spell gains the benefit of a sonic shield for as long as the spell remains in effect.

This shield functions like the *fire shield* spell, except that it deals sonic damage instead of cold or fire, and the subject takes half damage from acid-based attacks.

If exposed to an acid attack that allows a Reflex save for half damage, the subject takes no damage on a successful save.

The subject gains resistance to fire 10.

This resistance stacks with the resistance granted by other evil investiture spells (but not with multiple castings of *investiture of the orthon*).

While this spell is in effect, magic weapons with the evil outsider bane special ability have full effect against the subject of the investiture.

After the spell's duration expires (or if it is dispelled or ended through some other means), the subject is fatigued for 1 minute.

Material Component: A fist-sized chunk of brimstone.

INVESTITURE OF THE PIT FIEND

Transmutation [Evil, Investiture]

Level: Cleric 9, sorcerer/wizard 9

Components: V, S, M

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 minute/level

Saving Throw: Will negates (harmless); see text

Spell Resistance: Yes (harmless)

The air shatters with a shriek of sorrow, and a flash of flame briefly limns the target of this spell as she receives a portion of the might of a pit fiend.

You infuse a creature with the terrifying power of a pit fiend.

The spell causes the subject's mouth to expand to accommodate new dripping fangs.

To add to this devilish effect, a pair of red leathery wings tears free from the flesh of the subject's back, granting it a fly speed of 60 feet with average maneuverability.

The subject of the spell gains these benefits regardless of his aspect choice (see below).

The power granted to the subject by *investiture of the pit fiend* can manifest in one of three ways.

At the beginning of each round, the invested creature chooses which aspect of the spell will be in place.

Aspect of Tyranny: The invested creature's hands lengthen to horrific claws, and the creature gains powerful melee attacks.

While the aspect of tyranny is in effect, the invested creature can attack with both its claws and wings.

Each attack deals base damage of 2d6 points.

The claws are treated as primary melee attacks with a natural weapon, and the wing attacks are treated as secondary attacks with a natural weapon.

When making attacks with these claws and wings, the invested creature has a base attack bonus equal to its character level (or Hit Dice, if the invested creature has a level adjustment).

When taking a full attack action and using only the natural weapons granted by the aspect of tyranny, the secondary attacks are made with only a -2 penalty rather than the normal -5.

Because these are natural attacks, the invested creature cannot make multiple attacks because of a high base attack bonus.

Aspect of Pestilence: When the invested creature chooses to manifest the aspect of pestilence, it can, as a standard action, release a cloud of disease-ridden air.

Creatures within 10 feet of the subject when it generates this effect must succeed on a Fortitude saving throw against the spell's DC or take 2 points of Strength damage.

Aspect of Terror: When the invested creature chooses to manifest the aspect of terror, it can, as a standard action, release a powerful wave of fear.

Creatures within 10 feet of the subject when it generates this effect must succeed on a Will saving throw against the spell's DC or become frightened for 2 rounds.

This wave of fear is a mind-affecting fear effect.

The subject gains immunity to poison and resistance to fire 20.

This resistance stacks with the resistance granted by other evil investiture spells (but not with multiple castings of *investiture of the pit fiend*).

While this spell is in effect, magic weapons with the evil outsider bane special ability have full effect against the subject of the investiture.

After the spell's duration expires (or if it is dispelled or ended through some other means), the subject is fatigued for 1 minute.

Material Component: A fist-sized chunk of brimstone.

INVESTITURE OF THE SPINED DEVIL

Transmutation [Evil, Investiture]

Level: Blackguard 1, cleric 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The air stinks of sulfur and brimstone as you use the essence of a spinagon to imbue a creature with the power of Baator.

You cause a creature to suddenly bristle with spines.

The subject can snap its body forward to unleash a volley of up to three spines as a standard action (make a separate attack roll for each spine).

The spines each deal 1d6 points of damage plus the subject's Strength modifier.

This attack has a range of 60 feet with no range increment.

The spines can be directed against different targets if desired, but all targets must be within 30 feet of one another.

The subject can launch up to fifteen spines per casting of this spell.

In addition, the subject gains resistance to fire 5.

This resistance stacks with the resistance granted by other evil investiture spells (but not with multiple castings of *investiture of the spined devil*).

While this spell is in effect, magic weapons with the evil outsider bane special ability have full effect against the subject of the investiture.

After the spell's duration expires (or if it is dispelled or ended through some other means), the subject is fatigued for 1 minute.

Material Component: A fist-sized chunk of brimstone.

INVESTITURE OF THE STEEL DEVIL

Transmutation [Evil, Investiture]

Level: Blackguard 3, cleric 4, sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With the sound of low chanting, you invest the target with the power of a steel devil.

While under the effect of this spell, the target is infused with the magical energy and deadly skill of a steel devil.

While the spell is in effect, the target gains a +3 profane bonus on attack rolls and to Armor Class.

This bonus increases by 1 for every adjacent creature that is also under the effect of an *investiture of the steel devil* spell.

In addition, the subject gains resistance to fire 5.

This resistance stacks with the resistance granted by other evil investiture spells (but not with multiple castings of *investiture of the steel devil*).

While this spell is in effect, magic weapons with the evil outsider bane special ability have full effect against the subject of the investiture.

After the spell's duration expires (or if it is dispelled or ended through some other means), the subject is fatigued for 1 minute.

Material Component: A fist-sized chunk of brimstone.

FORGOTTEN REALMS CAMPAIGN SETTING (3.0)

ABJURATION

ARMOR OF DARKNESS

Abjuration [Darkness]

Level: Darkness 4

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The spell envelops the warded creature in a shroud of flickering shadows.

The shroud can, if the caster desires, conceal the wearer's features.

In any case, it grants the subject a +3 deflection bonus to Armor Class plus an additional +1 for every four caster levels (maximum bonus +8).

The subject can see through the armor as if it did not exist and is also afforded darkvision with a range of 60 feet.

Finally, the subject gains a +2 saving throw bonus against any holy, good, or light spells or effects.

Undead creatures that are subjects of *armor of darkness* also gain +4 turn resistance.

CLOAK OF DARK POWER

Abjuration

Level: Drow 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Cloak of dark power creates a dusky haze around the subject. The haze does not interfere with vision, but the subject and anything she wears or carries is protected from the effects of full sunlight, even under the open, daytime sky of the surface world.

A drow subject suffers no blindness or bright light combat penalties while under the effects of a *cloak of dark power*.

The subject also gains a +4 resistance bonus on saves against light or darkness spells or effects.

GATE SEAL

Abjuration

Level: Brd 6, Clr 6, Drd 6, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

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

Target: One gate or portal

Duration: Permanent

Saving Throw: None

Spell Resistance: No

You permanently seal a gate or portal.

Gate seal prevents any activation of the gate or portal, though the seal may be negated by a successful *dispel magic* cast upon the spell.

A *knock* spell does not function on the *gate seal*, but a *chime of opening* dispels the spell.

Material Component: A silver bar worth 50 gp.

LESSER IRONGUARD

Abjuration

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You or a creature you touch becomes immune to nonmagical metal.

Metal items (including metal weapons) simply pass through you, and you can walk through metal barriers such as iron bars.

Magic metal affects you normally, as do spells, spell-like abilities, and supernatural effects.

Attacks delivered by metal items (such as poison on a dagger) affect you normally.

If the spell expires while metal is inside you, the metal object is shunted out of your body (or you away from the metal, if it is an immovable object such as a set of iron bars). You and the object each take 1d6 points of damage as a result (ignoring the object's hardness for determining damage to it).

Because you pass through metal, you may ignore armor bonuses from metal armor on opponents you attack with unarmed attacks.

Material Component: A tiny shield of wood, glass, or crystal.

CONJURATION

CREATE MAGIC TATTOO

Conjuration (Creation)

Level: Sor/Wiz 2

Components: V, S, M, F

Casting Time: 10 minutes

Range: Touch

Target or Area: Creature touched

Duration: 1 day

Saving Throw: None

Spell Resistance: Yes (harmless)

Create magic tattoo creates a single magic tattoo.

The caster determines the exact type of tattoo, though the selection of possible tattoos is limited by caster level.

The caster of *create magic tattoo* must have a modicum of artistic talent to sketch the desired tattoo—at least one rank of Craft (drawing), Craft (painting), Craft (calligraphy), or a similar Craft skill.

Inscribing a magic tattoo requires a Craft check.

The DC varies with the kind of tattoo, as noted below.

A caster of 3rd to 6th level can inscribe the following tattoos (DC 10):

- +2 resistance bonus on one type of saving throw (Fortitude, Reflex, or Will).
- +1 luck bonus on attack rolls.
- +1 deflection bonus to AC.

A caster of 7th to 12th levels can inscribe the lower-level tattoos, plus the following (DC 15):

- +2 resistance bonus on all saving throws.
- +2 competence bonus on attack rolls.
- The ability to recall one cast 0-level, 1st-level, or 2nd-level spell (just as though the subject were using a *pearl of power*). The caster chooses the spell level.

A caster of 13th level or higher can inscribe all of the above tattoos plus the following (DC 20):

- Spell resistance of 10 + 1 per six caster levels.
- +2 enhancement bonus to any one ability score.
- +1 level of casting ability.

This increases the subject's effective level, but not the total number of spells.

An 11th-level caster raised in casting ability in this manner casts spells as a 12th-level caster in terms of range, area,

effect, and so on, but this tattoo does not provide any extra spells.

A single creature can have only three magic tattoos at a time.

Once a creature has three magic tattoos operating, any additional magic tattoos fail.

A successful *erase* spell removes a single magic tattoo.

A successful *dispel magic* spell can remove multiple magic tattoos if targeted on the creature bearing the tattoos (see the *dispel magic* spell in the *Player's Handbook*).

Material Components: Tattoo inks in appropriate colors.

Focus: Tattoo needles.

GEMBOMB

Conjuration (Creation) [Force]

Level: Gnome 2, Trade 2

Components: V, S, M

Casting Time: 1 action/bomb

Range: Touch

Targets: Up to 5 touched gems worth at least 1 gp each

Duration: 10 minutes/level or until used

Saving Throw: Reflex half (see text)

Spell Resistance: Yes

You turn up to five gems into bombs you (and only you) can lob at enemies.

You must hold the gems in your hand when casting the spell.

Together, the bombs are capable of dealing 1d8 points of force damage per two caster levels (maximum of 5d8), divided up among the gems as you wish.

A 10th-level cleric could create one 5d8 bomb, a 3d8 and 2d8 bomb, five 1d8 bombs, or any combination of five dice of damage and up to five gems.

You can toss the bombs up to 100 feet with a range increment of 20 feet.

A ranged touch attack roll is required to strike the intended target.

A creature struck can attempt a Reflex save for half damage.

Tossing a *gembomb* counts as an attack for you, so you usually cannot toss one during the turn that you cast the spell.

You can only toss one bomb at a time, but you can toss more than one each round if you have multiple attacks.

Material Components: Up to five gems worth at least 1 gp each

MAELSTROM

Conjuration (Creation)

Level: Ocean 8

Components: V, S, DF

Casting Time: 1 full round

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

Effect: A whirlpool 120 ft. wide and 60 ft. deep

Duration: 1 round/level

Saving Throw: Reflex negates (and see text)

Spell Resistance: No

Maelstrom causes a deadly vortex to form in water.

A body of water at least 120 feet wide and 60 feet deep must be present, or the spell is wasted.

Waterborne creatures or objects within 50 feet of the vortex (below and on all sides) must make successful Reflex saves or be sucked in.

Trained swimmers can attempt Swim checks instead if their skill modifier is higher than their Reflex save bonus. Waterborne vessels avoid being sucked in if their operators make Profession (sailor) checks against the same DC as the spell's saving throw.

These creatures take 3d8 points of damage upon being sucked in.

Once inside, creatures and objects take 3d8 points of battering damage each round.

They remain trapped for 2d4 rounds.

Subjects of Large or smaller size are ejected from the bottom of the vortex.

Larger subjects are ejected from the top.

WATERSPOUT

Conjuration (Creation)

Level: Ocean 7

Components: V, S, DF

Casting Time: 1 full round

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

Effect: A cylinder 10 ft. wide and 80 ft. tall

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: No

Waterspout causes water to rise up into a whirling, cylindrical column.

A body of water at least 10 feet wide and 20 feet deep must be present, or the spell is wasted.

If the waterspout encounters insufficient depth after it has formed, it collapses.

The waterspout moves at a speed of 30 feet and must remain over water.

You can concentrate on controlling the waterspout's every movement or specify a simple program, such as move straight ahead, zigzag, circle, or the like.

Directing the waterspout's movement or changing its programmed movement is a standard action for you.

The waterspout always moves during your turn in the initiative order.

If the waterspout exceeds the spell's range, it collapses and the spell ends.

The waterspout batters creatures and objects it touches, and it often sucks them up.

Any creature or object that comes in contact with the waterspout must succeed at a Reflex save or take 3d8 points of damage.

Medium-size or smaller creatures who fail their save are sucked into the spout and held suspended in its powerful currents, taking 2d6 points of damage each round with no save allowed.

Trapped creatures remain inside for 1d3 rounds before the waterspout ejects them out the top of the spout, and they fall back to the surface (taking falling damage) 1d8×5 feet from the base of the waterspout.

Waterborne creatures or objects within 10 feet of the spout (below and on all sides) also must make successful Reflex saves or be sucked into the spout if they are Medium-size or smaller.

Anything sucked into the spout takes 3d8 points of damage and is then trapped for 1d3 rounds as explained above.

Only the smallest canoes, kayaks, or coracles can be sucked into the spout.

The occupant of any such craft may make a Profession (sailor) check instead of a Reflex save (his choice) to avoid being sucked up.

DIVINATION

ANALYZE PORTAL

Divination

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

Components: V, S, M/DF

Casting Time: 1 minute

Range: 60 ft.

Area: A quarter circle emanating from you to the extreme of the range

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

Saving Throw: See text

Spell Resistance: No

You can tell if an area contains a magic *portal*.

If you study an area for 1 round, you know the sizes and locations of any *portals* in the area.

Once you find a *portal*, you can study it.

(If you find more than one *portal*, you can only study one at a time).

Each round you study a *portal*, you can discover one property of the *portal*, in this order: any key or command word needed to activate the *portal*, any special circumstances governing the *portal's* use (such as specific times when the *portal* can be activated), whether the *portal* is one-way or two-way, any of the usual properties listed in the Building a Portal section earlier in this chapter, and finally, a glimpse of the area where the *portal* leads.

You can look at the area where the *portal* leads for 1 round.

Analyze portal does not allow other divination spells to extend through the *portal*.

For example, you cannot also use *detect magic* or *detect evil* to study the area where the *portal* leads while viewing the area with *analyze portal*.

For each property, you make a caster level check (1d20 + caster level) against DC 17.

If fail, you can try again the next round.

Analyze portal has only a limited ability to reveal unusual properties of *portals*, as follows:

- **Random Portals:** The spell reveals only that the *portal* is random, and whether it can be activated now.

It does not reveal when the *portal* starts or stops functioning.

- **Variable Portals:** The spell reveals only that the *portal* is variable.

If the caster studies the *portal's* destination, the spell reveals only the destination to which the *portal* is currently set.

- **Creature Only Portals:** The spell reveals this property.

If the caster studies the *portal's* destination, the spell reveals where the *portal* sends creatures.

If it is the type of *portal* that sends creatures one place and their equipment another place, the spell does not reveal where the equipment goes.

- **Malfunctioning Portals:** The spell reveals only that the *portal* is malfunctioning, not what sort of malfunction the *portal* produces.

Arcane Material Components: A crystal lens and a small mirror.

EVOCATION

AGANAZZAR'S SCORCHER

Evocation [Fire]

Level: Sor/Wiz 2

Components: V, S, F

Casting Time: 1 action

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

Area: 5-ft.-wide path to close range (25 ft. + 5 ft./2 levels)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A jet of roaring flame bursts from your outstretched hand, scorching any creature in a 5-foot-wide path to the edge of the spell's range.

Aganazzar's scorcher deals 1d8 points of damage per two caster levels, to a maximum of 5d8 points of damage.

Focus: A red dragon's scale.

BLACKLIGHT

Evocation [Darkness]

Level: Darkness 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

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

Area: A 20-ft.-radius emanation centered on a creature, object, or point in space

Duration: 1 round/level (D)

Saving Throw: Will negates or none (object)

Spell Resistance: Yes or no (object)

You create an area of total darkness.

The darkness is impenetrable to normal vision and darkvision, but you can see normally within the blacklit area.

Creatures outside the spell's area, even you, cannot see through it.

You can cast the spell on a point in space, but the effect is stationary unless you cast it cast on a mobile object.

You can cast the spell on a creature, and the effect then radiates from the creature and moves as it moves.

Unattended objects and points in space do not get saving throws or benefit from spell resistance.

Blacklight counters or dispels any light spell of equal or lower level, such as *daylight*.

The 3rd-level cleric Spell *daylight* counters or dispels *blacklight*.

Material Component: A piece of coal and the dried eyeball of any creature.

DARKBOLT

Evocation [Darkness]

Level: Darkness 5

Components: V, S

Casting Time: 1 action

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

Effect: One ray/2 caster levels (maximum seven)

Duration: Instantaneous (see text)

Saving Throw: Will partial

Spell Resistance: Yes

You unleash beams of darkness from your open palm.

You must succeed at a ranged touch attack to strike your target.

You can hurl one *darkbolt* for every two caster levels you have (maximum seven bolts).

You can hurl all the bolts at once, or you can hurl one bolt per round as a free action, starting on the round when you cast the spell.

You do not have to hurl a bolt every round, but if you don't hurl the bolt you were entitled to that round, it is lost.

If you hurl all the bolts at once, all your targets must be within 60 feet of each other.

A *darkbolt* deals 2d8 points of damage to a living creature, and the creature is dazed for 1 round unless it makes a Will save (a creature struck by multiple bolts during the same round is dazed for a maximum of 1 round, no matter how many times it fails its save).

Undead take no damage, but are dazed if they fail their saves.

ELMINSTER'S EVASION

Evocation

Level: Sor/Wiz 9

Components: V, S, M, F, XP

Casting Time: At least 10 minutes (see text)

Range: Personal

Target: You

Duration: Until discharged

This powerful variant of the *contingency* spell automatically transfers you and everything you carry or touch (except for other creatures or objects that weigh more than 50 pounds) to a locale you name.

When casting *Elminster's evasion*, you must specify the locale and detail up to six specific conditions that trigger the spell.

When any of these situations occurs, your body, mind, and soul are whisked away to the location.

The location can be any place you have visited, even on another plane.

Also when casting the spell, you cast *teleport without error* and one or two other spells that are to take effect when you arrive at your destination.

The 10-minute casting time is the minimum total for all castings.

If the companion spells have combined casting times longer than 10 minutes, use the combined casting times instead.

The *teleport without error* spell whisks you through the Astral Plane to your destination, so anything that prevents astral travel also foils *Elminster's evasion*.

The spells to be brought into effect by the *evasion* must be ones that affect your person (*feather fall*, *levitate*, *fly*, *teleport*, and so on) and be of a spell level no higher than one-third of your caster level (maximum 6th level).

The conditions you specify to bring the spell into effect must be clear, although they can be general (see the *contingency* spell, in Chapter 11 of the *Player's Handbook*).

The spell pulls together your mind, body, and soul if they have been separated.

For example, if your soul is trapped in a *magic jar* when the *evasion* is triggered, your soul returns to your body.

(This breaks the *magic jar* spell).

If your body or soul has been magically trapped (for example with a *binding*, *imprisonment*, or *trap the soul* spell),

you must succeed at a caster level check (DC 11 + the caster level of the person who cast the trapping spell).

If you succeed, the trapping spell is broken and the *evasion* works.

If you fail, the *evasion* fails.

If you're dead when you arrive at your destination, your soul immediately departs just as though you died at your destination.

Material Components: Those of the companion spells, plus quicksilver; an eyelash of an ogre mage, ki-rin, or similar spell-using creature; and some of your own blood, freshly drawn.

Drawing the blood deals 1d4 points of temporary Constitution damage.

Focus: A statuette of you carved from ivory and decorated with gems (worth at least 1,500 gp).

You must carry the focus for the *evasion* to function.

XP Cost: 5,000 XP.

FLASHBURST

Evocation [Fire]

Level: Hth 3, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 action

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

Area: A 20-ft.-radius burst

Duration: Instantaneous (see text)

Saving Throw: Will partial

Spell Resistance: Yes

Flashburst creates a blinding, dazzling flash of light.

Sighted creatures within the area are automatically dazzled for 1 round (–1 penalty on attack rolls), and possibly blinded for 2d8 rounds (Will negates).

Creatures outside the area, but within 120 feet of the burst, can be blinded if they have line of sight to the burst (Will negates).

The spell does not dazzle creatures outside the burst area.

In addition to the obvious effects, a blinded character suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, grants a +2 bonus on attackers' attack rolls (they are effectively invisible), moves at half speed, and suffers a –4 penalty on most Strength- and Dexterity-based skill checks.

Arcane Material Component: A pinch of sulfur or phosphorus.

FLENSING

Evocation

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 action

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

Targets: One corporeal creature

Duration: Up to 4 rounds (see text)

Saving Throw: Fortitude partial (see text)

Spell Resistance: Yes

You literally strip the flesh from a corporeal creature's body. Each round, the target suffers pain and psychological trauma that literally undermines the spirit.

The assault deals 2d6 points of damage and 1d6 points of temporary Charisma and Constitution damage.

A Fortitude save negates the temporary Charisma and Constitution damage and reduces the normal damage by half.

The target can make a saving throw each round to reduce the damage in that round.

Flensing has no effect on creatures in gaseous form or on incorporeal creatures.

Material Component: An onion.

GREAT SHOUT

Evocation [Sonic]

Level: Brd 6, Sor/Wiz 8

Components: V, S, F

Casting Time: 1 action

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

Area: See text

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes (object)

You emit a thunderous, devastating yell.

The primary area affected is 5 feet high and 5 feet wide, extending out from you to the limit of the spell's range.

Stone, crystal, and metal objects in the area take 20d6 points of damage.

Creatures holding vulnerable objects can attempt Reflex saves to negate the damage.

Objects that survive the spell's primary effect are not subject to the secondary effect.

The spell's secondary effect is a cone of sound.

Creatures within the cone take 10d6 points of damage, and are stunned for 1 round and deafened for 4d6 rounds.

A successful Fortitude save negates the stunning and halves both the damage and the duration of the deafness.

Any brittle or crystalline object or crystalline creature takes 1d6 points of damage per caster level (maximum 20d6).

Creatures holding fragile objects can negate damage to them with successful Reflex saves.

The *great shout* spell cannot penetrate the *spell silence*.

Focus: A small metal or ivory horn.

MOON BLADE

Evocation

Level: Hth 3, Moon 3

Components: V, S, M/DF

Casting Time: 1 action

Range: 0 ft.

Effect: A swordlike beam

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: Yes

A 3-foot-long, blazing beam of moonlight springs forth from your hand.

Anyone who can cast *moon blade* can wield the beam with proficiency.

However, if you are proficient with any type of sword, you can wield the beam as if it were any type of sword and thus gain the benefits of any special sword skill you might have, such as Weapon Focus.

Attacks with the *moon blade* are melee touch attacks.

Its strike saps vitality or life force, causing no visible wounds but dealing 1d8 points of damage plus 1 point per

two caster levels (to a maximum of +15) to any type of creature except undead.

Undead are visibly wounded by a *moon blade*.

Their substance boils away from its touch, and they take 2d8 points of damage plus 1 point per caster level (to a maximum of +30) per blow.

The blade is immaterial, and your Strength modifier does not apply to the damage.

A successful *moon blade* strike temporarily scrambles magic.

On the target's next turn after a hit from a *moon blade*, the creature must make a Concentration check to use any spell or spell-like ability.

The DC is 10 + points of damage dealt + spell level.

(An opponent hit by a *moon blade* while casting a spell must make the usual Concentration check to avoid ruining the spell in addition to the check on its next turn).

The *moon blade* spell has no connection with the magic items known as *moonblades* borne and made by some elves.

Arcane Material Component: A small candy made with wintergreen oil.

MOON PATH

Evocation [Force]

Level: Hth 5, Moon 5

Components: V, S, M/DF

Casting Time: 1 action

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

Effect: A variable-width, glowing white stair or bridge of translucent force up to 15 ft./level long (see text)

Duration: 1 minute/level (D)

Saving Throw: None (see text)

Spell Resistance: No

Moon path allows you to create a stair or bridge from one spot to another.

The effect is a railless ribbon of glowing white translucent force like a glass strip.

The strip can be from 3 to 20 feet wide as you decide.

(You can vary the width over the ribbon's length if you want).

It sticks to its endpoints unshakably, even if these endpoints are in midair.

At the time of casting, you designate up to one creature per caster level to receive extra protection while standing on or moving along the *moon path*.

Protected creatures gain the benefits of a *sanctuary*.

This works exactly like the 1st-level spell *sanctuary* except that the save DC is 15 + your Wisdom modifier, and any subject of the spell who attacks breaks the *sanctuary* effect for all subjects.

Protected creatures also stick to the top of the *moon path* as though they have received *spider climb* spells.

A creature loses both benefits immediately when it leaves the path.

Unlike a *wall of force*, a *moon path* can be dispelled.

It is otherwise similar to a *wall of force* in that it needs no supports and it is immune to damage of all kinds.

A *disintegrate* blasts a hole 10 feet square, leaving the rest of the path intact.

(If the *moon path* is 10 feet wide or less, this merely creates a 10-foot gap).

A hit from a *rod of cancellation*, a *sphere of annihilation*, or *Mordenkainen's disjunction* destroys a *moon path*.

Spells and breath weapons cannot pass through a *moon path*, although *dimension door*, *teleport*, and similar effects can bypass the barrier.

It blocks ethereal creatures as well as material creatures.

Gaze attacks cannot operate through the *moon path*.

A *moon path* must be straight, continuous, and unbroken when formed.

If its surface is broken by any object or creature, the spell fails.

The bridge version of the spell must be created flat.

The stair version cannot rise or descend any more sharply than 45 degrees.

Arcane Material Component: A white handkerchief.

MOONBEAM

Evocation [Light]

Level: Hth 2, Moon 2

Components: V, S, M/DF

Casting Time: 1 action

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

Area: Cone

Duration: 1 minute/level (D)

Saving Throw: None or Will negates (see text)

Spell Resistance: No

A cone of pale moonlight springs from your hand.

On your turn each round, you can change the direction the cone points.

Light from a moonbeam does not adversely affect creatures that are sensitive to light, but lycanthropes in humanoid form caught in the cone must make Will saves to avoid involuntarily assuming their animal forms.

Lycanthropes in animal form can change out of it on their next turn (spending a round in animal form).

However, if they are still in the area of the spell, they must succeed at a Will save to do so.

Once a lycanthrope successfully saves against *moonbeam*, it is not affected by any more of your *moonbeam* spells for 24 hours.

Moonbeam penetrates any darkness spell of equal or lower level, but does not counter or dispel it.

Darkness spells of higher level block a *moonbeam*.

Arcane Material Component: A pinch of white powder.

MOONFIRE

Evocation [Light]

Level: Moon 9

Components: V, S, DF

Casting Time: 1 action

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

Area: Cone

Duration: Instantaneous (see text)

Saving Throw: Reflex half (see text)

Spell Resistance: Yes

A cone of fiery white moonlight springs from your hand.

Living creatures in the area feel an unnatural chill and take 1d8 points of damage per two caster levels, to a maximum of 10d8.

Undead and shapechangers take double damage.

This application of the spell allows a Reflex save for half damage.

All magical auras within the cone glow with a faint blue light for 1 round per caster level.

Disguised, shapechanged, or polymorphed creatures and objects in the spell's area at the time the spell is cast must make Will saves or immediately return to their normal forms.

Even if the save succeeds, they remain covered in ghostly white outlines that show their true forms for 1 round per caster level.

The entire area covered by the cone glows silver white for 1 round per caster level.

This radiance is as bright as the light of a full moon and negates electricity for 1 round per caster level unless the creature generating it makes a caster level check against a DC equal to the caster's level.

If an electricity effect is generated outside the glowing cone, the cone blocks the electricity effect if the caster level check fails.

If an electricity effect is generated inside the glowing cone, the cone completely negates the electricity effect if the caster level check fails.

SNILLOC'S SNOWBALL SWARM

Evocation [Cold]

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

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

Effect: 10-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A flurry of magic snowballs erupts from a point you select. The swarm of snowballs deals 2d6 points of cold damage to creatures and objects within the burst.

For every two caster levels beyond 3rd, the snowballs deal an extra die of damage, to a maximum of 5d6 at 9th level or higher.

Material Component: A piece of ice or a small white rock chip.

THUNDERLANCE

Evocation [Force]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: 0 ft.

Effect: A spearlike beam

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

A faint, gray, shimmering force in the general shape of a staff or spear springs from your hand.

You can freely make the force retract or grow to any size from 1 foot to 20 feet, but it always remains a straight lance of force.

This gives you natural reach of 20 feet.

You can use the *thunderlance* to make powerful melee attacks.

The *thunderlance* strikes as a Huge longsword, dealing a base 2d6 points of damage (crit $\times 3$).

You only need one hand to wield the *thunderlance*, and you suffer no nonproficiency penalties if you do not have Martial Weapon Proficiency (longsword).

The *thunderlance* strikes with a Strength score equal to 12 + your caster level (maximum +15) which replaces your own Strength score when you make attack and damage rolls with the spell.

If you successfully strike a target protected by any force effect of 3rd level or lower, such as a *shield* or *mage armor* spell, the *thunderlance* may dispel the force effect in addition to damaging the target.

Make a dispel check against the caster who created the effect.

If you succeed, the effect is dispelled.

The *thunderlance* remains whether you succeed or fail at this check.

You can choose to attack objects or to use the Strength score of the *thunderlance* for Strength scores involving breaking or damaging items.

Material Component: A small metal spear.

ILLUSION

CLAWS OF DARKNESS

Illusion (Shadow)

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level (D)

Saving Throw: Fortitude partial

Spell Resistance: Yes (see text)

You draw material from the Plane of Shadow to cause your hands and forearms to elongate and change shape into featureless claws of inky blackness.

Starting on your next action, you may use the claws to make unarmed attacks as if they were natural weapons.

(You attack with one claw and can use the other claw for an off-hand attack.

If you have multiple attacks you use them normally when attacking with the claws).

Attacks with the claws are melee touch attacks.

Each claw deals 1d4 points of cold damage.

If you grapple an opponent, you deal claw damage with each successful grapple check, and the grappled target is under the effect of a *slow* spell for as long as you maintain the grapple unless the opponent makes a Fortitude save.

You can extend the claws up to 6 feet, which gives you natural reach of 10 feet, or retract them as a free action.

When the spell is in effect, you may not cast spells with anything other than verbal components, nor may you carry items with your hands.

Any magic items worn on your hands are temporarily absorbed and cease functioning while the spell is active.

FANTASTIC MACHINE

Illusion (Shadow)

Level: Craft 6, Gnome 6

Components: V, S, DF

Casting Time: 1 action

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

Effect: A 10-ft. machine

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

Fantastic machine creates an illusory, many-armed, noisy mechanical construct of impressively massive appearance. You can command the machine to perform any simple, physical task that you can describe in 25 words or less.

You can order the machine to perform the same task over and over, but you can't change the task.

You must specify the task when you cast the spell.

The machine always acts on your turn in the initiative order.

(It can act during the turn you cast the spell).

The machine functions as a Large (tall) animated object (see the *Monster Manual*).

It trundles over the ground at a speed of 40 feet.

It can swim or fly at a speed of 10 feet (clumsy maneuverability).

It has 22 hit points, an Armor Class of 14 (–1 size, +5 natural), and a hardness of 10.

Its saving throw modifiers are Fortitude +1, Reflex +1, Will –4.

A light load for the machine is up to 230 pounds, a heavy load is 231–460 pounds, and a heavy load is 461–700 pounds.

The machine can fly or swim only when lightly loaded.

The machine can lift a weight of up to 1,400 pounds to a height of 15 feet.

It can push or drag 3,500 pounds.

It can excavate 7,000 pounds of loose rock each minute (which is sufficient to clear a 5-by-5-by-5-foot space in 3 rounds).

It can excavate sand or loose soil at twice that rate.

The machine has an attack bonus of +5 and can make one slam attack each round that deals 1d8+4 points of damage.

It deals triple slam damage (3d8+12) against stone or metal.

The machine can hurl Small rocks (if any are at hand) with an attack bonus of +3.

Its range increment is 150 feet, and it can throw a rock up to 10 range increments.

A thrown rock deals 2d6+4 points of damage.

GREATER FANTASTIC MACHINE

Illusion (Shadow)

Level: Craft 9

Components: V, S, DF

Casting Time: 1 action

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

Effect: A 10-ft. machine

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: Yes

Greater fantastic machine creates an illusory, manyarmed, noisy mechanical construct of impressively massive appearance.

You can concentrate on controlling the machine's every action or specify a simple program, such as collect all the logs in an area and stack them in a neat pile, plow a field, drive piles, or the like.

The machine can perform only fairly simple physical tasks.

Directing the machine's actions or changing its programmed movement is a standard action for you.

The machine always acts on your turn in the initiative order.

(It can act during the turn you cast the spell).

Except where noted below, the machine functions as a Large (tall) animated object (see the *Monster Manual*) constructed from adamantine.

It trundles over the ground at a speed of 60 feet.

It can swim or fly at a speed of 20 feet (poor maneuverability).

It has 16 HD, 88 hit points, an Armor Class of 20 (–1 size, +11 natural), and a hardness of 20.

Its saving throw modifiers are Fortitude +5, Reflex +5, and Will +0.

The machine has a Strength score of 22.

A light load for the machine is up to 520 pounds, a medium load is 521 to 1,040 pounds, and a heavy load is 1,041 to 1,560 pounds.

The machine can fly or swim only when lightly loaded.

The machine can lift a weight of up to 3,120 pounds to a height of 15 feet.

It can push or drag 7,800 pounds.

It can excavate 20,000 pounds of loose rock each minute (which is sufficient to clear a 5-by-5-by-5-foot space in 1 round).

It can excavate sand or loose soil at twice that rate.

The machine makes slam attacks with an attack bonus of +17/+12 for 1d8+9 points of damage.

It deals triple slam damage (3d8+27) against stone or metal.

The machine can hurl Small rocks (if any are at hand) with an attack bonus of +12/+7.

Its range increment is 150 feet, and it can throw a rock up to 10 range increments.

A thrown rock deals 2d6+9 points of damage.

SHADOW MASK

Illusion (Shadow)

Level: Hrp 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

You cause a mask of shadows to form around your face.

It does not impede your vision, cannot be physically removed, completely hides your features, and protects you against certain attacks.

You receive a +4 bonus on saving throws against light or darkness spells and any spells that rely on bright light for damaging effects, such as the *flare* spell or the fireworks effect of *pyrotechnics*.

You also gain a 50% chance each round to avoid having to make a saving throw against gaze attacks, just as if you averted your eyes.

If you avert your eyes while using *shadow mask*, you get to check twice to see if you avoid having to make the saving throw.

When the spell's duration ends, the *shadow mask* fades over the course of 1d4 rounds (rather than immediately), giving you time to keep your face hidden via other means.

A successful *dispel magic* cast against a *shadow mask* effectively ends the spell and causes the same slow fading.

Material Component: A mask of black cloth.

SHADOW SPRAY

Illusion (Shadow)

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

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

Area: 5-foot radius burst

Duration: 1 round/level

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

You cause a multitude of ribbonlike shadows to instantaneously explode outward from the target point. Creatures in the area take 2 points of temporary Strength damage, are dazed for 1 round, and suffer a –2 morale penalty on saving throws against *fear* spells and effects. The *fear* penalty ends when the *shadow spray* spell does, but the temporary Strength damage is instantaneous.

Material Component: A handful of black ribbons.

NECROMANCY

GRIMWALD'S GRAYMANTLE

Necromancy

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

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

Targets: One creature

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

You imbue a skull or bone with a pale gray radiance and then hurl (or touch) the skull or bone to hit a target creature.

You can attack with the skull on the round you cast the spell, but otherwise it is a standard action.

If the skull or bone hits the target, the gray radiance is transferred from the skull to the creature, covering it entirely.

For the duration of the spell, the creature cannot regain hit points or ability score points by any means.

Nor can the creature remove negative levels.

Natural regeneration (such as that of trolls) is stopped, as are the effects of a *ring of regeneration*, *potion of healing*, or *staff of curing*.

Spells that return lost hit points (*cure light wounds*, *heal*) do not work on that individual.

Other necromantic spells function normally, including those that cure other afflictions (*disease*, *blindness*).

Those that remove hit points (*cause light wounds*) are unaffected by the spell.

The subject can improve his current hit points by boosting his Constitution score and can receive temporary hit points (from an *aid* spell, for example).

Upon the expiration of the spell, automatic healing abilities and items such as a *ring of regeneration* or a troll's regeneration ability begin to function again.

Material Component: The skull or bone used.

TRANSMUTATION

ANYSPELL

Transmutation

Level: Spell 3

Components: V, S, DF (and possibly M, F, and XP)

Casting Time: 15 minutes

Range: Personal

Target: You

Duration: Instantaneous

Anyspell allows you to read and prepare any arcane spell of up to 2nd level.

You must have an arcane magical writing (a scroll or spellbook) on hand to cast *anyspell*.

During the spell's 15-minute casting time, you can scan the spells available and choose one to read and prepare.

Once you choose and prepare an arcane spell, you retain it in your mind.

The prepared spell occupies your 3rd-level domain spell slot.

If you read the spell from a spellbook, the book is unharmed, but reading a spell from a scroll erases the spell from the scroll.

When you cast the arcane spell, it works just as though cast by a wizard of your cleric level except that your Wisdom score sets the save DC (if applicable).

You must have a Wisdom score of at least 10 + the arcane spell's level to prepare and cast it.

Your holy symbol substitutes for any noncostly material component.

If the spell has a costly material component (one to which a gold piece value is assigned), you must provide it.

If the spell has another focus, you must provide the focus.

If the spell has an XP component, you must pay the experience point cost.

EAGLE'S SPLENDOR

Transmutation

Level: Brd 2, Hrp 2, Sor/Wiz 2, Trade 3

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creature becomes more poised, articulate, and personally forceful.

The spell grants an enhancement bonus to Charisma of 1d4+1 points, adding the usual benefits to Charisma-based skills.

Sorcerers and bards who receive *eagle's splendor* do not gain extra spells, but the save DCs for their spells increase.

Arcane Material Component: A few feathers or a pinch of dung from an eagle.

FIRE STRIDE

Transmutation [Teleportation]

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level or until expended (see text)
You gain the ability to step into fires and move from fire to fire.

The fires you enter and move between must be at least as big around as you are.

Fire elementals and other fire creatures are not "fires" for purposes of *fire stride*, nor are sources of great heat such as pools of lava.

Once in a fire, you can transport yourself to any other sufficiently large fire within long range (400 ft. + 40 ft./level), and you instantly know the locations of all suitable fires within range.

Each transport counts as a full move action.

With each casting of the spell, you can transport yourself one time per caster level.

If a fire's location doesn't offer enough space for you (for example, a fire contained inside a furnace too small to hold you or a fire already occupied by a big cauldron), it is not a viable destination and you don't sense its location.

If a fire rests on a surface that can't support you, it is still a viable destination and you suffer the appropriate consequences if you transport yourself to it.

For example, if you transport yourself into a fire burning in a pit full of oil, you fall into the oil when you arrive there.

The spell provides no protection against fire, so it is advisable to obtain such protection before using the spell.

GREATER ANYSPELL

Transmutation

Level: Spell 6

Components: V, S, DF (and possibly M, F, and XP)

Casting Time: 15 minutes

Range: Personal

Target: You

Duration: Instantaneous

As *anyspell*, except you can read and prepare any arcane spell of up to 5th level, and the prepared spell occupies your 6th-level domain spell slot.

MAW OF STONE

Transmutation

Level: Cavern 7

Components: V, S, DF

Casting Time: 1 action

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

Effect: One cave mouth or natural chamber up to 15 ft. high and wide

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You cause a single natural opening or natural chamber to become animated.

The opening or chamber cannot move, but it can attack. You can order it to attack any creature, or a specific type of creature.

You also can order it to attack under a specific circumstance, such as when creatures try to leave or when they touch something.

An animated opening can only attack creatures that try to move through it.

An animated chamber can attack every creature inside. Only one *maw of stone* can be in effect on a particular opening or chamber at a time.

The animated opening or chamber has a Strength score of 30 and an attack bonus equal to your level + your Wisdom modifier + 7 for its Strength.

If it has any single dimension (height, length, or width) of 8 feet or more, it has a -1 size penalty on attack rolls for being Large.

An animated opening can make one grapple attack each round against a creature passing through.

If it succeeds with its grab attempt, it makes a grapple check and deals 2d6+10 points of normal damage with a successful hold.

A Large opening gains a +4 special size modifier and deals 2d8+10 points of damage.

An animated chamber works the same way, except that it can make a separate attack against every creature inside. The animated stone has an Armor Class of 15, or 14 if Large (-1 size), and a hardness of 8.

An opening has 40 hit points (60 if Large).

A chamber has 60 hit points (90 if Large).

SCATTERSPRAY

Transmutation

Level: Hrp 1, Hth 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

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

Target: Six or more Diminutive or Fine objects, all within 1 ft. of each other, whose total weight does not exceed 25 lb.

Duration: Instantaneous

Saving Throw: None (see text)

Spell Resistance: No

You can point to a collection of little, unsecured items and cause them to fly off in all directions simultaneously.

The spray of items makes a burst with a 10-foot radius.

If the items are fairly hard or sharp (such as stones, sling bullets, coins, or the like), creatures in the burst take 1d8 points of damage.

A successful Reflex save negates this damage.

Eggs, fruit, and other soft objects can be used, but the damage then dealt is subdual damage.

SPIDER CURSE

Transmutation [Mind-Affecting]

Level: Spider 6

Components: V, S, DF

Casting Time: 1 action

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

Target: 1 humanoid of Medium-size or smaller

Duration: 1 day/level

Saving Throw: Will negates

Spell Resistance: Yes

You turn a humanoid into a driderlike creature that obeys your mental commands.

The transmuted subject gains a spider's body with a humanoid head, arms, and torso, just like a drider.

The subject has a drider's speed, natural armor, bite attack, and poison (but see below).

The subject gains a +4 bonus to its Strength, Dexterity, and Constitution scores.

The subject retains its Intelligence, Wisdom, and Charisma scores, level and class, hit points (despite any change in Constitution score), alignment, base attack bonus, and base saves.

(New Strength, Dexterity, and Constitution scores may affect final Armor Class, attack, and save bonuses).

The subject's equipment remains and continues to function as long as it fits a drider's body shape.

Otherwise it is subsumed into the new form and ceases to function for the duration of the spell.

Retained items include anything worn on the upper body (head, neck, shoulders, hands, arms, and waist).

Nonfunctioning items include anything worn on the legs, feet, or the whole body (armor, robes, vestments, and boots).

The subject's bite delivers a poison with a Fortitude save DC of 16 + your Wisdom bonus.

Initial and secondary damage is 1d6 points of temporary Strength damage.

Your control over the subject is like that provided by a *dominate person* spell.

(You telepathically control the creature so long as it remains within range).

Although *spider curse* is similar to *polymorph other*, it does not heal damage or cause disorientation.

SPIDER SHAPES

Transmutation

Level: Spider 9

Components: V, S, DF

Casting Time: 1 action

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

Targets: One willing creature/level, all within 30 ft. of each other

Duration: 1 hour/level (D)

Saving Throw: None (see text)

Spell Resistance: Yes (harmless)

As *polymorph other*, except you polymorph up to one willing creature per level into a monstrous spider of any size from Tiny to Huge as you decide (see Appendix 2 in the *Monster Manual*).

All the creatures you transmute must become spiders of the same size.

The spell has no effect on unwilling creatures.

Subjects remain in the spider form until the spell expires or you dismiss the spell for all subjects.

In addition, an individual subject may choose to resume her normal form as a full-round action.

Doing so ends the spell for her and her alone.

Parts separated from the resulting spiders do not revert to their original forms, so the resulting spiders have poisonous bites.

Creatures polymorphed by *spider shapes* don't suffer the disorientation penalty that those transformed by *polymorph other* often do.

Subjects of *spider shapes* regain hit points as though they had rested for a day.

SPIDERFORM

Transmutation

Level: Drow 5

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Targets: You

Duration: 1 hour/level (D)

You can polymorph into a drider or Tiny, Small, Medium-size, or Large monstrous spider (see the *Monster Manual*). You regain lost hit points as if you rested for a day on the initial transformation.

The spell lasts until you decide to resume your normal shape.

You acquire the physical and natural abilities of the creature you polymorph into, including natural size, Strength, Dexterity, and Constitution scores, armor, attack routines, and movement capabilities.

Unlike *polymorph self*, you acquire the poisonous bite and web-spinning ability of whichever spider form you choose. You do not suffer any disorientation.

You retain your Intelligence, Wisdom, and Charisma scores, level and class, hit points (despite any change in Constitution score), alignment, base attack bonus, and base saves.

(New Strength, Dexterity, and Constitution scores may affect final attack and save bonuses).

You can cast spells and use magic items if you choose drider form, but no other spider form is capable of spellcasting or manipulating devices.

If you choose drider form, your equipment remains and continues to function as long as it fits a drider's body shape. Retained items include anything worn on the upper body (head, neck, shoulders, hands, arms, and waist).

Otherwise your equipment is subsumed into the new form and ceases to function for the duration of the spell.

STONE SPIDERS

Transmutation

Level: Spider 7

Components: V, S, DF

Casting Time: 1 full round

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

Targets: 1d3 pebbles or 1d3 vermin, no two of which can be more than 30 ft. apart

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

You transform 1d3 pebbles into stone constructs that resemble monstrous spiders.

The constructs can be any size from Tiny to Huge as you decide, but all the constructs you create must be the same size.

The constructs have the same statistics as monstrous spiders (see Appendix 2 in the *Monster Manual*) of the appropriate size, except as follows: Their natural armor increases by +6.

They have damage reduction 30/+2.

Their poison has a Fortitude save DC of 17 + your Wisdom modifier.

Initial and secondary damage is 1d3 points of temporary Strength damage.

If the constructs can hear your commands, you can direct them not to attack, to attack particular enemies, or to perform other actions.

Otherwise, they simply attack your enemies to the best of their abilities.

Alternatively, you can cast *stone spiders* on 1d3 vermin of any type or size.

The affected vermin gain the benefits of a *stoneskin* spell (damage reduction 10/+5) for 1 round per caster level.

FROSTBURN (3.5)

ABJURATION

ANTICOLD SPHERE

Abjuration

Level: Sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius emanation, centered on you

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: Yes

You bring into being a mobile, spherical energy field that protects against cold.

All creatures within the area of the spell are granted immunity to cold.

In addition, the sphere prevents the entrance of any creature with the cold subtype.

The effect hedges out such creatures in the area when it is cast.

This spell may be used only defensively, not aggressively.

Forcing an abjuration barrier against creatures that the spell keeps at bay collapses the barrier (see Abjuration, page 172 of the *Player's Handbook*).

DISPEL COLD

Abjuration [Fire]

Level: Cleric 5

This spell functions like *dispel evil* (see page 222 of the *Player's Handbook*), except that you are surrounded by constant, blue-white cold energy, and the spell affects cold creatures and spells rather than evil ones.

DISPEL FIRE

Abjuration [Cold]

Level: Cleric 5

This spell functions like *dispel evil* (see page 222 of the *Player's Handbook*), except that you are surrounded by constant red, orange, and yellow flames, and the spell affects fire creatures and spells rather than evil ones.

GLACIAL GLOBE OF INVULNERABILITY

Abjuration [Cold]

Level: Cleric 4, sorcerer/wizard 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius spherical emanation, centered on you

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

A frosty sphere of cold energy surrounds you and excludes all spells and spell-like abilities with the fire descriptor of 3rd level or lower.

This spell functions like *globe of invulnerability*, except that it affects only fire spells.

In addition, the frosty opaqueness of the globe grants concealment (20% miss chance) to those within the area against attacks from outside.

Likewise, targets outside the globe gain concealment against attacks from those within the spell's area.

Arcane Material Component: A tiny sphere of ice that shatters at the expiration of the spell.

GLACIAL WARD

Abjuration [Cold]

Level: Sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

A faint, shimmering reddish energy encases the subject's body, granting spell resistance 18 against fire spells and spell-like abilities.

In addition, any creature using a fire-based supernatural ability on the subject (such as a breath weapon) must succeed on a DC 18 level check (1d20 + level or HD) to affect a creature warded by this spell.

Material Component: A pinch of sulfur.

GLACIAL WARD, GREATER

Abjuration [Cold]

Level: Sorcerer/wizard 7

Components: V, S, M, Coldfire

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius spherical emanation, centered on you

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

A 10-foot-radius globe of swirling coldfire surrounds you, granting you and anyone inside the globe spell resistance 25 against all fire spells and spell-like effects.

In addition, any creature using a fire-based supernatural ability on a target inside the globe (such as a breath weapon) must also make a caster level check to affect the target.

The globe does not offer protection against natural heat and fire, including immersion in lava.

Material Component: A pinch of sulfur.

Coldfire Component: One ounce of coldfire.

ICE SHIELD

Abjuration

Level: Druid 5, sorcerer/wizard 4

Components: V, S, M, Coldfire

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The warded creature gains resistance to blows, cuts, stabs, and slashes.

The subject gains damage reduction 15/-.

The spell prevents a total of 10 points of damage per caster level (maximum 150 points).

While protected by the spell, the creature also has vulnerability to fire and takes half again as much (+50%) damage as normal from the effect, regardless of whether a saving throw is allowed, or if the save is a success or failure. The duration increases to 10 minutes per level when in a frostfell environment.

Material Component: A pinch of sleet.

Coldfire Component: Five ounces of coldfire.

ICICLE

Abjuration [Cold]

Level: Sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

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

Area: One 10-ft. square section of ceiling or doorframe

Duration: Until discharged (D)

Saving Throw: See text

Spell Resistance: Yes

You create icicles on a ceiling, doorway, or similar overhang.

The icicles fall when a creature walks beneath them, dealing 4d6 points of piercing damage.

Anyone directly under the area takes this damage with no saving throw.

Others within 5 feet of the icicles take half damage, or none if they succeed on a Reflex saving throw.

The caster and any characters you choose can walk under the icicles or through the doorway without triggering the ice attack.

Likewise, you can remove the icicles whenever desired.

Others can remove them with a successful *dispel magic* or 10 points of fire damage.

However, an unsuccessful attempt to dispel or melt the icicles automatically triggers the attack.

CONJURATION

ARCTIC HAZE

Conjuration (Creation) [Cold]

Level: Druid 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

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

Effect: Fog spreads in a 30-ft. radius, 20 ft. high

Duration: 10 min./level

Saving Throw: Fortitude half

Spell Resistance: No

A bank of fog composed entirely of tiny, razor-sharp ice shards billows out from the targeted point.

The fog obscures all sight, including darkvision, beyond 5 feet.

A creature 5 feet away has concealment (20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). In addition, the sharp ice particles tear the skin of those moving through the area, causing 4 points of damage per round, half of which is cold damage.

A strong wind (21+ mph) disperses the fog in 4 rounds; a

severe wind (31+ mph) disperses the fog in 1 round.

Dispersing the fog in this manner, however, causes damage to those within its area as the icy shards whip past.

A strong wind causes 4 points of damage per round (half cold); a severe wind causes 8 points of damage (half cold).

COLUMN OF ICE

Conjuration (Creation) [Cold]

Level: Druid 3, sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

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

Effect: One column of ice, 10-ft. radius and 5 ft./level in height

Duration: Permanent

Saving Throw: Reflex negates

Spell Resistance: No

A column of ice rises from the ground, lifting any object or creature (including you) standing in the area into the air.

Creatures making a Reflex saving throw can choose to avoid the column.

Moving or fighting atop the ice column requires a DC 10 Balance check.

Those who fail fall prone and must immediately succeed on a DC 12 Reflex saving throw or slip off the column, taking commensurate falling damage.

Creatures atop the column as it rises may be smashed against the ceiling or other overhead obstructions, which deals 4d6 points of damage.

Magical Ice Column: 10 feet thick; hardness 16; hp 160; break DC 90; Climb DC 30.

Arcane Material Component: A 2-inch rod of ice.

COMETSTRIKE

Conjuration (Creation) [Cold]

Level: Druid 9

Components: V, DF

Casting Time: 1 standard action

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

Target: Three different creatures or objects

Duration: 3 rounds

Saving Throw: Reflex partial

Spell Resistance: No

This spell may only be cast in an outdoor area; it fails if cast indoors or underground.

When you cast this spell, you cause three frozen comets to strike down upon any three different creatures or objects in range.

You must make a ranged touch attack to hit each target.

Each target struck takes 3d6 points of bludgeoning damage and 1d4 points of cold damage per level (maximum 10d4), and is stunned for one round.

A successful Reflex save negates the bludgeoning damage and the stunning effects, but not the cold damage.

Each round the spell persists, another three frozen comets rain down upon the original three targets; as a standard action you can select new targets for one, two, or all three comets.

CONJURE ICE BEAST I

Conjuration (Creation) [Cold]

Level: Cleric 1, druid 1, ranger 1

Components: V, S, DF

Casting Time: 1 round

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

Effect: One conjured ice creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell creates a creature constructed from magical ice.

It appears where you designate and acts immediately, on your turn.

It attacks your opponents to the best of its ability.

If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

The spell conjures one of the creatures from the 1st-level list of either the *summon monster* table or the *summon nature's ally* table (pages 287–288 of the *Player's Handbook*).

The conjured creature cannot have the fire subtype.

You choose which kind of creature to conjure, and you can change that choice each time you cast the spell.

The conjured creature is a construct made of magical ice, gaining the ice beast template (see page 138).

In all other ways, *conjure ice beast I* functions like *summon monster I*.

CONJURE ICE BEAST II

Conjuration (Creation) [Cold]

Level: Cleric 2, druid 2, ranger 2

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

This spell functions like *conjure ice beast I*, except that you can conjure one creature from the 2nd-level list or two creatures of the same kind from the 1st-level list.

CONJURE ICE BEAST III

Conjuration (Creation) [Cold]

Level: Cleric 3, druid 3, ranger 3

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

This spell functions like *conjure ice beast I*, except that you can conjure one creature from the 3rd-level list, two creatures of the same kind from the 2nd-level list, or four creatures of the same kind from the 1st-level list.

CONJURE ICE BEAST IV

Conjuration (Creation) [Cold]

Level: Cleric 4, druid 4, ranger 4

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

This spell functions like *conjure ice beast I*, except that you can conjure one creature from the 4th-level list, two creatures of the same kind from the 3rd-level list, or four creatures of the same kind from a lower-level list.

CONJURE ICE BEAST V

Conjuration (Creation) [Cold]

Level: Cleric 5, druid 5

Effect: One or more conjured ice creatures, no two of which can be more than 30 ft. apart This spell functions like *conjure ice beast I*, except that you can conjure one creature from the 5th-level list, two creatures of the same kind from the 4th-level list, or four creatures of the same kind from a lower-level list.

CONJURE ICE BEAST VI

Conjuration (Creation) [Cold]

Level: Cleric 6, druid 6

Effect: One or more conjured ice creatures, no two of which can be more than 30 ft. apart This spell functions like *conjure ice beast I*, except that you can conjure one creature from the 6th-level list, two creatures of the same kind from the 5th-level list, or four creatures of the same kind from a lower-level list.

CONJURE ICE BEAST VII

Conjuration (Creation) [Cold]

Level: Cleric 7, druid 7

Effect: One or more conjured ice creatures, no two of which can be more than 30 ft. apart This spell functions like *conjure ice beast I*, except that you can conjure one creature from the 7th-level list, two creatures of the same kind from the 6th-level list, or four creatures of the same kind from a lower-level list.

CONJURE ICE BEAST VIII

Conjuration (Creation) [Cold]

Level: Cleric 8, druid 8

Effect: One or more conjured ice creatures, no two of which can be more than 30 ft. apart This spell functions like *conjure ice beast I*, except that you can conjure one creature from the 8th-level list, two creatures of the same kind from the 7th-level list, or four creatures of the same kind from a lower-level list.

CONJURE ICE BEAST IX

Conjuration (Creation) [Cold]

Level: Cleric 9, druid 9

Effect: One or more conjured ice creatures, no two of which can be more than 30 ft. apart This spell functions like *conjure ice beast I*, except that you can conjure one creature from the 9th-level list, two creatures of the same kind from the 8th-level list, or four creatures of the same kind from a lower-level list.

CONJURE ICE OBJECT

Conjuration (Creation) [Cold]

Level: Cleric 2, druid 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Effect: One object of up to 5 lb./level

Duration: 1 min./level

Saving Throw: None (harmless)

Spell Resistance: No

You conjure into being a block of transparent ice in the shape of any object you have seen at least once before, up to the weight limit (to a maximum of 50 pounds at 10th level). Any object with moving parts does not function (for example, a crossbow). You must succeed on an appropriate Craft check to make a complex item.

DEATH HAIL

Conjuration (Creation) [Cold, Death]

Level: Druid 6, Winter 6

Components: V, S, DF

Casting Time: 1 round

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

Area: Cylinder (40-ft radius, 20 ft. high)

Duration: 1 round/level

Saving Throw: Fortitude half

Spell Resistance: No You call into being an intense storm of death hail in the area you designate.

Creatures in the area must succeed on a Fortitude save or take 1d2 points of Strength and Constitution damage.

FROSTBITE

Conjuration (Creation) [Cold]

Level: Cleric 5

Components: V, S, DF

Casting Time: 1 standard action

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

Target: One creature/2 levels, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

You chill the air and create a layer of frost on the skin of target creatures.

The targets are entitled to a Fortitude save; those who fail take 6d6 points of cold damage and 2d6 points of Dexterity damage.

Creatures dropping to 0 Dexterity are frozen in a layer of ice, shivering and unable to attack, move, or defend.

FROSTFELL SLIDE

Conjuration (Teleportation) [Cold]

Level: Druid 4, ranger 4

Components: V, S, DF, Frostfell

Casting Time: 1 standard action

Range: Personal

Target: You

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

You gain the ability to instantly teleport from one area of slush, snow, or ice to any other area of slush, snow, or ice up to the distance indicated on the table below.

Transport distance is based upon the substance touched at the point of departure, not at the point of arrival.

You may wait to travel in this manner up to the duration of the spell, holding the charge, but immediately upon arriving at the destination point, the spell ends.

Type of Area	Transport Distance
Slush	1,000 feet
Snow	2,000 feet
Ice	3,000 feet

GLACIER

Conjuration (Creation) [Cold]

Level: Druid 8

Components: V, S, DF

Casting Time: 1 round

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

Effect: One 20-ft. cube/2 levels

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

When you cast this spell, you bring into existence 20-foot cubes of animated glacial ice (one per two caster levels, to a maximum of ten glaciers at 20th level), which need not appear adjacent to one another, but must be placed on a horizontal surface.

Glaciers placed in the air or on nonhorizontal surfaces do not appear, but are deducted from the number of glaciers the caster may conjure.

The glaciers remain stationary unless commanded, attacking any creatures within 5 feet with a +15 slam attack that deals 2d8+4 points of damage, plus 3d6 points of cold damage.

As a standard action, you may command any number of glaciers to move at a speed of 10 feet.

You cannot command any glacier to move more than 100 feet away from you, and if you move more than 100 feet from any glacier, that glacier remains stationary, attacking any creatures in its area (but it can be commanded again if you move within 100 feet).

A glacier has 20 hit points per caster level and a hardness of 0.

Creatures can hit the glacier automatically.

Fire, including a *fireball* spell and red dragon breath, can melt a glacier, and it deals full damage to the ice (instead of the normal half damage taken by objects).

Suddenly melting a glacier creates a great cloud of steamy fog that lasts for 10 minutes.

GLAZE LOCK

Conjuration (Creation) [Cold]

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Lock touched

Duration: 10 min./level; see text

Saving Throw: None

Spell Resistance: No

You jam a locking mechanism with ice, raising its Open Lock DC by 10 and the lock's hardness by 5.

Fire attacks against the lock deal double damage.

In cold or lower temperature bands, this spell lasts 1 hour per level.

ICE CASTLE

Conjuration (Creation) [Cold]

Level: Sorcerer/wizard 7

Components: V, S, F

Casting Time: 10 minutes

Range: Medium (100 ft. + 10 ft./level)

Effect: Fortress of ice and snow

Duration: 24 hours

Saving Throw: No

Spell Resistance: No

You create a huge castle of ice and snow, fully formed with walls, towers, gates, and battlements and magical wards. The castle includes a single main gate and a sally port, a drawbridge, a 30-foot diameter central tower made of blue ice (see page 80), and one additional tower per 6 levels of the caster.

The size of the castle is determined by the location of the towers, which enclose an open courtyard.

The maximum perimeter of the structure is 20 feet per caster level.

In addition, you can place any or all of the following three magical effects in the castle.

1. *Icicle* spells in two areas (typically in the gatehouse and in the central tower).

Saving Throw: See text.

Spell Resistance: No.

2. *Ice slick* spells triggered an intruder steps on the tower stairs.

Saving Throw: See text.

Spell Resistance: No.

3. *Obscuring snow* in any corridors or rooms, obscuring all sight, including darkvision, beyond 5 feet.

A creature within 5 feet has concealment (attacks have a 20% miss chance).

Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

Saving Throw: None.

Spell Resistance: No.

The castle can be created around living creatures, and in this case it rises up from the earth and snow around them.

It cannot be "dropped" onto creatures as an offensive spell.

The caster may choose to be lifted onto the roof of the central tower by centering the spell on himself.

If the castle is summoned on relatively level ground, a moat of icy water 20 feet wide surrounds the castle.

If summoned on sharply sloping ground, an icy crevasse 20 feet wide and 50 feet deep surrounds the castle.

The castle melts slowly whenever the temperature rises above freezing; an ice castle takes 1d6 points of damage each round in a place with temperatures above freezing.

When struck by fire spells, the castle is damaged normally.

The castle has 200 hit points per 5-foot section and a hardness of 0.

The central tower is made of blue ice which has 300 hit points per 5-foot section and a hardness of 10. Creatures can hit the castle automatically.

Fire, including a *fireball* spell and red dragon breath, can melt the ice castle, and it deals full damage to the structure (instead of the normal half damage taken by objects). Suddenly melting an ice castle creates a great cloud of steamy fog that lasts for 10 minutes.

Arcane Focus: A piece of blue ice carved to resemble the desired castle worth 2,000 gp.

ICE DARTS

Conjuration (Creation) [Cold]

Level: Bard 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or more ice darts

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

A sharp, transparent icicle shoots from your fingertip. You may fire one dart, plus one additional dart for every two levels beyond 3rd (to a maximum of five darts at 11th level).

Each dart requires a ranged touch attack to hit and deals 2d4 points of damage, half of which is cold damage.

ICE SHIP

Conjuration [Creation]

Level: Sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Creates ship of ice

Duration: 1 hour/level (D)

You create a ship made of ice.

The vessel can take one of two forms, depending on your needs at the time.

The form is chosen when the spell is cast and cannot be changed.

Ice Runner: This tiny, narrow ship appears with a set of stone runners that carry the ship at speeds of up to 80 mph over any level ice, such as a lake, river, or ocean pack ice. It can carry one Medium creature per caster level, and it cannot move against the prevailing winds (though it can move at right angles to the wind).

Large creatures cannot fit on an ice runner.

This form has 40 hit points and a hardness of 3.

Ice Galleon: This sailing vessel can move against the wind at a steady pace of 5 mph, or with the wind at 10 mph.

It carries three Medium creatures per caster level, or one Large creature per level.

This form has 60 hit points and a hardness of 5.

If the ship is created in an area of temperature above freezing, it immediately begins to melt, taking 1d12 points of damage per hour.

Both forms begin to melt or crack slowly during the last hour of the spell regardless of temperature, and disappear into puddles or splinters of ice at the end of the spell's duration.

Material Component: A small glass model of a ship worth at least 200 gp.

ICE SLICK

Conjuration (Creation) [Cold]

Level: Cleric 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: One 20-ft. square

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: No

An *ice slick* spell covers a solid surface with a layer of slippery ice.

Any creature entering the area or caught in it when the spell is cast must make a successful Balance check or slip, skid, and fall.

Those that succeed on the skill check can move at half speed across the surface, or can skate or glide normally. However, those that remain in the area must each make a new skill check every round to avoid falling and be able to move.

The DM should adjust skill checks by circumstance. For example, a creature charging down a hill that is suddenly iced has little chance to avoid the effect, but its ability to exit the affected area is almost assured (whether it wants to or not).

ICE WEB

Conjuration (Creation) [Cold]

Level: Sorcerer/wizard 4

Components: V, S, Coldfire

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Webs of coldfire in a 20-ft.-radius spread

Duration: 10 min./level (D)

Saving Throw: Reflex negates; see text

Spell Resistance: No

Ice web creates a many-layered mass of strong, frigid strands of pure coldfire.

These masses must be anchored to two or more solid and diametrically opposed points—floor and ceiling, opposite walls, or the like—or else the *ice web* collapses upon itself and disappears.

Creatures caught within the *ice web* become entangled in the strands.

Attacking a creature in an *ice web* won't cause you to become entangled.

Any creature moving into or through the spell's area takes 1d6 points of frostburn damage per round.

In addition, anyone in the effect's area when the spell is cast must make a Reflex save.

If this save succeeds, the creature is entangled, but not prevented from moving, though moving is more difficult than normal (see below).

If the save fails, the creature is entangled and can't move from its space, but can break loose by spending 1 round and making a DC 20 Strength check or a DC 25 Escape Artist check.

Once loose (either by making the initial Reflex save or a later Strength check or Escape Artist check), a creature remains entangled, but may move through the *ice web* very slowly.

Each round devoted to moving allows the creature to make a new Strength check or Escape Artist check. The creature moves 5 feet for each full 5 points by which the check result exceeds 10. If you have at least 5 feet of *ice web* between you and an opponent, it provides cover. If you have at least 20 feet of *ice web* between you, it provides total cover. The strands of an *ice web* are immune to damage from cold. Any fire—a torch, burning oil, a flaming sword, and so forth—can melt 5 square feet of coldfire strands in 1 round. *Ice web* can be made permanent with a *permanency* spell. A permanent ice web that is damaged (but not destroyed) regrows in 10 minutes. Creatures with the cold subtype may pass unimpeded and unharmed through an *ice web*.
Coldfire Component: Two ounces of coldfire.

OBEDIENT AVALANCHE

Conjuration (Creation) [Cold]

Level: Cold 9

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: 20-ft.-radius avalanche of snow, centered anywhere within range; see text

Duration: Instantaneous

Saving Throw: Reflex half; see text

Spell Resistance: No

You summon an avalanche of snow out of a rift in midair, burying your foes and sending them to a frosty death. The *obedient avalanche* affects creatures differently, depending on where they are in relation to the avalanche. **Within 20 Feet of the Center Point:** Creatures take 1d8 points of damage per two caster levels (maximum 10d8) and an additional 1d6 points of cold damage per two caster levels. Creatures who fail their saves are also buried (as described in *Avalanches*, page 90 of the *Dungeon Master's Guide*). All squares within 20 feet of the center point are covered in heavy snow (see page 94 of the *Dungeon Master's Guide*), which persists as long as ordinary snow would.

Between 20 Feet and 40 Feet of the Center Point: Creatures take half as much damage from the impact of the avalanche as the creatures nearer the center point took (Reflex save negates).

Creatures who fail their saves must also resist the force of the snow moving past them as if they were being bull rushed.

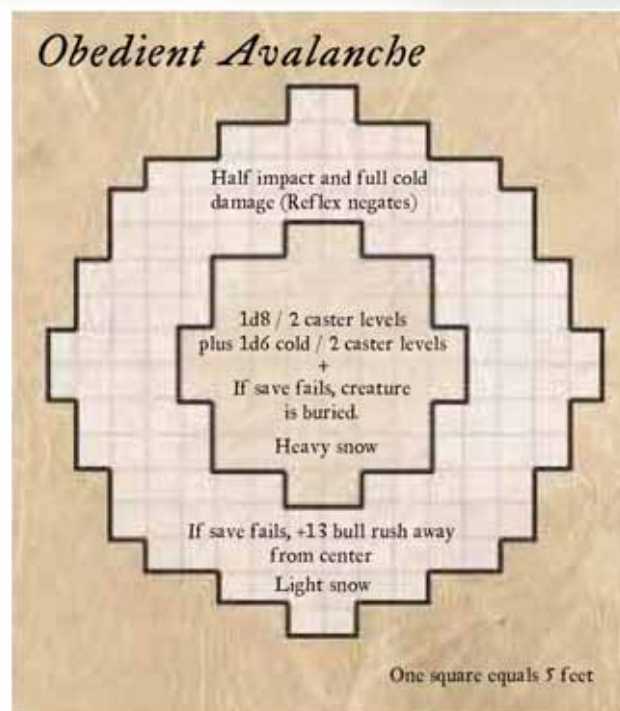
The snow has a +13 bonus (+5 for effective Strength of 20 and +8 for effectively being Huge) on the bull rush check, and it pushes characters away from the center point of the spell.

All squares in the 20-foot to 40-foot ring are covered in light snow, which persists as long as ordinary snow would.

Terrain and Structures: The avalanche uproots small trees and other vegetation automatically, and it leaves a trail of light rubble (as described on page 91 of the *Dungeon Master's Guide*) even after the snow melts.

Structures struck by an *obedient avalanche* take 1d610 points of damage.

The *obedient avalanche* extinguishes all flames, whether normal or magical, it touches.



OBSCURING SNOW

Conjuration (Creation) [Air, Cold]

Level: Cleric 2, druid 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Effect: Cloud spreads in 30-ft.-radius from you, 30 ft. high

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

A swirling snow vapor arises around you, and follows you from that point on.

The snow obscures all sight, including darkvision, beyond 5 feet.

A creature 5 feet away has concealment (attacks have a 20% miss chance).

Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A strong wind (21+ mph) disperses the snow in 4 rounds.

A very strong wind (31+ mph) disperses the snow in 1 round.

A *fireball*, *flame strike*, or similar spell burns away the snow in the explosive or fiery spell's area.

A *wall of fire* burns away the snow in the area into which it deals damage.

This spell does not function underwater.

Creatures with *snowsight* are immune to the effects of this spell.

RAISE ICE FOREST

Conjuration (Creation) [Cold]

Level: Druid 7

Components: V, S, DF, Frostfell

Casting Time: 1 round

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft. square of snow/level

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Immediately after casting this spell, ice trees erupt from frostfell regions within the spell's area.

The ice trees resemble any type of tree designated by the caster (deciduous, evergreen, oak, or others).

Trees have 5-foot-diameter trunks and rise to a height of 15 feet.

Three trees appear in each 20-foot-square frostfell region in the area.

Ice Tree: 5 feet thick; hardness 8; hp 80; break DC 45; Climb DC 20.

SNOW WAVE

Conjuration [Cold]

Level: Druid 6

Components: V, S

Casting Time: 1 round

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Fortitude half and Reflex negates; see text

Spell Resistance: No

You create a wave of snow that knocks creatures in its path prone and deals 4d6 points of crushing damage plus 1d6 points of cold damage to targets caught in the cone.

Any creature making a Fortitude saving throw takes only half the cold damage from a *snow wave*; however, it still takes the full crushing damage.

In addition, anyone in the area must make a Reflex save or be knocked prone.

SUMMON GIANTS

Conjuration (Summoning)

Level: Cleric 8, Winter 8

Components: V, S, F/DF

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or more summoned creatures

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

You summon one or more giants that attack your enemies. They appear where you designate and act immediately, on your turn.

The giants attack your opponents to the best of their ability.

If you speak Giant, you can direct the giants not to attack, to attack particular enemies, or to perform other actions.

Summoned giants act normally on the last round of the spell and disappear at the end of their turn.

Choose a giant kind from the table below.

Type	Number	Align
Hill giants, fiendish	3	CE
Stone giants, celestial or fiendish	2	N
Frost giant, fiendish	1	CE
Fire giant, fiendish	1	LE

Focus: A lock of hair from a giant of the desired kind.

WHITEOUT

Conjuration (Creation) [Cold]

Level: Druid 7

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: Cloud centered on target spreads 120 ft. and is 20 ft. high

Duration: 1 hour/level

Saving Throw: None (see text)

Spell Resistance: No

A swirling snow and a strong wind arise around you or a creature you designate, and follows you or the creature from that point on.

Characters in whiteout conditions take a -2 penalty to AC, lose any Dexterity bonus to AC, move at half speed, and take a -4 penalty on Dexterity-based skill checks, as well as Search, Spot, and any other checks that rely on vision.

The character also gains total concealment (50% miss chance).

These effects end when the character leaves the area of whiteout.

Whiteout conditions stack with wind and snowfall.

Visibility is 5 feet.

In addition, any creature trying to move within the effects of this spell must make a Survival check (DC 10 + caster level) every move action or wander lost inside the *whiteout*. A creature that fails can't leave the area, but can move around within it.

Groups of creatures roped or otherwise physically held together can use the lead creature's Survival check and stay together.

A new check can be made once per minute.

ZONE OF GLACIAL COLD

Conjuration [Cold]

Level: Druid 2, ranger 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: 20-ft. radius

Duration: 1 round/level

Saving Throw: Fortitude half

Spell Resistance: No

You create a zone of icy cold within the spell's area, dealing 1d6 points of cold damage per round.

Arcane Material Component: A snowball.

DIVINATION

DETECT FIRE

Divination [Cold]

Level: Cleric 1

This spell functions like *detect evil* (see page 218 of the *Player's Handbook*), except that it detects heat energy from normal fire, fire spells, fire magic items, clerics of fire deities, and all living beings other than those with the cold subtype.

You are vulnerable to an overwhelming heat aura if you have the cold subtype.

Living beings without the fire subtype are detected with a heat aura strength of faint only, regardless of level or Hit Dice.

ENCHANTMENT

FREEZING GLANCE

Enchantment [Cold]

Level: Sorcerer/wizard 6

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round/level; see text

Saving Throw: Will negates

Spell Resistance: Yes

Your eyes become wintry tombs that destroy the spark of life in those who you meet your stare.

Each round you may target a single living creature.

It must make a Will saving throw or be frozen in place.

Frozen creatures cannot move, attack, cast spells, or defend themselves; they are considered immobile, losing shield and Dexterity bonuses to Armor Class and taking a further -4 penalty to Armor Class.

Frozen creatures are entitled to an additional saving throw if attacked, but this provides no immunity to the gaze.

A creature that has been immobilizing with a *freezing glance*, then restored to motion after an attack, can still be the target of the same *freezing glance* in a later round.

Though the gaze attack ends rather quickly, frozen creatures remain immobile for 1 minute per level.

In some cases, this can cause serious damage through exposure to the elements.

SNOWSONG

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 6

Components: V

Casting Time: 1 standard action

Range: 30 ft.

Area: 30-ft. radius centered on you

Duration: 10 min./level

Saving Throw: Will negates

Spell Resistance: Yes

Snowsong fills the area with a soft snowfall that melts and evaporates on contact with anything solid.

When you cast the spell, you must designate all creatures in the area as either allies or enemies.

While the snow falls, allies in the area hear a soft, lilting song that bolsters their spirits and confidence.

At the same time, as the snow strikes their bodies, it melts and washes away scars, wounds, and filth.

Allies under the effect of the snow gain a +4 morale bonus to Charisma and attack rolls, and a +4 insight bonus to Armor Class.

In addition, the snow imparts fast healing 1 and resistance to cold 15 to all affected allies.

All melee attacks made by allies in the *snowsong* deal an additional 1d6 points of cold damage.

Enemies in the area of a *snowsong* have a much different experience.

To them, the snow is bitterly cold and leaves scabs and angry welts when it lands their skin.

They perceive the music as a discordant jangle of crashes, scrapes, and howls.

As long as they remain in the area, they suffer a 20% chance of spell failure (for both divine and arcane spells) when casting any spells with a verbal component.

Enemies can resist the effects of a *snowsong* with a successful Will saving throw.

These benefits remain in place as long as the spell persists and as long as the target remains in the spell's area.

If a creature leaves the spell's area, all effects end for that creature until it returns to the *snowsong*'s area.

EVOCATION

BOREAL WIND

Evocation [Cold]

Level: Bard 5, cleric 5, druid 4, sorcerer/wizard 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: Gust of wind (20 ft. wide, 20 ft. high) emanating out from you to the extreme of the range

Duration: 1 round + 1 round/2 levels

Saving Throw: Fortitude negates

Spell Resistance: Yes

You create a strong blast of arctic air that originates from your fingertips and moves in the direction you are facing.

As a stronger form of *gust of wind*, this boreal wind automatically extinguishes candles, torches, and similar protected or unprotected flames, including lanterns.

Large fires (such as bonfires, a blacksmith's coals, or even a house fire) have a 50% chance to be extinguished by the *boreal wind*.

Forest or grassland fires are too large to be extinguished by this spell.

All creatures caught in the area take 1d4 points of cold damage per caster level (maximum 15d4).

A successful Fortitude saving throw negates the gust's effects.

Those that fail the save are pushed away from the caster a distance of 3 feet per caster level.

Creatures that remain in the area past the first round must make an additional saving throw each round.

A *boreal wind* can do anything a sudden blast of wind would be expected to do.

It can create a stinging spray of sand or dust, overturn tents and blow down small huts, scuttle a small boat, and blow gases or vapors to the edge of the range. The wind can change direction if you actively direct it (a move action for you); otherwise, it merely blows in the same direction.

CALL AVALANCHE

Evocation [Cold]

Level: Druid 5

Components: V, S

Casting Time: 1 round

Range: Long (400 ft. + 40 ft./level)

Area: 10 ft.-radius/level spread

Duration: Instantaneous

Saving Throw: Reflex half; see text

Spell Resistance: No

This spell may only be cast outside.

Immediately upon completion of the spell, an avalanche of ice and snow falls out of the sky, dealing 8d6 points of

crushing damage and potentially burying Large or smaller creatures within the area.

Creatures making their Reflex saving throws take half damage and are not buried.

Those that fail their saves are buried and take an additional 1d6 points of nonlethal damage per minute while still buried.

If such a creature falls unconscious while buried, it must make a DC 15 Constitution check.

If that check fails, it takes 1d6 points of lethal damage each minute thereafter until freed or dead.

The ice and snow remains until melted by natural or unnatural means.

A rapid melting of the ice and snow could cause a flash flood (see Freezing and Thawing, page 10).

A 9th-level caster buries Large or smaller creatures.

At 12th level, the maximum size of a creature increases to Huge.

At 15th, Gargantuan creatures are also buried, and at 18th level, a creature of up to Colossal size is buried by the snow.

BURIED IN SNOW

Three spells in *Frostburn* have the potential to bury creatures in snow: *call avalanche*, *iceberg*, and *ice rift*.

A buried creature can free itself with a DC 25 Strength check, or can be dug out by other creatures. In 1 minute, using only its hands, a creature can clear ice and debris equal to five times its heavy load limit (see Table 9–1: Carrying Capacity, page 162 of

the *Player's Handbook*). The amount of tightly packed snow that fills a 5-foot-by-5-foot area weighs 500 pounds. Armed with an appropriate tool, such as a pick, crowbar, or shovel, a digger can clear loose ice and debris twice as quickly as by hand.

The snow avalanche extinguishes all flames, whether normal or magical, it touches.

CRACK ICE

Evocation [Force]

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area or Target: 10-ft.-radius/level spread; or one ice creature

Duration: Instantaneous

Saving Throw: Fortitude half (see text)

Spell Resistance: Yes (creature only)

You create a sudden explosive burst that shatters ice bridges, breaks up river ice, opens frozen ponds, or damages an icy creature.

The ice broken covers a 10-foot radius per caster level, and a 1-foot depth per level.

Ice thicker than the spell's depth is cracked and weakened, but not broken all the way through.

Weakened ice is treated as one category thinner than it really is (see Table 1–2, page 11).

Creatures dropped from a bridge, through lake or river ice, or off a glacier or iceberg take normal falling and cold water damage.

Creatures on a glacier will have a crevasse open under them equal to the depth of the spell.

Targeted against an ice creature of any weight (such as an ice golem, winterspawn, or entombed), *crack ice* deals 1d6 points of damage per caster level (maximum 10d6), with a Fortitude save for half damage.

Material Component: A hammer carved from salt crystal (50 gp).

DEFILE SNOW AND ICE

Evocation [Cold, Evil]

Level: Cleric 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 10 ft./level radius spread

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes

You imbue an area of ice or fallen snow with negative energy, granting all undead within the area a +4 profane bonus against turning attempts.

In addition, all cold creatures gain spell resistance 15 against fire effects.

ENTOMB

Evocation [Cold]

Level: Druid 6, sorcerer/wizard 6

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: One creature/level, no two of which can be more than 30 ft. apart

Duration: Instantaneous and 1 round/level; see text

Saving Throw: Fortitude negates

Spell Resistance: Yes

An *entomb* spell traps living creatures in a block of ice, suffocating them.

The spell entraps the targets with a thick layer of ice from head to toe.

Those that make a successful Fortitude saving throw can shake off the ice immediately, though they still take 6d6 points of cold damage.

If the creature fails its saving throw, it is held within the ice and immediately begins to suffocate per the drowning rules (see page 304 of the *Dungeon Master's Guide*).

In addition, the creature takes 2d12 points of cold damage and 1 point of Constitution damage per round from contact with the ice.

Other than attempting to escape, creatures entombed can perform actions that only require mental or verbal activity. Escaping from the ice block requires a DC 20 Strength check or the application of 20 points of fire damage.

Material Component: A clear gemstone with a minimum value of 500 gp.

ICE RIFT

Evocation [Cold]

Level: Cleric 6, druid 6, sorcerer/wizard 6

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 40-ft.-radius spread (S)

Duration: 1 round

Saving Throw: See text

Spell Resistance: No

When you cast *ice rift*, an intense but highly localized tremor rips through the ice.

The shock knocks creatures down, collapses structures, opens cracks in the ice, and more.

The effect lasts for 1 round, during which time creatures on the ice can't move or attack.

A spellcaster on the ice must make a Concentration check (DC 20 + spell level) or lose any spell he or she tries to cast.

The ice rift affects all terrain, vegetation, structures, and creatures in the area.

The specific effect of an *ice rift* spell depends on the nature of the terrain where it is cast.

Ice or Snow Cave, Cavern, or Tunnel: The spell collapses the roof, dealing 8d6 points of bludgeoning damage to any creature caught under the cave-in (Reflex DC 15 half) and burying that creature in snow.

An *ice rift* cast on the roof of a very large ice or snow cavern could also endanger those outside the actual area but below the falling debris.

Edge of a Glacier: Ice rift causes a glacier's edge to crumble, creating a landslide that travels horizontally as far as it fell vertically.

An *ice rift* cast at the top of a 100-foot glacier would sweep debris 100 feet outward from the base of the glacier.

Any creature in the path takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath rubble (see below).

Open Glacier: Each creature standing in the area must make a DC 15 Reflex save or fall down.

Fissures open in the ice, and every creature on the ice has a 25% chance to fall into one (Reflex DC 20 to avoid a fissure).

At the end of the spell, all fissures grind shut, killing any creatures still trapped within.

Frozen Water: Fissures open in the ice, and every creature on the ice has a 25% chance to fall into the freezing water (Reflex DC 20 to avoid a fissure).

Characters who fall into a fissure are immediately subject to hypothermia and take 2d6 points of cold damage from the frigid water.

At the end of the spell, all rents in the ice grind shut, sealing any creatures in the icy water beneath (for additional rules on characters in cold water, see Hypothermia, page 10).

Arcane Material Component: A bit of earth and a pinch of snow.

ICEBERG

Evocation [Cold]

Level: Sorcerer/wizard 9

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 60-foot radius

Duration: Instantaneous

Saving Throw: None or Reflex half; see text

Spell Resistance: Yes

Iceberg is a brutal and direct spell.

When cast, the spell creates a single large block of ice that drops from the sky onto a spot you select.

The iceberg then shatters if it encounters a solid surface.

Elephant-sized blocks of ice scatter in all directions, affecting nearby creatures based on how far they are from the center of the area.

Within 20 Feet of the Center Point: Any creature or object directly beneath the iceberg takes 20d6 points of crushing damage (no save) and is buried in snow (see page 90).

Between 20 Feet and 40 Feet of the Center Point: Creatures and objects in the middle section of the area also take 20d6 points of crushing damage, but are entitled to a Reflex save for half damage.

They are buried in snow (see page 90).

Between 40 Feet and 60 Feet of the Center Point: Creatures in the outermost section may be struck by flying debris for 10d6 points of damage.

They are entitled to a Reflex save for half damage, and are not buried regardless of whether the saving throw is successful or not.

LEOMUND'S TINY IGLOO

Evocation [Cold]

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: 5 ft.

Effect: 5-ft.-radius sphere, with 1-in.-thick wall/level centered on your location

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

You create a small domed snow house with a single entrance passage.

Up to one Large or three Medium or twelve Small creatures can fit into the igloo with you; they can freely pass into and out of the hut without harming it.

The temperature inside the igloo is magically warm, at exactly 50° F, and the walls do not melt.

The igloo has two features that help arctic survival: a sleeping platform and a lamp.

The snow sleeping platform takes advantage of the warm air trapped below the low roof, generated by body heat and a stone lamp.

The magical smokeless lamp provides heat for comfort and for cooking.

The igloo also provides protection against the elements, such as wind, snow, and hail.

The igloo withstands any wind of less than hurricane force, but a hurricane (75+ mph wind speed) or greater force destroys it.

The loose-packed snow of the igloo has a hardness of 0, and 3 hp per inch of thickness.

Material Component: A small dollop of seal fat or caribou fat.

NUMBING SPHERE

Evocation [Cold]

Level: Druid 2, sorcerer/wizard 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: 5-ft.-diameter sphere

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: Yes

A sphere of intense cold energy rolls in whichever direction you point and damages those it strikes.

It moves 30 feet per round.

As part of this movement, it can ascend or jump up to 30 feet to strike a target.

If it enters a space with a creature, it stops moving for the round and deals 1d6 points of cold damage as well as 1d4 points of Dexterity damage to that creature, though a successful Reflex save negates both the cold damage and Dexterity damage.

A *numbing sphere* rolls over barriers less than 4 feet tall, such as furniture and low walls.

It instantly freezes water it encounters in 5-foot-cube sections, creating chunks of ice in large bodies of water.

The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely remains at rest.

The sphere can be destroyed by attacks directed against it.

It has 10 hit points and damage reduction 5/—.

The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by extreme cold.

It cannot push aside unwilling creatures or batter down large obstacles.

A *numbing sphere* winks out if it exceeds the spell's range.

Arcane Material Component: A bit of sponge and a drop of water.

WALL OF COLD FIRE

Evocation [Cold]

Level: Druid 5, sorcerer/wizard 4

Components: V, S, Coldfire

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Opaque sheet of coldfire up to 20 ft. long/level or a ring of coldfire with a radius of up to 5 ft. per two levels; either form 20 ft. high

Duration: Concentration + 1 round/level

Saving Throw: None

Spell Resistance: Yes

An immobile, opaque curtain of frosty coldfire springs into existence.

One side of the wall, selected by you, sends forth waves of cold, dealing 2d4 points of cold damage to creatures within 10 feet and 1d4 points of cold damage to those past 10 feet but within 20 feet.

The wall deals this damage when it appears and on your turn each round to all creatures in the area.

In addition, the wall deals 2d6 points of frostburn damage +1 point of frostburn damage per caster level (maximum +20) to any creature passing through it.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. The opaqueness of the coldfire grants concealment (20% miss chance) against attacks made from the opposite side of the wall.

If any 5-foot length of wall takes 20 points of fire damage or more in 1 round, that length goes out.

(Do not divide fire damage by 4, as for normal objects).

Wall of coldfire can be made permanent with a *permanency* spell.

A permanent *wall of coldfire* that is extinguished by fire damage becomes inactive for 10 minutes, then reforms at normal strength.

Coldfire Component: Three ounces of coldfire.

WINTER'S EMBRACE

Evocation [Cold]

Level: Cleric 4, druid 3, Winter 3

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: One creature

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

Winter's embrace covers the victim with sheets of ice and lumps of snow.

If the subject succeeds on its Fortitude save, the ice and snow instantly slough from its body, causing a mere 1d4 points of cold damage and ending the effect.

If the subject fails its saving throw, the ice and snow cling tenaciously to its body and cause 1d8 points of cold damage each round.

On the subject's action each round, it can attempt a new Fortitude saving throw to avoid taking damage that round.

If a creature takes damage twice from a single casting of *winter's embrace*, it becomes fatigued.

The fourth time a creature takes damage from the same spell, it becomes exhausted.

ILLUSION

ICE ASSASSIN

Illusion (Shadow)

Level: Sorcerer/wizard 9

Components: V, S, M, XP

Casting Time: 8 hours

Range: Touch

Effect: One duplicate creature

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: No

The *ice assassin* spell is in many ways an improved version of *simulacrum*.

Developed by powerful frost mages who have more than their fair share of enemies to fight, an ice assassin is an effective way to destroy an enemy without putting yourself at risk.

An *ice assassin* spell creates a living, breathing creature that is a near-perfect duplicate of an existing creature.

The duplicate is formed entirely out of ice, but once the spell is in effect, it appears as an exact duplicate to all but its source, who always sees the ice assassin as an animated ice statue of himself.

The ice assassin possesses all the skills, abilities, and memories possessed by the original, but its personality is warped and twisted by an all-consuming need to slay the original.

It also constantly uses *locate creature* on its duplicate at a caster level equal to your own.

If its quarry is outside the range of this effect, the ice assassin must rely on its own cleverness or advice from you to track the original.

The ice assassin has the cold subtype.

Creatures familiar with the original might detect the ruse with a successful Spot check.

You must make a Disguise check (gaining a +10 circumstance bonus from the power of the spell) when you cast the spell to determine how good the likeness is.

The ice assassin is under your absolute command.

You possess a telepathic link to the ice assassin, and when you concentrate, you receive a clear image of the area surrounding the ice assassin as if you were scrying it.

Further, you can have any spell you cast on yourself affect the ice assassin as well; this includes spells with a target of "You" only.

These benefits persist as long as you and the ice assassin remain within a mile of each other.

If the ice assassin travels beyond this range, it continues to function and seek out its nemesis, but you have no direct control over it.

An ice assassin has no ability to become more powerful; it cannot increase its level or abilities.

Damage caused to the ice assassin can be repaired only via a complex process requiring 1 day, 100 gp per hit point, and a fully equipped laboratory.

If the ice assassin is reduced to 0 hit points by any damage except for fire damage, it explodes into a burst of icy shrapnel in a 20-foot radius that causes 1d6 points of cold damage for every two caster levels you possess; a successful Reflex saving throw halves the damage.

An ice assassin slain by fire damage simply melts into a pool of water.

Material Component: This spell is cast over the ice statue of the creature to be duplicated.

Some portion of the creature to be duplicated (hair, nail, and so on) must be placed inside the ice statue as it is constructed.

In addition, the spell requires powdered diamond worth 20,000 gp.

XP Cost: 5,000.

NECROMANCY

BLOOD SNOW

Necromancy [Cold]

Level: Cleric 2, druid 2, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft. square of snow/level

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

You must cast this spell on a snow field.

You corrupt an area of fallen snow, imbuing it with negative energy.

Each round, a creature in contact with blood snow must succeed on a Fortitude save or take 1d2 points of Constitution drain.

In addition, anyone failing a saving throw is nauseated for the duration of the spell.

BONE CHILL

Necromancy

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: No

A ray of burning cold erupts from your fingertips.

Corporeal undead struck by the ray are covered in a layer of ice, rendering the subject immobile as if *held*.

Each round on its turn, the subject may attempt a new saving throw to break free of the ice.

(This is a full-round action that does not provoke attacks of opportunity).

Material Component: A small piece of bone and a 1-inch cube of ice.

EASE OF BREATH

Necromancy [Cold]

Level: Cleric 1, druid 1, ranger 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You grant the target the ability to survive in thin air, conferring a +20 inherent bonus on Fortitude saves to resist altitude sickness as well as saving throws to resist becoming fatigued due to altitude or thin air.

FROSTBURN

Necromancy [Cold]

Level: Cleric 4

This spell functions like *lesser frostburn*, except that it deals 3d12 points of frostburn damage +1 point per caster level (maximum +20).

FROSTBURN, LESSER

Necromancy [Cold]

Level: Cleric 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

When laying your hand upon a creature, you channel cold energy that deals 1d12 points of frostburn damage +1 point per caster level (maximum +5).

When cast upon a cold subtype creature, this spell heals a like amount of damage, rather than harming it.

FROSTBURN, MASS

Necromancy [Cold]

Level: Cleric 6

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

Cold energy spreads out in all directions from the point of origin, dealing 3d12 points of frostburn damage +1 point per caster level (maximum +20) to nearby enemies.

Like other *frostburn* spells, *mass frostburn* cures cold subtype creatures in its area rather than damaging them.

GELID BLOOD

Necromancy [Cold]

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude partial

Spell Resistance: Yes

Cold energy surges through the target's body, congealing the blood in the creature's extremities.

This effect causes a -4 penalty on attacks, Armor Class, and all Strength- and Dexterity-related checks, and anyone casting a spell with a somatic component has a 50% chance of spell failure for the duration of the spell.

If the target makes its Fortitude save, the creature only takes a -2 penalty on attacks, Armor Class, and all Strength- and Dexterity-related checks and has only a 25% chance of spell failure for spells with a somatic component.

Material Component: A pinch of flour.

HEARTFREEZE

Necromancy [Cold]

Level: Sorcerer/wizard 6

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You encase the heart of the target creature in a block of ice. The target becomes immediately exhausted and dies in 1d3+2 rounds.

The subject is entitled to a Fortitude saving throw to survive the attack.

If the target succeeds on the save, it instead takes 5d8 points of cold damage and is not exhausted.

(The target might die from damage even if it succeeds on the saving throw).

A character attempting to save the victim of a *heartfreeze* spell must use a healing spell or effect on the victim as well as succeed on a DC 26 caster level check, otherwise the victim will succumb to the *heartfreeze* and die.

A creature immune to critical hits and sneak attacks is unaffected by *heartfreeze*.

Material Component: A strip of dried humanoid sinew.

HEAT LEECH

Necromancy [Cold]

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

You plant a tiny sphere of intense cold in the body of a living creature.

On each round on your turn (including the round during which you cast the spell), the target must succeed on a Fortitude saving throw or take 1d8 points of cold damage.

Material Component: A leech and a pinch of snow.

HIBERNATE

Necromancy

Level: Cleric 5, druid 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: One living creature

Duration: 1 week/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

You put a creature into a state of suspended animation, slowing its life functions to almost imperceptible levels and allowing a creature to survive for weeks without food or water.

This suspension of life functions automatically stabilizes a dying creature, and it can save starving or dehydrated creatures from death.

Creatures affected by a *hibernate* spell have a slower metabolism, healing wounds at a rate of just 1 hit point per level per week.

If the target is unwilling, it is entitled a Will saving throw. A successful saving throw negates the effect of the spell; a failure allows the target an additional saving throw whenever it takes damage, when it is splashed with water or other liquids, or when 24 hours pass, whichever comes first.

MINDFROST

Necromancy [Cold]

Level: Sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

This spell freezes the mental pathways of living creatures, dealing 5d6 points of cold damage and 1d4 points of Intelligence damage.

Material Component: A small stone covered in frost.

SHIVERING TOUCH

Necromancy [Cold]

Level: Cleric 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

On a successful melee touch attack, you instantly suck the heat from the target's body, rendering it numb.

The target takes 3d6 points of Dexterity damage.

Creatures with the cold subtype are immune to the effects of *shivering touch*.

SHIVERING TOUCH, LESSER

Necromancy [Cold]

Level: Cleric 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

Your successful melee touch attack delivers a bitter chill to the target, causing it to shiver uncontrollably for the duration of the spell.

Shivering characters take 1d6 points of Dexterity damage.

Creatures with the cold subtype are immune to the effects of *lesser shivering touch*.

THIN AIR

Necromancy [Cold]

Level: Cleric 2, druid 2, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 30-ft.-radius emanation

Duration: 1 min./level

Saving Throw: Fortitude negates

Spell Resistance: No

This spell thins the oxygen in the area, causing creatures caught therein to suffer the effects of extreme altitude sickness.

Subjects failing their saves take 1 point of damage to all ability scores because of altitude sickness (see page 90 of the *Dungeon Masters Guide*).

Characters acclimated to high altitude receive a +4 competence bonus on their saving throws.

Creatures that do not breathe are immune to the effects of the spell.

WAVES OF COLD

Necromancy [Cold]

Level: Sorcerer/wizard 6

Components: V, S, Coldfire

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Waves of frigid energy render all creatures with the fire subtype in the spell's area shaken for the duration of the spell.

Any creature with the cold subtype caught in the area of this spell loses its immunity to cold for the duration of the spell.

Whether or not a creature makes its saving throw, it becomes immune to further castings of this spell for 24 hours.

Coldfire Component: Two ounces of coldfire.

TRANSMUTATION

ALGID ENHANCEMENT

Transmutation [Cold]

Level: Cleric 6

Components: V, S, Coldfire

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One cold creature/level

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

You energize cold creatures with a surge of coldfire.

Creatures with the cold subtype affected by this spell gain a +1 deflection bonus to AC, +1d8 temporary hit points, a +1 enhancement bonus on attack rolls, and a +2 bonus on saving throws against fire effects.

Each of these enhancements increases by +1 for every three caster levels.

So a 12th-level caster grants a +5 deflection bonus to AC, an extra 1d8+4 temporary hit points, a +5 enhancement bonus

on attack rolls, and a +6 resistance bonus on saving throws against fire effects.
This spell has no effect on creatures not of the cold subtype.
Coldfire Component: One ounce of coldfire.

ANIMATE SNOW

Transmutation [Cold]

Level: Druid 6

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Up to a 20-ft. cube of snow

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You imbue a mass of fallen snow with mobility and a semblance of life.

The snow to be animated may be natural or magically created.

Snow animated by this spell is treated as an animated object.

You can animate four Large animated objects, two Huge animated objects, or one Gargantuan animated object.

For details, see the Animated Object entry, page 13 of the *Monster Manual*.

The animated snow can assume any basic shape you wish, and it attacks as directed by your vocal commands.

Animated snow objects possess the Blind and Trample special attacks as detailed in the *Monster Manual* entry for animated objects.

In addition, they have the cold subtype, and do an additional 1d6 points of cold damage on a successful hit.

Animated snow objects take 1d6 points of damage each round if they exist in a place with temperatures above freezing.

Material Component: Meltwater from a glacier.

AURA OF COLD, GREATER

Transmutation [Cold]

Level: Cleric 7, druid 7

Range: 10 ft.

Area: 10-ft.-radius spherical emanation, centered on you
This spell functions exactly like *lesser aura of cold*, except it deals 2d6 points of cold damage to all creatures within 10 feet.

AURA OF COLD, LESSER

Transmutation [Cold]

Level: Cleric 3, druid 3, paladin 4, ranger 4

Components: V, S, DF

Casting Time: 1 standard action

Range: 5 ft.

Area: 5-ft.-radius spherical emanation, centered on you

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

You are covered in a thin layer of white frost and frigid cold emanates from your body, dealing 1d6 points of cold damage at the start of your round to each creature within 5 feet.

BINDING SNOW

Transmutation [Cold]

Level: Cleric 3, druid 3, paladin 3, ranger 3

Components: V, S, DF, Frostfell

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: One 10-ft. square/level

Duration: 1 hour/level (D)

Saving Throw: Reflex negates

Spell Resistance: Yes

This spell must be cast on a snow field.

That snow field instantly freezes, impeding movement through the area.

A creature caught within the area can move only at half its normal speed.

By making a DC 20 Strength check or a DC 25 Escape Artist check, the creature can move at its normal speed for that round.

A creature that succeeds on a Reflex save is not impeded.

BLIZZARD

Transmutation [Cold]

Level: Druid 5, Winter 5

Components: V, S

Casting Time: 1 round

Range: Long (400 ft. + 40 ft./level)

Area: 100 ft.-radius/level spread

Duration: 1 round/level

Saving Throw: Fortitude partial

Spell Resistance: No

Immediately upon completion of this spell, the temperature drops to below freezing and a powerful blizzard erupts in the area.

Visibility is reduced to zero, making Spot, Search, and Listen checks and all ranged attacks impossible.

Unprotected flames are automatically extinguished and protected flames have a 75% chance of being doused.

Creatures unprotected from the cold must make a Fortitude save or take 1d6 points of nonlethal cold damage. One foot of new snow falls each round.

Movement within the area is impeded, depending on the creature's size and depth of snow (for movement in a snow field, see page 12).

BRUMAL STIFFENING

Transmutation [Cold]

Level: Cleric 2, druid 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One weapon

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: Yes

The targeted weapon becomes brittle, reducing its hardness by 5 for the duration of the spell, thereby increasing the effectiveness of sunder attempts against the weapon.

In addition, rolling a 1 on an attack with the targeted weapon causes it to take damage equivalent to the amount it would have dealt on a successful hit.

CONTROL SNOW AND ICE

Transmutation

Level: Cleric 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Ice and snow in a volume of 10 ft./level by 10 ft./level by 2 ft./level (S)

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

Depending on the version you choose, the *control snow and ice* spell raises or lowers ice or snow.

Lower Snow and Ice: This causes snow and ice to sink away to a minimum depth of 1 inch.

The depth can be lowered by up to 2 feet per caster level.

The snow and ice is lowered within a squarish depression whose sides are up to 10 feet long per caster level.

In extremely large and deep snow and ice fields, such as a glacier, the spell creates a crevasse that sweeps creatures downward (without dealing damage), rendering them unable to leave by normal movement for the duration of the spell.

They can climb out of a crevasse, as normal with a DC 18 Climb check.

When cast on ice elementals and other ice-based creatures, this spell acts as a *slow* spell.

The spell has no effect on other creatures.

Raise Snow and Ice: This causes snow and ice to rise in height, just as the *lower snow and ice* version causes it to lower.

Creatures and objects on top of the snow or ice are raised along with the top level of snow.

For either version, the character may reduce one horizontal dimension by half and double the other horizontal dimension.

CONTROL TEMPERATURE

Transmutation [Cold, Fire]

Level: Druid 3, sorcerer/wizard 3

Components: V, S, M/DF

Casting Time: 1 round

Range: 20 ft./level

Area: 20 cu. ft./level emanation, centered on you

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You imbue an area with cold or fire energy, reducing or raising the temperature by one temperature band per five caster levels.

Effects of the new temperature on creatures and the environment are incurred immediately (see *Cold Dangers*, page 8 of this book, and *Heat Dangers*, page 303 of the *Dungeon Master's Guide*).

Arcane Material Component: A drop of mercury.

CRUNCHY SNOW

Transmutation [Cold]

Level: Druid 1, ranger 1

Components: V, S, Frostfell

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: One 20-ft.-by-20-ft. square of snow/level

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

An area of fallen snow designated by you becomes hard and crumbly, generating a loud crunch when stepped upon.

Creatures take a -20 penalty on Move Silently checks when traveling through crunchy snow.

EVERGREEN

Transmutation [Fire]

Level: Druid 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 10-ft. radius

Duration: 1 hour/level and instantaneous; see text

Saving Throw: None

Spell Resistance: No

You imbue a 10-foot-radius area of plant life with magical heat, instantly healing 1d8 points of damage +1 point per caster level (maximum +10), and granting immunity to cold for the duration of the spell.

Evergreen affects natural plants as well as creatures with the plant subtype.

FIMBULWINTER

Transmutation [Cold]

Level: Cleric 9, druid 8, sorcerer/wizard 8, Winter 9

Components: V, S, XP

Casting Time: 10 minutes (see text)

Range: 1 mile/level

Area: 1 mile/level radius, centered on you

Duration: 4d12 weeks

Saving Throw: None

Spell Resistance: No

You change the weather to a state of permanent winter, or strengthen winter conditions already present.

It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest themselves.

The current, natural weather conditions are determined by the DM.

You then choose what wintry conditions you want to manifest; the strength of the winter depends on the existing climate and season of the area.

Season	Possible Weather
Spring	Frequent snowfall, nightly frost
Summer	Light snow, hailstorms, cold rain, cloudy
Autumn	Frequent snowfall, frost
Winter	Frigid cold, blizzard, and constant snowfall

Daily wind and snowfall during a *fimbulwinter* are determined using the table below.

Add +8 to the roll when cast during winter, +4 in spring or autumn, -2 in summer, +2 for a cold climate, -2 for temperate climate, and -6 for hot climate.

Roll separately for wind and snow.

The snow and wind shown are the maximum possible for the day; at your option, there can be less wind or snow.

FIMBULWINTER d20 Roll	Amount of Snowfall	Amount of Wind
0 or less	1d12 inches of snowfall melt	Weak (0-10 mph)
1-5	No new snow	Weak (0-10 mph)
6-10	1d4-1 inches snow	Moderate (11+ mph)
11-15	1d8 inches snow or 1 inch hail	Moderate (11+ mph)
16-20	1d12 inches snow	Strong (21+ mph)
21-25	2d12+4 inches snow	Strong (21+ mph)
26+	1d6+1 feet of snow	Very strong (31+ mph)

You control the general tendencies of the weather, such as the direction and intensity of the wind.

When you select a certain weather condition to occur, the weather assumes that condition 10 minutes later (changing gradually, not abruptly).

The weather continues as you left it for the duration, or until you use a standard action to designate a new kind of weather (which fully manifests itself 10 minutes later).

XP Cost: 100 XP.

FLASH-FREEZE

Transmutation [Earth, Cold]

Level: Druid 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 10-ft. square/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

All earth, stone, and water in the spell's area is drained of heat.

Earth, mud, and stone become everfrost and water freezes.

You affect a 10-foot-square area to a depth of 1 foot.

Magical, enchanted, dressed, or worked stone cannot be affected.

Earth, stone, or water creatures are not affected.

This spell can be used to create small icebergs in large bodies of water.

These icebergs float, but are extremely slippery and unstable, requiring a DC 15 Balance check per round to stay on the iceberg.

Icebergs may be propelled through the water by the current, paddling, or other means.

FLESH TO ICE

Transmutation

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The subject, along with all its carried gear, turns into a mindless, inert ice sculpture.

If the sculpture resulting from this spell is broken, melted, or damaged, the subject (if ever returned to its original state) has similar damage or deformities.

The creature is not dead, but it does not seem to be alive either when viewed with spells such as *deathwatch*.

Only creatures made of flesh are affected by this spell.

Material Component: Water and a drop of blood.

FLOAT

Transmutation

Level: Sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target: One Large or smaller creature or object

Duration: 1 min./level

Saving Throw: Fortitude negates

Spell Resistance: Yes

The target gains buoyancy and can float on water for the duration of the spell.

It cannot swim below the surface of the water.

Creatures that must breathe water can still do so, but cannot swim under the surface.

If the target is underwater at the time this spell is cast, it rises toward the surface at a speed of 30 feet.

Material Component: An ice cube dropped into water.

FORTIFY COLD CREATURES

Transmutation [Cold]

Level: Cleric 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: One creature/level, no two of which can be more than 30 ft. apart

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Creatures with the cold subtype gain a +1 sacred bonus on all attack rolls and on saving throws against fire effects.

FREEZE ARMOR

Transmutation [Cold]

Level: Cleric 4, druid 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Metal equipment of one creature/level

Duration: 1 round/level

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

Freeze armor locks suits of metal armor and equipment into a layer of ice and extreme cold, immobilizing and damaging the armor's wearers.

Unattended, nonmagical metal gets no saving throw.

Enchanted metal is allowed a saving throw against the spell.

An item in a creature's possession uses the creature's saving throw (unless its own is higher).

A creature wearing metal armor that fails its save is frozen in place.

The spell locks the armor's joints and seams in inches of solid ice.

The frozen creature takes the damage listed below.

In addition, it suffers a -6 penalty on attack rolls, a -8 penalty to effective Dexterity, and can't move.

A frozen character who attempts to cast a spell must make a Concentration check (DC 15 + level of spell being cast) or lose the spell.

A creature wearing metal armor that makes its save takes half the damage listed below.

A creature not wearing metal armor that fails its save takes the damage listed below if its armor is affected or if it is holding, touching, wearing, or carrying metal weighing one-fifth of its weight.

The creature takes minimum damage (1, 2, 3, or 4 points; see the table) each round if it is not wearing metal armor or the metal that it is carrying weighs less than one-fifth of the creature's weight.

A creature not wearing or carrying metal less than one-fifth of its weight that makes its save is entirely unaffected by *freeze armor*.

FREEZE ARMOR DAMAGE

Round	Temperature	Cold Damage
1	Cold	1d6 points
2	Icy	2d6 points
3-5	Freezing	3d6 points
6+	Lethal	4d6 points

Any heat intense enough to damage the creature negates cold damage from the spell (and vice versa) on a point-for-point basis.

For example, if the damage from a *freeze armor* spell indicates 5 points of cold damage and the creature plunges through a wall of fire in the same round and takes 8 points of fire damage, it winds up taking no cold damage and only 3 points of fire damage.

FROST WEAPON

Transmutation

Level: Cleric 2, druid 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Area: Weapon touched

Duration: 1 round/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: No

You imbue a weapon with icy cold, granting it a power similar to the frost special ability.

A frost weapon deals an extra 1d6 points of cold damage on a successful hit.

If cast on a bow, crossbow, or sling, the spell bestows the cold energy upon the weapon's ammunition.

This ability stacks with the frost special ability, but not with itself.

Material Component: A drop of water.

FROSTFELL

Transmutation [Cold]

Level: Druid 8, sorcerer/wizard 9

Components: V, S, M/DF

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft. cube/level

Duration: 1 hour/level

Saving Throw: Fortitude partial; see text

Spell Resistance: See text

The area you designate becomes a frigid and icy environment, immediately dropping the temperature by 3 temperature bands.

For example, if the temperature is moderate, it drops to extreme cold (see page 9).

If the new temperature is below the cold band, all water is turned to ice and all earth and stone becomes everfrost to a depth of 10 feet per caster level.

Air within the area freezes, resulting in a heavy snowstorm lasting for the duration of the spell.

Snow accumulates only if the ground temperature is below the moderate band.

Living creatures caught within the area when the spell is cast instantly turn to ice (as per the *flesh to ice* spell).

If a creature successfully saves, *frostfell* deals 1d6 points of frostburn damage per caster level (maximum 20d6).

Creatures entering the area after the spell has been cast do not take this damage; however, all creatures in the area are subject to the normal effects of cold, snow, and ice for the duration of the spell.

Objects in the area, including those held by creatures, are instantly covered in a thin layer of frost, making them slippery.

When a creature uses a frosted item (a weapon, lockpicks, a potion, and so on), it must succeed on a DC 10 Dexterity check or it drops the item before it can be used.

Cold spells cast within the area gain a +1 caster level.

Multiple *frostfells* may be cast in the same area to increase the effects (dropping the temperature by an additional 3 bands).

The temperature band cannot be dropped below unearthly cold, no matter how many times *frostfell* has been cast.

Arcane Material Component: A pinch of dust and a few drops of water.

HIBERNAL HEALING

Transmutation [Cold]

Level: Cleric 5, druid 4

Components: V, S, Frostfell

Casting Time: 1 round

Range: Personal

Target: You

Duration: Instantaneous

Saving Throw: Fortitude half (harmless)

Spell Resistance: Yes (harmless)

You absorb slush, snow, and ice, channeling the cold energy stored within to cure 10 points of damage per caster level, to a maximum of 150 points at 15th level.

The spell melts all slush, snow, and ice within 10 feet of the caster.

ICE SHAPE

Transmutation [Cold]

Level: Cleric 3, druid 3, sorcerer/wizard 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Area: Ice touched, up to 10 cu. ft. + 1 cu. ft./level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You can form an existing piece of ice into any shape that suits your purpose.

For example, you can make an ice weapon, a special trapdoor, or a crude idol.

Ice shape also permits you to reshape an ice door to make an exit where one didn't exist or to seal a door shut.

While it's possible to make crude coffers, doors, and so forth with *ice shape*, fine detail isn't possible.

There is a 30% chance that any shape including moving parts simply doesn't work.

Arcane Material Component: Slush, which must be spread into roughly the desired shape of the ice object and then touched to the ice while the verbal component is uttered.

ICE SKATE

Transmutation

Level: Druid 1, ranger 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level (D)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

You allow a creature to skate across any icy surface, either level or inclined, increasing its base land speed by 60 feet. (This adjustment is treated as an enhancement bonus).

No Balance checks are required for this movement (even during combat on ice) unless the recipient attempts exceptional maneuvers, such as jumping a crevasse or gliding up a frozen waterfall, or takes damage—even then, the recipient gains a +4 enhancement bonus on its Balance check.

ICE TO FLESH

Transmutation

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One frozen creature or a cylinder of ice from 1 ft. to 3 ft. in diameter and up to 10 ft. long

Duration: Instantaneous

Saving Throw: Fortitude negates (object); see text

Spell Resistance: Yes

This spell restores a frozen creature to its normal state, restoring life and goods.

The creature must make a DC 15 Fortitude save to survive the process.

Any frozen creature, regardless of size, can be restored.

The spell also can convert a mass of ice into a fleshy substance.

Such flesh is inert and lacking a vital life force unless a life force or magical energy is available.

(For example, an ordinary ice sculpture would become a corpse).

You can affect an object that fits within a cylinder from 1 foot to 3 feet in diameter and up to 10 feet long or a cylinder of up to those dimensions in a larger mass of ice.

Material Component: A cube of ice and a drop of blood.

IVORY FLESH

Transmutation

Level: Bard 1, druid 1, ranger 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject's flesh and all his equipment turn white, granting him a +5 circumstance bonus on Hide checks in heavy snow or ice areas.

In any nonwhite-hued area (including ebony ice), *ivory flesh* instead incurs a –5 penalty on Hide checks.

MANTLE OF THE ICY SOUL

Transmutation

Level: Cleric 6, druid 5

Components: V, S, M, XP

Casting Time: 1 standard action

Range: Touch

Area: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Mantle of the icy soul permanently adds the cold subtype to the targeted creature.

The skin, hair, and scales of the creature subtly change color to take on an icy blue tint, and its breath does not frost in cold temperatures.

The recipient of a *mantle of the icy soul* gains immunity to cold, but has vulnerability to fire, which means that it takes half again as much damage (+50%) as normal from fire regardless of whether a saving throw is allowed, or if it is a success or a failure.

There is no change to the creature's Challenge Rating or effective character level.

The effects of this spell can be removed by a *limited wish* or *wish*.

Material Component: A handful of ice or snow that must be pressed to the target's body.

XP Cost: 2,000.

MELD INTO ICE

Transmutation

Level: Cleric 3, druid 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

Meld into ice enables you to meld your body and possessions into a single block of ice.

The ice must be large enough to accommodate your body in all three dimensions.

When the casting is complete, you and not more than 100 pounds of nonliving gear merge with the ice.

If either condition is violated, the spell fails and is wasted. While in the ice, you remain in contact, however tenuous, with the face of the ice through which you melded.

You remain aware of the passage of time and can cast spells on yourself while hiding in the ice.

Nothing that goes on outside the ice can be seen, but you can still hear what happens around you.

Minor physical damage to the ice does not harm you, but its partial destruction (to the extent that you no longer fit within it) expels you and deals you 5d6 points of damage.

The ice's complete destruction (by damage or thawing) expels you and slays you instantly unless you make a DC 18 Fortitude save.

Any time before the duration expires, you can step out of the ice through the surface that you entered.

If the spell's duration expires or the effect is dispelled before you voluntarily exit the stone, you are violently expelled and take 5d6 points of damage.

The following spells harm you if cast upon the ice that you are occupying: *Ice to flesh* expels you and deals you 5d6 points of damage.

Ice shape deals you 3d6 points of damage but does not expel you.

Thaw expels you and then slays you instantly unless you make a DC 18 Fortitude save, in which case you are merely expelled.

Finally, *pass through ice* expels you without damage.

MOVE SNOW AND ICE

Transmutation [Cold, Ice]

Level: Druid 6, sorcerer/wizard 6

Components: V, S, M

Casting Time: See text

Range: Long (400 ft. + 40 ft./level)

Area: Snow or ice in an area up to 750 ft. square and up to 10 ft. deep (S)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell moves snow and ice.

The area to be affected determines the casting time.

For every 150-foot square (up to 10 feet deep), casting takes 10 minutes.

The maximum area, 750 feet by 750 feet, takes 4 hours and 10 minutes to move.

This spell does not violently break the surface of snow or ice.

Instead, it creates wavelike crests and troughs, with glacierlike fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography.

The spell cannot be used for tunneling and is generally too slow to trap or bury creatures.

Its primary use is for digging or adjusting terrain contours before a battle.

This spell has no effect on ice creatures.

Material Component: A mixture of snow and ice in a small bag, and an iron blade.

PASS THROUGH ICE

Transmutation

Level: Cleric 5, druid 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Yes (harmless)

Spell Resistance: Yes (harmless)

The transmuted creature is able to pass through ice or snow as easily as water, but not through stone or frozen mud.

The creature moves at a speed of 15 feet and can rise or sink into ice at a rate of 5 feet per round.

When a *pass through ice* spell ends, the affected creature is ejected out to the nearest ice surface.

If someone dispels *pass through ice* or you dismiss it while a creature is still in the ice, the creatures may be trapped in the ice unless they can reach the nearest surface within a single round of movement.

Creatures trapped act as if caught in an *entomb* spell.

SNOW WALK

Transmutation

Level: Druid 2, ranger 2, Winter 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Targets: One creature/level touched

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subjects can walk on top of snow rather than through it, avoiding the usual movement penalties and leaving neither footprints nor scent.

Tracking the subject is impossible by nonmagical means, and the gliding along the surface of the snow adds 10 feet to the target creature's land speed.

(This adjustment is treated as an enhancement bonus).

SNOWDRIFT

Transmutation

Level: Druid 1, sorcerer/wizard 1

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Snow touched, up to 10 cu. ft. + 1 cu. ft./level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You can form existing snow into any shape that suits your purpose.

For example, you can make a snowbank for concealment, sculpt a snow statue or idol, open a tunnel in deep snow, or simply cover a set of tracks.

Snowdrift also permits you to raise snowy barriers around a door or house to prevent vision in or out, or to clog a chimney with snow.

Snow cannot be made into weapons with this spell, and *snowdrift* does not affect solid ice in any form.

Arcane Material Component: A pinch of white flour.

SNOWSIGHT

Transmutation

Level: Druid 1, ranger 1, Winter 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes (harmless)

The subject gains the ability to see to the normal limits of its vision even in whiteout conditions, and ignores all penalties due to snow glare and snow blindness.

Snowsight is no better than normal vision.

During daylight, this usually means the subject can see to the horizon; at night, vision is restricted to ambient light or darkvision as appropriate for the subject creature.

Snowsight does not grant creatures the ability to see in darkness.

SUPPRESS FLAME

Transmutation [Cold]

Level: Sorcerer/wizard 6

Components: V, S, Coldfire

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Area: 10-ft. cube/level (S)

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You imbue an area with a combination of cold and negative energies that suppresses flame.

Illumination emitted by fire (torches, continual flame, and so on) is reduced by half.

For example, a hooded lantern within the area of a *suppress flame* spell clearly illuminates a 15-foot radius (instead of a 30-foot radius) and provides shadowy illumination in a 30-foot radius (instead of a 60-foot radius).

In addition, all damage caused by fire, including all fire spells and spell-like effects, is reduced to 1 point per die.

So, a *fireball* cast by a 10th-level wizard would deal 10 points of fire damage to those who fail their Reflex save or 5 points of fire damage to those who make their Reflex save, rather than 10d6 points of fire damage or half that amount, respectively, outside the confines of a *suppress flame* spell.

A caster can make a caster level check (DC 10 + the *suppress flame*'s caster level) to cause normal amounts of damage from fire spells.

A new caster level check must be made for each spell cast.

Coldfire Component: Ten ounces of coldfire.

THAW

Transmutation [Earth, Fire]

Level: Druid 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 10-ft. cube/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

All everfrost, slush, snow, mud, and ice in the spell's area are filled with heat.

Ice and snow become slush, slush becomes everfrost, and everfrost becomes bog (see page 88 of the *Dungeon Master's Guide*, for information on bogs).

GHOSTWALK (3.0)

ABJURATION

ANTI-ECTOPLASM SHELL

Abjuration [Ectomancy]

Level: Sor/Wiz 6

Components: V, S

As *antilife shell*, except that it affects only ectoplasm, whether inert or part of an ectoplasmic creature.

DELAY MANIFESTATION

Abjuration [Ectomancy]

Level: Clr 2, Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One living creature

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

You prevent the subject creature from manifesting as a ghost for the duration of the spell.

If the subject dies, it appears on the Ethereal Plane as normal, but cannot enter the Material Plane while the spell is in effect.

This spell works only on an ethereal ghost or a living creature with a physical body; it cannot be cast upon the body of someone who is already dead, because this spell affects a creature's soul and a dead body has no soul to affect.

DISPEL POSSESSION

Abjuration [Ectomancy]

Level: Brd 4, Clr 5, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You force a being that is possessing a creature out of its host body.

The possessor acts as if it had left its host voluntarily (a ghost appears next to the host, a person using *magic jar* returns to its receptacle if in range or dies if it is not, and so on).

Alternatively, this spell may be used as a form of *dispel magic* to dispel a *charm*, *dominate*, or similar effect on a target.

Material Component: powered silver worth 1 gp.

ETHEREAL ALARM

Abjuration

Level: Brd 2, Rgr 2, Sor/Wiz 2

As *alarm*, but detecting only ethereal creatures that enter the warded area.

The spell does not give you the ability to see the ethereal creatures once the alarm is triggered.

GHOST LOCK

Abjuration [Ectomancy]

Level: Clr 2, Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One willing nonhumanoid

Duration: 1 hour/level or until discharged

Saving Throw: None

Spell Resistance: No

If the nonhumanoid subject creature dies while this spell is in effect, the creature's soul does not immediately enter the realm of the dead, and it can instead attempt to enter the Material Plane as a ghost, just as if it were a type of creature (humanoid) normally capable of such.

Once the creature becomes a ghost, it can remain so until the spell duration expires, at which time it immediately passes through the Veil of Souls to the True Afterlife.

The creature may willingly do this before the duration expires.

GLYPH OF TURNING

Abjuration

Level: Clr 3

As *glyph of warding*, except that instead of a spell effect or a blast of energy, the spell unleashes a burst of positive or negative energy, depending on whether you channel positive or negative energy.

When you cast this spell, it uses one of your turning attempts for the day.

If you have a feat or special ability that alters your turning check (such as Empower Turning), you may apply that modifier to the turning or rebuking stored in the glyph.

When the glyph is triggered, the turning or rebuking attempt functions as if you were making the turning roll.

A successful turning or rebuking attempt causes the undead to flee the glyph.

If the result is that the undead are commanded, they guard the area of the glyph for 24 hours and then are released from the effects of the command.

The commanded undead do not serve you.

PROTECTION FROM POSSESSION

Abjuration

Level: Brd 1, Bone Collector 1, Clr 1, Ghost 1, Pal 1, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

This spell wards a creature against mental control and possession attempts.

The spell blocks any attempt to possess the warded creature (as by a *magic jar* attack or certain ghost feats) or to exercise mental control over the creature (as by a vampire's supernatural domination ability, which works similarly to *dominate person*).

The protection does not prevent a vampire's domination itself, but it prevents the vampire from mentally commanding the protected creature.

If the *protection from possession* effect ends before the domination effect does, the vampire would then be able to mentally command the controlled creature.

Likewise, the spell keeps out a possessing life force, but does not expel one if it is in place before the spell is cast.

Arcane Material Component: A bit of powdered silver, which is used to mark the forehead of the target creature.

REPEL ECTOPLASM

Abjuration [Ectomancy]

Level: Ghost 7, Sor/Wiz 6

As *repel wood*, but affecting only ectoplasm, whether inert or part of an ectoplasmic creature.

Large manifestations of ectoplasm (such as a *wall of ectoplasm* spell) are not considered "fixed firmly" for the purpose of this spell and are pushed back by the waves of energy.

SONG OF THE CALLING

Abjuration [Ectomancy]

Level: Brd 3

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One ghost

Duration: Instantaneous

Saving Throw: Will negates; see text

Spell Resistance: Yes

You force a ghost to succumb to the Calling and depart immediately for the True Afterlife.

Each level in the eidolon class the target ghost has gives it a -1 penalty on its saving throw against this spell.

SURELIFE

Abjuration

Level: Repose 8

Components: V, S, M

Casting Time: 1 round

Range: Personal

Target: You

Duration: 1 minute/level

This spell allows you to protect yourself against some condition, such as being immersed in boiling oil or being buried under an avalanche, that would ordinarily cause certain death.

You can protect yourself against only a natural occurrence or condition, not against a spell or the action of a creature (such as the breath of a dragon or the swords of a group of bandits).

You must specify the condition against which you wish to protect yourself, and the spell is effective against only that condition.

Should you be subjected to that condition during the duration of the spell, you feel no discomfort and take no damage from the condition.

However, the spell does not protect any items carried on your person.

At the end of the spell's duration, the condition has full normal effects on you if you are still subjected to it.

Material Components: An ointment of peach syrup and cinnabar.

This spell first appeared in *Oriental Adventures*.

CONJURATION

CREATE ECTOPLASM

Conjuration (Creation) [Ectomancy]

Level: Clr 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Touch

Effect: 1 lb. of raw ectoplasm/level

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

You create raw ectoplasm.

The ectoplasm forms from your hands, eyes, or mouth, and may be pale gray, light blue, light green, or pale yellow.

You may create sticky or slippery ectoplasm.

The ectoplasm does not vanish until the spell duration has expired, but if the spell is dispelled and the ectoplasm has been in existence for more than 10 minutes, it vanishes instantly.

ECTOPLASMIC WEB

Conjuration (Creation) [Ectomancy]

Level: Sor/Wiz 3

Components: V, S, M

As *web*, except as noted below and that the strands are made of ectoplasm and therefore affect incorporeal creatures.

Material Component: A bit of spider web and splinters from a sphere made of resin.

FETID BREATH

Conjuration (Creation)

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: 10 ft.

Area: Cone

Duration: 1 round (see text)

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

This spell functions like *stinking cloud*, except as noted above and as follows.

You exhale a 10-foot cone of stinking gas.

Though the cone persists for only 1 round, creatures who succumb to its effects are still nauseated for 1d4+1 rounds after leaving the area of the cone.

A creature that has a special saving throw bonus against poison may apply that to its saving throw against this spell. Creatures immune to poison are unaffected by *fetid breath*.

Legends maintain that this spell was created either by the yuan-ti or by an arcane worshiper of Khostren.

Material Component: A clove of garlic or an onion, which you must eat.

HAIL OF ECTOPLASM

Conjuration (Creation) [Ectomancy]

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 10-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

An explosion of spheres of hardened ectoplasm occurs from a point you designate.

The spheres deal 1d6 points of bludgeoning damage per two caster levels (maximum 5d6) to creatures within the effect.

The ectoplasm decays into nothingness after the spell takes effect.

Material Component: A handful of resin marbles.

RAISE GHOST

Conjuration (Healing) [Ectomancy]

Level: Clr 4

As *raise dead*, except that this spell can bring back only a ghost who has been killed.

It does not restore life to a dead body, but instead brings back a slain ghost as a ghost.

The spell requires some of the ghost's original ectoplasm (some of the ghost's ectoplasm that has been preserved with magic or alchemy is sufficient).

Alternatively, you may cast it on a dead creature's body to bring it back as a ghost.

The creature's soul is aware that it will return as a ghost instead of a living creature and can refuse to accept the spell if it does not want this to happen.

This form of the spell works only on creatures that can become ghosts.

As with other forms of this magic, if cast within the Manifest Ward, a raised ghost does not lose a level or a Constitution point when brought back from the dead.

SUMMON UNDEAD I

Conjuration (Summoning) [Evil; see text]

Level: Sor/Wiz 1

Components: V, S, F

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

As *summon monster I*, except that you summon an undead creature.

The spell conjures one of the creatures from the 1st-level list on the Summon Undead table below.

You choose which creature to summon, and you can change that choice each time you cast the spell.

Summoned undead do not count toward your total Hit Dice of undead you can control with *animate dead* or negative energy.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Summoning undead is always evil.

Focus: A tiny bag, a small (not lit) candle, and a carved bone from any humanoid.

This spell first appeared in *Magic of Faerûn*.

SUMMON UNDEAD II

Conjuration (Summoning) [Evil; see text]

Level: Sor/Wiz 2

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon undead I*, except that you can summon one undead from the 2nd-level list or 1d3 undead of the same type from the 1st-level list.

SUMMON UNDEAD III

Conjuration (Summoning) [Evil; see text]

Level: Sor/Wiz 3

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon undead I*, except that you can summon one undead from the 3rd-level list, 1d3 undead of the same type from the 2nd-level list, or 1d4+1 undead of the same type from the 1st-level list.

SUMMON UNDEAD IV

Conjuration (Summoning) [Evil; see text]

Level: Sor/Wiz 4

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon undead I*, except that you can summon one undead from the 4th-level list, 1d3 undead of the same type from the 3rd-level list, or 1d4+1 undead of the same type from a lower-level list.

SUMMON UNDEAD V

Conjuration (Summoning) [Evil; see text]

Level: Sor/Wiz 5

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon undead I*, except that you can summon one undead from the 5th-level list, 1d3 undead of the same type from the 4th-level list, or 1d4+1 undead of the same type from a lower-level list.

SUMMON UNDEAD

1st Level

Medium skeleton

Small zombie

2nd Level

Medium zombie

Large skeleton

3rd Level

Large zombie

Ghoul

Huge skeleton

4th Level

Allip

Bonesinger (using the sample 3rd-level bard as the base creature)

Ghast

Huge zombie

5th Level

Dread ram

Mummy

Necroplasm

Shadow

Spectral steed

Wight

Vampire spawn

WALL OF ECTOPLASM

Conjuration (Creation) [Ectomancy]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Anchored plane of ectoplasm, up to one 10-ft. square/level, or hemisphere of ectoplasm with a radius of up to 3 ft. + 1 ft./level

Duration: 1 minute/level

Saving Throw: See text

Spell Resistance: Yes

This spell creates an anchored plane of ectoplasm or a hemisphere of ectoplasm, depending upon the version selected.

A wall of ectoplasm cannot form in an area occupied by physical objects or creatures.

Its surface must be smooth and unbroken when created.

The ectoplasm is semisolid (not raw)—about the consistency of packed snow—and retains its shape rather than collapsing into a formless mass.

Because ectoplasm is a *ghost touch* material, it is an impenetrable barrier to incorporeal creatures (although they may attack the wall or go around it).

The ectoplasm is opaque and blocks line of effect.

Ectoplasm Plane: A sheet of ectoplasm appears.

The wall is 1 inch thick per caster level and covers up to a 10-foot-square per caster level (so a 6th-level wizard could create a wall of ectoplasm 30 feet long and 20 feet high, a wall 60 feet long and 10 feet high, and so on). The plane can be oriented in any fashion as long as it is anchored.

A vertical wall need be anchored only on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

The wall is primarily defensive in nature and is used to stop pursuers from following you and the like.

Each 10-foot square of wall has hardness 0 and 2 hit points per inch of thickness.

Creatures can hit the wall without making an attack roll.

A section of wall whose hit points drop to 0 is breached.

A creature can break through the wall with a Strength check (DC 12 + caster level).

Hemisphere: The wall takes the form of a hemisphere whose maximum radius is 3 feet +1 foot per caster level.

Thus, a 7th-level caster can create a hemisphere 10 feet in radius.

It is as hard to break through as the ectoplasm plane variation.

You can create the hemisphere so that it traps one or more creatures, though these creatures get a Reflex saving throw to avoid being trapped.

Material Component: A cube of resin and a drop of oil.

DIVINATION

DETECT GHOST

Divination [Ectomancy]

Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: 60 ft.

Area: Quarter-circle emanating from you to the extreme of the range

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

You detect ghosts.

The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of ghosts.

2nd Round: Number of different ghosts.

3rd Round: The location of each ghost.

I SMELL YOUR FEAR

Divination

Level: Rgr 4

Duration: 1 hour/level

As *locate creature*, except as noted above and below.

Material Component: A sample of the target's flesh, blood, hair, ectoplasm, or some other physical part.

ENCHANTMENT

BOTTOMLESS HATE

Enchantment (Compulsion) [Mind-Affecting]

Level: Rgr 2

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

You fill yourself with a terrible hatred against your favored enemies.

Against them you gain a +1 morale bonus on attack and damage rolls for every three caster levels.

This spell is suppressed by spells such as *calm emotions*.

CHARM PERSON OR GHOST

Enchantment (Charm) [Ectomancy, Mind-Affecting]

Level: Brd 2, Sor/Wiz 2

As *charm person*, except that it also affects ghosts.

DOMINATE PERSON OR GHOST

Enchantment (Compulsion) [Ectomancy, Mind-Affecting]

Level: Brd 5, Sor/Wiz 6

As *dominate person*, except that it also affects ghosts.

HARMONY

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Brd 1

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: Variable (see below)

When you play your instrument, sing your song, recite your epic poem, or speak your words of encouragement, you fill your allies with greater confidence than normal. When under the effect of this spell, you grant a +4 morale bonus on saving throws against *charm* and *fear* effects and a +2 morale bonus on attack and weapon damage rolls when you use your inspire courage ability.

The effect lasts as long as the effect of your inspire courage ability lasts.

If you don't begin to inspire courage within 1 minute of casting this spell, the effects of *harmony* end.

This spell first appeared in *Magic of Faerûn*.

HOLD PERSON OR GHOST

Enchantment (Compulsion) [Ectomancy, Mind-Affecting]

Level: Brd 3, Clr 3, Ghost 2, Sor/Wiz 4

As *hold person*, except that it also affects ghosts.

NIGHTMARE LULLABY

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Brd 2

Components: V, S

Casting Time: 1 full round

Range: Long (400 ft. + 40 ft./level)

Target: One creature

Duration: Concentration + 2 rounds

Saving Throw: Will negates

Spell Resistance: Yes

You put your target into a surreal, sleepwalking state.

The target must make a Will saving throw or become *confused*, thinking she has entered a nightmare. This spell first appeared in *Magic of Faerûn*.

PERSUADE TO MANIFEST

Enchantment (Compulsion) [Ectomancy, Mind-Affecting]

Level: Brd 2, Sor/Wiz 3

Components: V, S

Casting Time: 1 full round

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: Yes (harmless)

Spell Resistance: Yes (harmless)

This spell sends a powerful signal to the soul of a creature that has died and not yet manifested on the Material Plane or passed on to the True Afterlife.

The soul immediately appears on the Ethereal Plane and can immediately make a Wisdom check with a +10 morale bonus to manifest on the Material Plane.

If that check is failed, the ghost may make Wisdom checks normally every minute to manifest.

WAR CRY

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Brd 4

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: Will negates; see text

Spell Resistance: Yes; see text

You attack with a war cry that bolsters your own courage as well as intimidating your enemies.

As a result of this spell, you gain a +2 morale bonus on attack rolls and weapon damage rolls or a +4 morale bonus on attack rolls and weapon damage rolls made as part of a charge attack.

Any opponent you attack in melee must make a Will save or become panicked.

Once a target makes a successful saving throw against this effect, it cannot be affected by your war cry for one day.

This spell first appeared in *Magic of Faerûn*.

EVOCATION

BONERATTLE

Evocation [Sonic]

Level: Brd 1, Bone Collector 1, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature with bones

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

This spell creates a deep resonating vibration that damages bone.

It does not affect creatures that do not have true bones (such as elementals, incorporeal creatures, most golems, oozes, plants, or purely ectoplasmic creatures) or that are under the effect of spells that alter their bones (such as *stone bones*, or a *polymorph* spell to turn into a boneless creature), but does affect creatures with exoskeletons instead of humanlike bones (such as vermin).

The spell deals 1d4 points of damage per caster level (maximum 5d4).

Arcane Material Component: A tiny bell carved from a bone.

CANDLELIGHT

Evocation [Light]

Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0

Components: V, M/DF

Casting Time: 1 action

Range: Touch

Target: Object touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You cause an object to glow like a candle, shedding light in a 5-foot radius from the point you touch.

The effect is immobile, but it can be cast on a movable object if desired.

The light produced by this cantrip is not strong enough to counter or dispel any magical darkness.

Invented by the elves for use in nighttime ceremonies, *candlelight* has made its way into common usage.

It is particularly useful to novices and apprentices who need to spend long hours in study.

Arcane Material Component: A tiny candle.

INCORPOREAL DISHARMONICS

Evocation [Ectomancy, Sonic]

Level: Brd 2

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One incorporeal creature and see text

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

You create a wave of sonic energy that is harmful to incorporeal creatures.

The target creature cannot avoid the damage with its incorporeal miss chance and takes 1d6 points of sonic damage per two caster levels.

All creatures in adjacent squares take 1 point of sonic damage from the residual effects of the energy wave.

Focus: A silver tuning fork.

IRRESISTIBLE FORCE

Evocation

Level: Pal 4

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

Charging yourself with divine energy, you become the epitome of force in motion.
You are protected by *freedom of movement*.
You may charge as long as you move at least 5 feet.
You may pass through enemy squares as if they were occupied by allies.
You gain a +10 bonus on bull rush attempts.
You gain a +10 bonus on checks made to avoid being tripped.
If you are pinned, you can still move 5 feet as part of your turn, as long as you are strong enough to move the person pinning you.
When moving in combat, you act as if you had the Mobility feat.

UNMOVABLE OBJECT

Evocation

Level: Pal 4

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

Charging yourself with divine energy, you bond yourself to the ground beneath your feet and become the epitome of stability.

The spell ends instantly if you move from your current position and does not work unless you are in contact with the ground.

You gain a +2 bonus to Strength, a +4 bonus to Constitution, a +2 resistance bonus on saving throws, and a +4 dodge bonus to AC.

You gain a +10 bonus to resist a bull rush (this bonus does not include the +4 bonus for being “exceptionally stable”, but exceptionally stable creatures do get that bonus in addition to the bonus from this spell).

You gain a +10 bonus to resist all trip attacks (but not to your attempts to trip someone in return).

You gain a +10 resistance bonus on any roll made to resist an effect that would cause you to move from your current location.

For example, while you are not immune to enchantment effects, you gain a +10 resistance bonus on saving throws (or Charisma checks, in the case of effects such as *charm person*) to resist commands that would cause you to leave your current position.

If the ground you stand on disappears or cannot support your weight (such as with *disintegrate* or *transmute rock to mud*), this spell ends and the existing conditions affect you normally.

ILLUSION

DISGUISE UNDEAD

Illusion (Glamer)

Level: Sor/Wiz 2

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: One corporeal undead

Duration: 10 minutes/level

Saving Throw: None (harmless)

You make one undead—including clothing, armor, weapons, and equipment—look different.

You can make it seem 1 foot shorter or taller, thin, fat, or in between.

You cannot change the creature's body type.

For example, a wight could look human, humanoid, or like any other generally human-shaped bipedal creature.

Otherwise, the extent of the apparent change is up to you.

You could add or obscure a minor feature, such as a mole or a beard, or make it look like an entirely different creature.

The spell does not provide the abilities or mannerisms of the chosen form.

It does not alter the perceived tactile (touch) or audible (sound) properties of the undead or its equipment.

A battleaxe made to look like a dagger still functions as a battleaxe.

Note: Creatures get Will saves to recognize the glamer as an illusion if they interact with it (such as by touching the undead and having that not match what they see, in the case of this spell).

Focus: A cocoon of a death's head moth.

This spell first appeared in *Magic of Faerûn*.

PLEASANT VISAGE

Illusion (Glamer) [Ectomancy]

Level: Brd 1, Clr 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One ghost

Duration: 24 hours

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You disguise the wounds of a ghost who has a disturbing, repulsive, or gruesome appearance, making it appear completely normal (although still a ghost).

The spell does not change the ghost's features or disguise it in any way; it conceals the manner of the ghost's death so that it can walk about in polite society.

NECROMANCY

BLACK LUNGS

Necromancy

Level: Clr 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 1 hour/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

You cause the target to succumb to an infection and corruption of the lungs.

An affected creature's speed is reduced by half, it loses any Dexterity bonus to Armor Class, and it takes a –2 penalty on attack rolls.

Remove disease may end the effects of this spell early.

This spell was created by the clerics of Khostren.

DEATH ARMOR

Necromancy

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes; see text

You are surrounded by a crackling black aura that injures creatures that contact it.

Any creature striking you with its body or a handheld weapon takes 1d4 points of damage +1 point per two caster levels (maximum +10).

If the creature has spell resistance, it applies to the damage.

Note that weapons with exceptional reach, such as longswords, do not endanger their users in this way.

Material Component: A paste made of exotic herbs, ground bones, and onyx worth 50 gp, which is applied to your body when the spell is cast.

This spell first appeared in *Magic of Faerûn*.

DEATH LOCK

Necromancy [Ectomancy]

Level: Clr 3, Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

If the subject creature dies while the spell is in effect, its soul immediately passes on to the True Afterlife and cannot form a ghost.

The subject can still be raised from the dead or even brought back as a ghost by magic (such as with the *raise ghost* spell); this spell only prevents a newly slain creature from forming a ghost of its own volition.

DISRUPT ECTOPLASM

Necromancy [Ectomancy]

Level: Clr 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You direct a ray of energy that damages ectoplasm.

You must make a ranged touch attack roll to hit, and if the ray hits a ghost or object made of ectoplasm, it deals 1d6 points of damage to it.

This damage bypasses the hardness of ectoplasmic objects and the damage reduction of ectoplasmic creatures.

ECTOPLASMIC DECAY

Necromancy [Ectomancy]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

You create a barely visible spread of energy that is harmful to ectoplasm but harmless to everything else.

All ectoplasmic creatures and objects in the area take 1d6 points of damage per caster level.

Material Component: A flat, sharpened disk made of resin.

GENERAL OF UNDEATH

Necromancy

Level: Clr 8

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 day/level

You increase the number of Hit Dice of undead that you can control.

Add your caster level $\times$ 10 to your Hit Dice limit for controlling undead.

When the duration expires, you lose control of the extra undead as if you had voluntarily relinquished control of them.

This spell first appeared in *Magic of Faerûn*.

GHOST COMPANION

Necromancy [Ectomancy]

Level: Drd 2, Pal 2, Rgr 2, Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One willing animal, beast, or magical beast

Duration: 1 day/level

Saving Throw: None

Spell Resistance: No

The touched creature dies painlessly.

Instead of passing immediately beyond the Veil of Souls, the creature's soul remains on the Ethereal Plane and attempts to enter the Material Plane as a ghost.

Normally, this is used by ghost characters with a special nonhumanoid companion (such as a mage's familiar, a druid or ranger's animal companion, or a paladin's special mount) to allow the companion to travel with them in ghost form.

When the spell expires, the ghost creature dies the true death and its soul passes beyond the Veil of Souls.

It can be raised or resurrected before the spell duration expires, of course.

GHOST VENOM

Necromancy [Ectomancy]

Level: Drd 3, Rgr 3

As *poison*, except the poison affects only ghosts and other ectoplasmic creatures.

LEECH GHOST SKILL

Necromancy [Ectomancy]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 10 minutes

Range: Touch (see text)

Target: Ghost touched

Duration: 1 day/level

Saving Throw: Will negates

Spell Resistance: Yes

You bind the ectoplasmic form of the target ghost onto another creature (hereafter called the "bearer").

The ghost clings to the bearer's back or chest in the form of a tattoo for the duration of the spell.

Leech ghost skill binds only the ghost, not any of its equipment.

While this ghostly tattoo is in place, the bearer may use the ghost's skill ranks instead of his own as desired, regardless of the nature of the skill.

For example, a bearer wearing a ghost rogue/wizard tattoo could use the ghost's ranks in Climb, Hide, Knowledge, Spellcraft, or any of the ghost's other skills (including class-exclusive skills that the bearer does not possess) if they exceed his own.

He still uses his own ability modifiers for making skill checks.

The bearer does not have access to any of the ghost's other abilities or to any knowledge that is not related to skills (such as bardic knowledge, class abilities, ghost powers, memories, racial bonuses, and so on), nor does he gain the ability to speak or understand any languages that the ghost knows.

The ghost cannot be attacked or harmed while bound to the target.

The ghost remains completely aware of its surroundings, though it cannot speak or use any abilities (including mental communication).

When the spell ends, the ghost is immediately freed and appears in an area adjacent to the bearer.

If the bearer is killed by any means (even *disintegrate* or some other effect that destroys his body), the ghost is immediately freed and appears in the bearer's square.

When it appears, the ghost has all the abilities it had at the time of the binding (such as prepared spells or available spell slots, uses of turn undead, and so on).

This spell was invented by members of the Piran Sedestadel at the behest of the Yisa-khardomas, who sought a way to punish criminal ghosts and still let them contribute to life in the city.

Material Component: A silver needle and a vial of acid, together worth 100 gp.

PAINLESS DEATH

Necromancy

Level: Clr 1

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: One willing living creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The touched creature dies painlessly and instantly.

PROPER STATE

Necromancy [Ectomancy]

Level: Clr 4, Ghost 4

Components: V, S, DF

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One willing incorporeal undead

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You transform a willing incorporeal undead creature into a ghost.

If its previous class and level are unknown, it becomes a ghost of the same race as you, with warrior levels equal to its undead Hit Dice.

If the undead's previous race, class, and level were known (such as if the undead were a former ally that became the spawn of a shadow), it becomes a ghost of its former self. In any case, the creature's character level is no greater than the Hit Dice it had as an undead.

For example, a 5th-level dwarf fighter that became a shadow's spawn and was turned into a ghost with this spell would now be a 2nd-level fighter.

Levels lost in this manner are handled as if the character had lost levels from an undead's energy drain attack.

A creature redeemed with this spell retains the alignment it had as an undead creature, although it is not strongly attached to that alignment and can change it over time or with the aid of an *atonement* spell.

Because only humanoids can become ghosts, this spell works only on incorporeal undead that are vaguely humanoid.

For example, it cannot convert a spectral steed (a horselike undead), a nightwing nightshade (a batlike creature), a nightwalker nightshade (a giantlike creature), or a nightcrawler (a wormlike creature) into a ghost.

SHROUD OF UNDEATH

Necromancy

Level: Bone Collector 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

You shroud yourself with invisible negative energy so that nonintelligent undead perceive you as a fellow undead creature, ignoring you.

Your appearance does not change, and while intelligent undead do not immediately recognize you as alive, they are likely to question whether you are actually undead.

If used in conjunction with a disguise or illusion to appear undead, this spell gives you a +5 bonus on your Disguise check.

If you attack an undead creature while this spell is in effect, the spell immediately ends.

When you are using this spell, *inflict* spells heal you and *cure* spells hurt you.

You are treated as if you were undead for the purposes of all spells and effects that specifically affect undead.

A successful turning (or rebuking) attempt against you (treating you as an undead of your Hit Dice) requires you to make a Will saving throw (DC 10 + cleric's Cha modifier) or be panicked (or cowering) for 10 rounds.

A successful turning attempt against you that would destroy (or command) an undead of your Hit Dice requires you to make a Will save (DC 15 + cleric's Cha modifier) or be stunned (or *charmed* as by *charm monster*) for 10 rounds.

Material Component: Dust or bone fragments from any destroyed undead creature.

This spell first appeared in *Magic of Faerûn*.

UNDEAD TORCH

Necromancy

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One corporeal undead

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You cause a corporeal undead to give off cold blue energy that disrupts the life force of living creatures, but has no effect on objects or undead.

The target creature deals an extra 2d4 points of damage with its melee attacks.

If an attacked creature has spell resistance, the resistance is checked the first time the subject of this spell attacks the creature.

If it succeeds, the creature is unaffected by that casting of *undead torch*.

If the subject of this spell is destroyed, the *undead torch* continues to burn at the location of its destruction until the duration of the spell expires, and creatures that pass through that area take damage.

If the subject of this spell assumes a noncorporeal state (such as a vampire's gaseous form), the spell disperses harmlessly.

Material Component: A living or dead firefly or glowworm.

This spell first appeared in *Magic of Faerûn*.

UNDEATH TO DEATH

Necromancy

Level: Clr 6, Ghost 6, Repose 6, Sor/Wiz 6

Components: V, S, M, DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: Several undead creatures within a 50-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Undeath to death snuffs out the life forces of undead creatures, killing them instantly.

The spell slays 1d4 HD worth of undead creatures per caster level (maximum 20d4).

Creatures with the fewest HD are affected first; among creatures with equal HD, those who are closest to the point of origin of the burst are affected first.

Material Component: The powder of a crushed diamond worth at least 500 gp.

This spell first appeared in *Magic of Faerûn*.

TRANSMUTATION

BLESSING OF THE SNAKE MOTHER

Transmutation [Evil]

Level: Clr 3

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Living humanoid touched

Duration: 10 minutes/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell causes the target to assume some of the qualities of the yuan-ti tainted one template, which provides several benefits.

First, the target gains the Alertness feat.

Second, the target's Constitution score increases by 2.

Third, the target becomes completely immune to snake venom and yuan-ti poison.

The target assumes a more feral and snakelike appearance (slitted pupils, elongated teeth, and so on) and is considered a yuan-ti for the purposes of all spells and effects (such as being subject to a ranger's favored enemy bonus against yuan-ti, not being able to form a ghost if slain, and so on).

This spell was created by the yuan-ti to temporarily bolster their ranks with followers in a short period of time.

Most other clerics would never consider casting this spell.

The spell is normally used on willing victims, since it grants the caster no control over the target.

Material Component: A few drops of the mixture that yuan-ti use to create tainted ones, which the target of the spell must swallow.

CAMOUFLAGE

Transmutation

Level: Drd 1, Rgr 1

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level

You change your coloring to match the environment surrounding you.

This change grants you a +10 competence bonus on your Hide checks.

This spell first appeared in *Magic of Faerûn*.

CONTINGENT SPELL LOCK

Transmutation [Ectomancy]

Level: Brd 6, Clr 6, Ghost 5, Sor/Wiz 6

Components: V, S, DF

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: Instantaneous

You transfer some of your currently prepared spells or available spell slots to a hidden part of your soul so that, if you die, when you appear on the Ethereal Plane, you have those spells or spell slots available for use (normally, dying

and appearing on the Ethereal Plane causes you to lose all prepared spells and unused spell slots). You can transfer one spell per spell level that you can cast into this hidden part of your soul.

Once you transfer the spells or spell slots in this manner, you cannot access them in any way—it is as if you had used those spell slots.

The next time you choose to ready or prepare spells, you may leave those transferred spells or slots in place, or you may recover them along with your other spells or spell slots (which means they would not be available if you died). The transferred spells or spell slots may be used by your ghost in the normal manner, requiring the appropriate components and so on.

If you are raised from the dead, the transferred spells become inaccessible again (although you can choose to recover them the next time you ready or prepare spells, as described above).

DEMONIC BLOOD INFUSION

Transmutation [Chaotic, Evil]

Level: Clr 6, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Willing creature touched

Duration: 1 hour/level

Saving Throw: None (see text)

Spell Resistance: Yes

You grant the subject infernal power by transforming its blood into the blood of a demon.

The subject gains the fiendish template and the chaotic and evil subtypes, and it becomes chaotic evil if it is not already. The creature counts as an outsider for the purpose of spells and effects that affect only certain creature types.

However, any effect that banishes, binds, or sends away outsiders does not function against the subject; instead, it simply causes *demonic blood infusion* to end immediately. When the spell ends, all its effects terminate immediately, and the target is nauseated for 1d4 rounds.

Repeated use of this spell tends to corrupt the target and force it to become chaotic evil if it was not already.

Each time *demonic blood infusion* is cast upon a creature it must attempt a Will saving throw.

Failure means the subject becomes chaotic if it was not already.

If the subject is chaotic but nonevil, failure causes it to become evil.

Each time the spell is used against the same creature, the DC for this saving throw increases by 1.

Demonic blood infusion was invented by the followers of Orcus, who use it to boost the power of their church's mortal servants.

Material Component: A vial of demon's blood worth 100 gp.

DOOR TO GREAT EVIL

Transmutation [Teleportation]

Level: Pal 4

Components: V, DF

Casting Time: 1 action

Range: Personal or touch

Target: You or willing paladin touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell functions like *teleport*, except as noted above and as follows.

When you cast this spell, you select one of two variants.

Send Yourself: You teleport yourself, your gear, and your special mount (if any).

You do not designate a destination; you are automatically transported to the nearest location on the same plane where your talents as a holy soldier are needed.

There is always at least one evil creature (or one creature committing an evil act) at this location.

Fighting this creature or creatures is always an appropriate action—you are not required to parley, and killing such creatures is always justified according to the rules of your faith.

The encounter level is less than or equal to your character level minus 2; thus, if you are a 14th-level paladin, you face an encounter of EL 12 or below.

If you are of a race that has a level adjustment (such as a dark elf), use your effective character level instead of your actual character level for the purpose of determining the encounter level for this spell.

Door to great evil guarantees safe arrival for you (on solid ground, not within a raging fire or underwater, no chance of a mishap, and so on), but it does not provide you with a way to return.

You do, however, have a vague awareness of the distance traveled and know the direction you must go to return to the location where the spell was cast.

Send Another: This version of the spell functions as above, except that instead of teleporting yourself, you send another willing paladin with her gear and special mount (if any) in your place.

The challenge to the paladin is based on her character level, not yours.

All other factors in the spell description above that refer to “you” instead refer to the target paladin in this version.

This spell is a favorite of paladins of Aluvan and Dracanish, and of Durann to a lesser extent.

Once per year, many of them go on “door crusades”, in which senior paladins cast this spell on several paladins in a row, sending them to purge evil from many spots beneath the city of Manifest.

FORCED INCORPOREALITY

Transmutation [Ectomancy]

Level: Clr 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One ghost or naturally incorporeal undead

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

The target ghost is enveloped in an orange haze that forces it to be incorporeal for the duration of the spell.

Forced incorporeality counters and dispels *forced manifestation*.

FORCED MANIFESTATION

Transmutation [Ectomancy]

Level: Clr 3, Bone Collector 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One ghost or naturally incorporeal undead

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

The target creature is enveloped in a violet haze that forces it to manifest fully for the duration of the spell.

Forced manifestation counters and dispels *forced incorporeality*.

GHOST BANE WEAPON

Transmutation

Level: Clr 4, Sor/Wiz 4

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Weapon touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You give a weapon the *ghost bane* property in addition to any other properties it has.

Against ghosts, your weapon's enhancement bonus (if any) is 2 higher than normal and it deals an extra 2d6 points of damage.

The spell has no effect if cast upon a weapon that already has the *ghost bane* property.

At caster level 9th and higher, the weapon gains a +1 enhancement bonus if it is not already a magic weapon.

Alternatively, you can affect up to 50 arrows, bolts, or bullets.

The projectiles must be of the same type, and they have to be together, such as in the same quiver.

Projectiles (but not thrown weapons) lose their *ghost bane* property when fired.

Any weapon affected by this spell glows with witchlight (see the Witchlight feat).

GHOST TOUCH ARMOR

Transmutation [Ectomancy]

Level: Bone Collector 2, Clr 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Armor of creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject's armor gains the *ghost touch* property.

Material Component: A shield made of resin.

HUNTER'S MERCY

Transmutation

Level: Rgr 1

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round

This transmutation makes a bow strike true.

Your first hit with a bow (not including crossbows) in the next round automatically threatens a critical hit.

If you don't hit in the round immediately following the casting of this spell, the effect is wasted.

This spell first appeared in *Magic of Faerûn*.

IRON BONES

Transmutation

Level: Clr 4, Sor/Wiz 4

As *stone bones*, except the target creature's skeleton changes to iron.

The creature gains a +5 natural armor bonus to AC.

Focus: A miniature skull made out of iron or steel.

This spell first appeared in *Magic of Faerûn*.

MASS CAMOUFLAGE

Transmutation

Level: Drd 4, Rgr 4

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: Any number of creatures, no two of which can be more than 60 ft. apart

Duration: 10 minutes/level

As *camouflage*, except the effect is mobile with the group.

The spell is broken for any individual who moves more than 60 feet from the nearest member of the group.

(If only two individuals are affected, the one moving away from the other one loses its camouflage.)

If both are moving away from each other, they both become visible when the distance between them exceeds 60 feet).

This spell first appeared in *Magic of Faerûn*.

PRESERVE ECTOPLASM

Transmutation [Ectomancy]

Level: Sor/Wiz 0

Components: V, S, M

Casting Time: 1 action

Range: 10 ft.

Target: 1 cu. ft./level of ectoplasm

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

As *purify food and drink*, but affecting only ectoplasm.

Material Component: A small loop of gold wire.

SHEREM TRANSFORMATION

Transmutation

Level: Sor/Wiz 6

Components: V, S, M, F

Casting Time: 1 hour

Range: Touch

Target: One unborn human (see text)

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You enhance the abilities of an unborn human child, giving the child exceptional sorcerous ability (if female) or exceptional clarity of mind (if male).

Upon reaching adulthood, the child may select the Kihu-Sherem Guardian or Sherem-Lar Sorcery feats.

While the spell affects an unborn child, it is targeted at the pregnant mother, who may resist the spell with a Will saving throw.

If the mother is bearing multiple children, the spell randomly affects one of the unborn (in these cases, the spell is usually cast multiple times in order to affect all of them).

If the mother is from an unbroken line of sherem-lar sorcerers at least ten generations long, a female child born of this spell may choose the Sherezem-Lar Sorcery feat.

This spell is normally used on only Bazareene nobles, and most nobles consider it a crime to use the spell on anyone but a noble.

Conversely, most people outside of Bazareene consider magically altering an unborn child to be a repugnant act and would never allow it.

Focus: A flawless emerald worth at least 1,000 gp.

Material Components: Blood from a Bazareene sorcerer of at least 6th level, an iron ring that has touched lava, and three golden spheres worth 50 gp each.

SPITTLE SPRAY

Transmutation

Level: Clr 1

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

You can spit out to close range (25 ft. + 5 ft./2 levels).

If you have a poison bite attack, this spell allows you to spit your poison out to this range.

You make a ranged touch attack to hit your foe, and if you succeed, the target must make a saving throw against your poison as if it had been bitten.

This spell is normally used by the yuan-ti and has no significant effect if used with normal spittle.

STONE BONES

Transmutation

Level: Clr 2, Sor/Wiz 2

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: Corporeal undead creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You cause the skeleton of the target to become thicker and as strong as stone.

This gives the target a +3 natural armor bonus to AC.

The spell has no effect on creatures that have no skeleton but works normally on creatures that have exoskeletons (such as insects).

Another version of the spell is rumored to exist that works on living creatures, but causes wracking pains because of the radical alteration of its skeleton.

This version has fallen out of use because few creatures willingly subject themselves to it (although it might be used by sadistic followers of Orcus).

Focus: A miniature skull carved of granite.

This spell first appeared in *Magic of Faerûn*.

UNDEAD BANE WEAPON

Transmutation

Level: Clr 4, Ghost 3, Pal 3

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Weapon touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You give a weapon the undead bane property in addition to any other properties it has.

Against undead, your weapon's enhancement bonus (if any) is 2 higher than normal and it deals an extra 2d6 points of damage.

The spell has no effect if cast upon a weapon that already has the undead bane property.

At caster level 9th (paladin level 18th) and higher, the weapon gains a +1 enhancement bonus if it is not already a magic weapon.

Alternatively, you can affect up to 50 arrows, bolts, or bullets.

The projectiles must be of the same type, and they have to be together, such as in the same quiver.

Projectiles (but not thrown weapons) lose their undead bane property after they have been fired.

The weapon is considered blessed, which means it has special effects on certain creatures.

Any weapon affected by this spell glows with a serene gray radiance that sheds as much light as a candle.

This spell originally appeared in *Magic of Faerûn*.

WEAPON OF THE DEITY

Transmutation

Level: Blk 4, Clr 4, Pal 4

Components: V, DF

Casting Time: 1 action

Range: Personal

Target: Your weapon

Duration: 1 round/level

You must be using your deity's favored weapon to cast this spell.

You may use the weapon as if you had proficiency with it, even if you normally do not.

The weapon gains a +1 enhancement bonus on attack and damage rolls and an additional special ability (see the list below).

A double weapon gains this enhancement bonus and special ability for only one of its two heads, as chosen by you.

If your weapon already has enhancement bonuses and special abilities for both of its heads, this effect of the spell does not function unless the weapon's normal enhancement bonus is lower than the bonus granted by this spell.

When you reach 9th caster level, the enhancement bonus of the weapon increases to +2.
At 12th level, the bonus rises to +3, at 15th level it is +4, and at 18th level it is +5.
A variant of this spell first appeared in *Defenders of the Faith*.

WEAPON OF THE DEITY

Deity	Weapon and Special Ability
Aluvan	defending short sword
Chaniud	screaming longsword
Dracanish	mighty cleaving scimitar
Durann	flaming warhammer
Eanius	merciful quarterstaff
Galaedros	frost quarterstaff
Khostren	venomous spiked gauntlet
Nessek	flaming dagger
Orcus	torturous heavy mace
Phaant	venomous greataxe
Soggelos	frost trident
Tephaneron	keen battleaxe
Uhanam	mighty cleaving light flail
Wyst	defending shortspear

HEROES OF BATTLE (3.5)

ABJURATION

AERIAL ALARM

Abjuration

Level: Ranger 2, sorcerer/wizard 2

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 100-ft.-radius cylinder, 500 ft. high

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

As *alarm* (see *Player's Handbook* page 197), except the area is a cylinder that extends 500 feet into the air and the alarm only sounds when a flying creature of Medium or larger size enters or touches the warded area.

Arcane Focus: A silver bell and an eagle's feather.

CONJURATION

ACID RAIN

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft. radius cylinder, 40 ft. high

Duration: 1 full round and 1 round/level; see text

Saving Throw: None

Spell Resistance: No

You create a downpour of acid that douses the area for 1 full round, dealing 7d6 points of acid damage to every creature in the area.

The ground within the area becomes muddy and/or slick from the downpour, and remains in that condition for a number of rounds equal to the caster's class level. Movement in the area is halved, though a creature can move at normal speed by making a DC 10 Balance check. Failure on the check means it cannot move in that round, and failure by 5 or more results in the creature falling prone.

Material Component: A flask of acid (cost 10 gp).

BOILING OIL

Conjuration (Creation) [Fire]

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 10-ft.-radius cylinder, 40 ft. high

Duration: 1 round and 1 round/three levels; see text

Saving Throw: Reflex half

Spell Resistance: No

A torrent of boiling oil rains down in the area you specify. Creatures in the area take 4d6 points of scalding (fire) damage from the oil.

Creatures that fail their initial saving throw take an additional 2d6 points of damage in each subsequent round of the spell's duration (up to a maximum of 6 rounds at 18th level).

The oil created by this spell is not itself flammable.

HURLING STONE

Conjuration [Creation]

Level: Druid 4

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: 60-ft. line

Duration: Instantaneous

Saving Throw: Reflex negates

Spell Resistance: No

This spell creates a 50-pound stone that speeds away from the caster in a straight line, dealing 6d6 points of damage to each creature in its path.

In addition, any Medium or smaller creatures in its path are knocked prone.

LEOMUND'S BILLET

Conjuration (Creation)

Level: Bard 5, sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Effect: 20-ft.-by-80-ft. structure

Duration: 2 hours/level

Saving Throw: None

Spell Resistance: No

This spell creates a simple building similar to a *Leomund's secure shelter* (see *Player's Handbook* page 247) that can be used to house up to forty troops.

The *billet* has a latched door at each end and two shuttered windows on each long side.

These doors and windows can be barred from the inside, but the *billet* does not provide any magical protection. The *billet* contains forty bunks (stacked two high), two trestle tables with ten stools each, and two fireplaces with raging fires already burning and enough wood to last for one night. Twenty loaves of bread are stacked on each table, and a pot of hot gruel hangs on a hook over each fire. **Material Components:** A rectangular chip of stone, crushed lime, iron filings, several splinters of wood, a pinch of flour, a sprinkling of water, and a sliver of dried beef.

DIVINATION

BATLEMAGIC PERCEPTION

Divination

Level: Cleric 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

You gain a perception of the forces of magic and can sense when magic is being manipulated by a spellcaster.

You gain a +5 competence bonus on Spellcraft checks made to identify a spell as it is being cast.

If you have at least 5 ranks in Spellcraft, you are also able to sense the use of any spell or spell-like ability within 100 feet, so long as you have line of effect to the caster.

With a Spellcraft check (DC 15 + spell level) you can even ascertain the spell being cast.

This determination happens quickly enough that you can attempt to counter the spell as a free action.

Counterspell attempts are otherwise handled normally, and you can counter the spell even if you do not have line of sight to the spellcaster.

If you counter a spell in this manner, the *battlemagic perception* spell ends immediately.

STATUS, GREATER

Divination

Level: Cleric 5, healer 6

Components: V, S

Casting Time: 1 minute

Range: Medium (100 ft. + 10 ft./level)

Targets: Ten living creatures per caster level

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell is identical to *status* (see *Player's Handbook* page 284), except as noted above.

ENCHANTMENT

CRISIS OF CONFIDENCE

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 3, hexblade 2

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

You strip away the target's leadership qualities, leaving the creature virtually incapable of commanding troops.

The target may not add its Charisma bonus (if any) to rally checks.

The target's commander rating (if any) is reduced to 0, and it loses any commander aura(s) it possesses.

The target can add its commander rating (if any) as a bonus on its Will save.

See Chapter 4 for more details on rally checks, commander ratings, and commander auras.

DRUMS OF WAR

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 4

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Duration: Concentration plus 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

When a bard casts *drums of war* and plays her instrument, the spell transforms that music into an ominous cadence of drumbeats that fills enemies with doubt.

All enemies within range of the spell take a -2 penalty on their attack rolls and saving throws as long as the *drums of war* continue and for an additional 1 round per level afterward.

Deaf enemies and enemies under the effect of a *silence* spell are unaffected by this spell.

Focus: A masterwork musical instrument, which must be played.

EVOCATION

BATTLEFIELD ILLUMINATION

Evocation [Light]

Level: Cleric 4, druid 4, paladin 4

Components: V, S

Casting Time: 1 round

Range: Long (400 ft. + 40 ft./level)

Area: 80-ft.-radius cylinder, 40 ft. high

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

When you cast *battlefield illumination*, a soft light illuminates the area.

This effect improves the illumination in the area by one category (from darkness to shadowy, or from shadowy to bright light).

It does not stack with other magical light effects.

Unlike other spells with the light descriptor, *battlefield illumination* counters and dispels *early twilight* (see page 126) but does not affect other darkness spells.

BLAZE OF LIGHT

Evocation [Light]

Level: Druid 2, paladin 1

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

A cone of bright light shines forth from just above the caster's head.

All creatures within the cone that fail a Fortitude saving throw are dazzled for 1 minute.

Sightless creatures are not affected by *blaze of light*.

A light spell (one with the light descriptor) counters and dispels a darkness spell (one with the darkness descriptor) of an equal or lower level.

CONSECRATE BATTLEFIELD

Evocation [Good]

Level: Cleric 6

Components: V, S, M, DF

Casting Time: 10 minutes

Range: Medium (100 ft. + 10 ft./level)

Area: 100-ft.-radius emanation

Duration: 1 day/level

This spell blesses a large area with positive energy.

This effect functions as the *consecrate* spell (see *Player's Handbook* page 212), except as noted here.

Any creature slain within the area of this spell cannot be turned into an undead creature for the duration of the spell, even if it is removed from the area.

Consecrate battlefield counters and dispels *desecrate* and *desecrate battlefield*.

Material Components: A vial of holy water and 1 pound of platinum dust (500 gp).

DESECRATE BATTLEFIELD

Evocation [Evil]

Level: Cleric 6

Components: V, S, M, DF

Casting Time: 10 minutes

Range: Medium (100 ft. + 10 ft./level)

Area: 100-ft.-radius emanation

Duration: 1 day/level

This spell imbues a large area with negative energy.

This functions as the *desecrate* spell (see *Player's Handbook* page 218), except as noted here.

Desecrate battlefield counters and dispels *consecrate* and *consecrate battlefield*.

Material Components: A vial of unholy water and 1 pound of platinum dust (500 gp).

EARLY TWILIGHT

Evocation [Darkness]

Level: Cleric 4, hexblade 4, sorcerer/wizard 4

Components: V, M/DF

Casting Time: 1 round

Range: Long (400 ft. + 40 ft./level)

Area: 80-ft.-radius cylinder, 40 ft. high

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

Early twilight suppresses light in its area, even casting a shadow over daylight.

This effect reduces the illumination in the area by one category (from bright light to shadowy, or from shadowy to darkness).

It does not stack with other magical darkness effects.

Unlike other spells with the darkness descriptor, *early twilight* counters and dispels *battlefield illumination* (see page 125) but not other light spells.

Arcane Material Component: A black veil.

MOLTEN STRIKE

Evocation [Fire]

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 5-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex negates

Spell Resistance: Yes

You launch a ball of molten rock that detonates, showering nearby creatures with red-hot stone and flames.

The explosion deals 2d6 points of fire damage to every creature within the area.

In addition, any creature that fails its Reflex save catches fire (see page 304 of the *Dungeon Master's Guide*) and takes an additional 1d6 points of fire damage each round until it douses the fire by succeeding on a DC 15 Reflex save.

Material Component: A stone marble.

SHRIEKING BLAST

Evocation [Sonic]

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 40-ft.-radius burst

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

A *shrieking blast* is a deafening explosion of sonic power.

Any creature in the area is permanently deafened and takes 8d6 points of sonic damage.

A successful save reduces the deafness to 1 round and reduces the damage by half.

Material Component: A small steel ball.

SPIRITUAL CAVALRY

Evocation [Force]

Level: Cleric 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Two or more magical horsemen of force

Duration: Instantaneous

Saving Throw: None and Fortitude negates; see text

Spell Resistance: Yes

As *spiritual charger* (see below), except that you create one horseman for every four caster levels, up to a maximum of five horsemen at 20th level.

No more than one horseman can attack any single target.

In addition to taking damage, any Large or smaller creature struck by one of your *spiritual cavalry* must succeed on a Fortitude save or be knocked prone and trampled by the rider, taking an additional 1d8 points of force damage.

SPIRITUAL CHARGER

Evocation [Force]

Level: Cleric 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Magic horseman of force

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A lance-wielding rider of pure force, bearing the symbol of your deity, springs into being and immediately makes one attack against a target you designate within range.

The rider's attack bonus is equal to your base attack bonus plus your Wisdom modifier.

If the rider appears in a location at least 10 feet distant from its target, the spiritual charger gains an additional +2 bonus on the attack roll because it is able to make a charge before attacking.

A *spiritual charger* deals 2d8 points of force damage, +1 point per three caster levels (up to a maximum of 2d8+5 at 15th level).

A *spiritual charger* threatens a critical hit on a natural 20 and deals triple damage on a successful critical hit.

NECROMANCY**ANIMATE LEGION**

Necromancy [Evil]

Level: Cleric 4, sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more corpses, no two of which can be more than 30 ft. apart

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You use negative energy to temporarily animate one or more corpses.

You can create undead skeletons or zombies with this spell, but you can't create more Hit Dice of undead than twice your caster level.

The *Monster Manual* has game statistics for skeletons (page 226) and zombies (page 266).

The undead created are mindless and are not initially under your command.

Unless otherwise influenced (by way of a rebuke attempt or the *control undead* spell from the *Player's Handbook*, for instance), the undead created will attack the nearest living creatures.

See *animate dead*, page 199 of the *Player's Handbook*, for information on what is required to create a skeleton or zombie from a corpse.

Material Component: A black onyx gem worth at least 100 gp.

TRANSMUTATION**ANIMATE SIEGE WEAPON**

Transmutation

Level: Cleric 7

Components: V, S

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One siege weapon of up to Gargantuan size

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You imbue a siege weapon, such as a ballista or a battering ram, with mobility and the semblance of life.

(See the Size column on Table 4–1, page 67, to determine which siege weapons can be affected by this spell).

The siege weapon attacks whomever or whatever you initially designate, continuing to do so as long as the spell lasts.

You can give it a new command as a free action as long as you are within range, and you can even command it to allow itself to be operated normally (in which case it gains none of the benefits of this spell).

The siege weapon can operate itself as if it were crewed by a normal complement of operators.

It automatically succeeds on any checks required to operate it.

It uses your caster level as its attack bonus when acting as a siege weapon.

BATTLEFIELD FORTIFICATION

Transmutation [Earth]

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Area: See text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You shift earth to create a shallow trench or a berm, as described on page 35.

The trench or berm created is a straight line up to 5 feet long per two caster levels.

A berm created by this spell is 2 squares wide.

This spell has no effect when cast in an area of stone such as an unworked cavern floor, a flagstone floor, or a cobblestone street.

RESOUNDING VOICE

Transmutation [Sonic]

Level: Bard 2, cleric 2

Components: S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The subject becomes supernaturally loud, and his voice carries over long distances.

A creature speaking or singing with the aid of *resounding voice* can be heard clearly up to 100 feet away per caster level.

Creatures within an area of magical *silence* cannot hear the subject, and a subject within a *silence* effect cannot be heard at all.

Resounding voice counters and dispels *silence* and is also countered and dispelled by *silence*.

TRIP VINE

Transmutation

Level: Druid 2, ranger 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: One 10-ft. square/level (S)

Duration: 1 hour/level

Saving Throw: Reflex negates; see text

Spell Resistance: No

Trip vine causes plants within the area to grow together to form a tangle.

Any creature entering an affected square must succeed on a Reflex save or fall prone.

Any creature charging into an affected square takes a -2 penalty on its saving throw.

If this spell is cast on an area of undergrowth (see page 87 of the *Dungeon Master's Guide*), saves against the spell take a -2 penalty.

HEROES OF HORROR (3.5)

ABJURATION

RESIST TAINT

Abjuration

Level: Cleric 3, druid 3, paladin 3, ranger 3, sorcerer/wizard 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes

This spell grants a +4 resistance bonus on saving throws made to resist acquiring taint.

CONJURATION

DREAM WALK

Conjuration (Teleportation)

Level: Oneiromancy 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched, or up to eight willing creatures joining hands

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You move yourself or some other creature into a dreamscape.

You must either be able to see the dreamer whose dreams you wish to enter or be within 30 feet of her.

This spell otherwise functions exactly as *plane shift*.

SUMMON UNDEAD I

Conjuration (Summoning) [Evil]

Level: Blackguard 1, cleric 1, dread necromancer 1, sorcerer/wizard 1

Components: V, S, F/DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell functions like *summon monster I* (see page 285 of the *Player's Handbook*), except that you summon an undead creature.

Summon undead I conjures one of the creatures from the 1st-level list in the Summon Undead table at right.

You choose which creature to summon, and you can change that choice each time you cast the spell.

Summoned undead do not count toward the total Hit Dice of undead that you can control with *animate dead*, *plague of undead*, or other command undead abilities.

No undead creature you summon can have more Hit Dice than your caster level +1.

Focus: A tiny bag, a small candle (not lit), and a carved bone from any humanoid.

Note: The descriptions of the *summon undead* spells presented here supersede earlier published descriptions.

SUMMON UNDEAD II

Conjuration (Summoning) [Evil]

Level: Blackguard 2, cleric 2, dread necromancer 2, sorcerer/wizard 2

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon undead I*, except that you can summon one undead from the 2nd-level list or two undead of the same kind from the 1st-level list.

SUMMON UNDEAD III

Conjuration (Summoning) [Evil]

Level: Blackguard 3, cleric 3, dread necromancer 3, sorcerer/wizard 3

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon undead I*, except that you can summon one undead from the 3rd-level list, two

undead of the same kind from the 2nd-level list, or four undead of the same kind from the 1st-level list.

SUMMON UNDEAD IV

Conjuration (Summoning) [Evil]

Level: Blackguard 4, cleric 4, dread necromancer 4, sorcerer/wizard 4

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon undead I*, except that you can summon one undead from the 4th-level list, two undead of the same kind from the 3rd-level list, or four undead of the same kind from a lower-level list.

SUMMON UNDEAD V

Conjuration (Summoning) [Evil]

Level: Cleric 5, dread necromancer 5, sorcerer/wizard 5

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon undead I*, except that you can summon one undead from the 5th-level list, two undead of the same kind from the 4th-level list, or four undead of the same kind from a lower-level list.

SUMMON UNDEAD

1st Level

Human warrior skeleton

Kobold zombie

2nd Level

Owlbear skeleton

Bugbear zombie

3rd Level

Ghoul

Troll skeleton

Ogre zombie

4th Level

Allip

Ghast

Wyvern zombie

5th Level

Mummy

Shadow

Vampire spawn

Wight

Level: Cleric 9, dread necromancer 7, sorcerer/wizard 9

Components: V, S, M, XP

Casting Time: 1 hour

Range: Touch

Target: One corporeal undead creature

Duration: Permanent (D)

Saving Throw: None

Spell Resistance: Yes

You summon the spirit of a fiend from the depths of Hell or the Abyss and bind it into the body of a corporeal undead creature.

Binding the fiend applies the fiendish template (see page 108 of the *Monster Manual*) to the undead creature.

The resulting creature is independent of you and can act on its own.

Its initial attitude toward you is indifferent.

Material Component: A bit of brimstone and a bloodstone worth at least 500 gp.

XP Cost: 100 XP.

DIVINATION

DETECT TAINT

Divination

Level: Cleric 1

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 10 min./level (D)

Saving Throw: None

Spell Resistance: No

You can sense the presence of taint in nearby objects and creatures.

The amount of information revealed depends on how long you study a particular area or subject: *1st Round:* Presence or absence of taint within the area.

2nd Round: Number of tainted creatures in the area and the strength of the strongest tainted aura present.

If you are free of taint, if the strongest tainted aura is overwhelming (see below), and if the strength of the tainted aura is at least twice your character level, you are nauseated for 1 round and the spell ends.

3rd Round: The strength and location of each tainted aura.

If a tainted aura is outside your line of sight, you discern its direction but not its exact location.

Aura Strength: The strength of a tainted aura depends on the corruption or depravity score (whichever is higher) of the creature you are detecting, or the amount of taint bestowed by an object, location, or creature without a taint score.

VILE DEATH

Conjuration (Calling) [Evil]

Taint Score	Taint Bestowed	Aura Strength
1	0*	Faint
2–6	1	Moderate
7–14	1d2 or 1d3	Strong
15+	1d4 or more	Overwhelming

*An object or location that is tainted in some way but does not bestow taint generally has a faint aura strength.

If an aura falls into more than one strength category, you learn about the stronger of the two.

Length Aura Lingers: How long the aura lingers depends on its original strength:

Original Strength	Duration of Lingering Aura
Faint	1d6 minutes
Moderate	1d6×10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Each round, you can turn to detect things in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

DREAM SIGHT

Divination

Level: Dream 6, oneiromancy 7

Components: S, DF

Casting Time: 1 full round

Range: See text

Target: You

Duration: 1 min/level (D)

You fall into a deep sleep while your spirit leaves your body in incorporeal form and travels to distant locations.

Your spirit can move 100 feet per round and can see and hear anything you could if you were in the same location. The spirit can be blocked by any spell that wards incorporeal creatures, and it can be detected and attacked in the same way as incorporeal creatures can.

Your spirit can do nothing but move and observe—it cannot speak, attack, cast spells, or perform any other action.

At the end of the spell, your spirit instantaneously returns to your body and you wake up.

If your body is disturbed while your spirit is wandering, the spell ends immediately.

ENCHANTMENT

CALL FORTH THE BEAST

Enchantment (Compulsion) [Evil, Mind-Affecting]

Level: Corrupt 5

Components: V, S, F, Corrupt

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid of Hit Dice equal to caster level +4 or less

Duration: Permanent until discharged, then 1 hour/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

The target of this spell experiences no immediate effect.

The next time she falls asleep, however, she immediately reawakens with a chaotic evil alignment and a bloodthirsty, temperamental, and even psychotic disposition.

The subject has no particular goals during this time except to shed blood and slaughter anyone who aggravates or irritates her; even the most innocent action might result in violence.

When the spell expires, the subject passes out momentarily, and reawakens with no memory of anything she might have done while under the effect of the spell. So far as she can tell, she simply fell asleep hours earlier, and she has no idea what has happened since then.

She has gained no rest, cannot prepare arcane spells, and might be fatigued (if appropriate).

Focus: The tongue of an executed murderer.

Corruption Cost: 1d4 points of Constitution damage.

CLOAK OF HATE

Enchantment [Mind-Affecting]

Level: Bard 5, cleric 6, sorcerer/wizard 6, Spite 6

Components: V, S, M, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 day/level

Saving Throw: Will negates

Spell Resistance: Yes

Living beings view the subject of this spell with instinctive hostility.

All NPC reactions begin one category worse than they otherwise would (see page 72 of the *Player's Handbook*), and any Diplomacy checks to moderate those reactions take a –10 circumstance penalty.

Furthermore, people view the target in the worst possible light.

If, for example, a community is hunting for an unknown murderer, they will assume that the subject of the spell is guilty of the crime.

Player characters and NPCs who know the subject well, such as old friends or loved ones, are unaffected.

Material Component: One ounce of bile.

DREAMING PUPPET

Enchantment (Compulsion) [Mind-Affecting]

Level: Oneiromancy 5

Components: V, S

Casting Time: 1 minute

Range: Unlimited

Target: One sentient, living creature of caster's HD +4 or lower

Duration: 1 min./level (D)

Saving Throw: Will negates

Spell Resistance: Yes

You take control of the physical body of a sleeping creature. At the beginning of the spell, you must name the subject or identify him by some title that leaves no doubt as to his identity.

You then enter a trance and appear in the subject's dream. So long as you remain in his dream, you see the world through the eyes of his physical form, and you control his body as per the spell *dominate monster* (see page 224 of the *Player's Handbook*).

The subject is aware of you in his dream, and can identify you if he knows you personally.

Once the spell ends, or if the subject shakes off the effect due to a new save granted by instructions contrary to his moral code (this new save gains a +2 bonus; see *dominate person*), he remembers what he has done while under the effects of *dreaming puppet*.

These memories are dreamlike and not entirely clear, but the subject recalls the gist of all that happened.

If the recipient is awake when the spell begins, you can choose to wake up (ending the spell) or remain in the trance.

You can remain in the trance until the recipient goes to sleep (assuming the spell's duration lasts that long), then enter the recipient's dream and dominate him as normal. If you are disturbed and awakened during the trance, the spell ends.

Creatures who don't sleep (such as elves, but not half-elves), don't dream, or are otherwise immune to mind-affecting spells and abilities are immune to this spell.

You are unaware of your own surroundings or of the activities around you while in the trance.

You are defenseless both physically and mentally (you always fail any saving throw) while in the trance.

Dreaming puppet carries an element of risk for you as well as for the subject.

If the target exceeds the required Will save by 10 or more, or rolls a natural 20, not only are you barred from controlling him but your soul becomes lost in the dreamscape, unable to easily return to your own body.

In order to return to your body, you must either find your way through the realm of dreams (and possibly other planes as well), cast a planar traveling spell, or be rescued.

FAMILIAL GEAS

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Bard 6, cleric 8, sorcerer/wizard 8

Components: V

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Until discharged

Saving Throw: None or Will negates; see text

Spell Resistance: Yes

This spell is a far more potent version of *geas*.

The duration of the *geas* is unlimited; it lasts until the subject(s) either discharge the obligation or the effect is dispelled.

The initial subject of the spell gains no save, as per a standard *geas* (see page 234 of the *Player's Handbook*).

If the target dies before completing the obligation, the *geas* transfers to his closest adult relative.

This new subject is entitled to a save; if she succeeds, the *geas* is broken and the spell ends.

If not, she labors under the *geas* until she either completes the obligation, succeeds in dispelling the *geas*, or dies and potentially passes the *geas* to her closest adult relative.

Each new subject has an instinctive understanding of the nature of the obligation.

A *familial geas* can be broken only by a successful save on the part of the next successor, *remove curse* (if cast by someone two caster levels higher than the *familial geas*), *miracle*, or *wish*.

RESTFUL SLUMBER

Enchantment [Mind-Affecting]

Level: Oneiromancy 1

Components: V, S

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

You allow another creature to gain a full night's sleep, uninterrupted by nightmares.

If you attempt to cancel the nightmares imposed by an outside source, such as a curse or another spellcaster, you must make a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the nightmares' source.

ILLUSION

MANIFEST DESIRE

Illusion [Mind-Affecting]

Level: Oneiromancy 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Concentration + 3 rounds

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: Yes

The target's greatest desire appears before her in illusory form for all to see.

Interaction with the image allows a Will save to disbelieve. Many casters use this spell simply to learn the subject's greatest desire, not caring whether the illusion deceives the subject.

MANIFEST NIGHTMARE

Illusion [Fear, Mind-Affecting]

Level: Oneiromancy 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Concentration + 3 rounds

Saving Throw: Will partial or disbelief (if interacted with)

Spell Resistance: Yes

The target's greatest fear appears before him in illusory form for all to see.

So long as the nightmare remains manifest and in the subject's proximity, he must make a Will save every round or become panicked.

Success on this save indicates that the subject is only shaken that round.

This save is repeated every round for the spell's duration, until and unless the subject makes a successful save to disbelieve the illusion.

In order to disbelieve the illusion, the subject must first force himself to interact with it, to determine that it might be false.

Many casters use this spell simply to learn the nature of the subject's greatest fear, not caring whether the illusion actually causes the subject to panic.

NECROMANCY

CHAIN OF SORROW

Necromancy [Evil]

Level: Corrupt 7

Components: V, S, F, Corrupt

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature to start, possibly more; see text

Duration: See below

Saving Throw: Will half, and see text

Spell Resistance: Yes

The target of this spell takes 2d10 points of Charisma drain (Will half).

If he makes his saving throw, the spell has no further effect.

If he fails, however, the chain continues.

The next time he touches a friend, loved one, or ally, that individual takes the same damage: 2d10 points of Charisma drain, or half with a successful save.

If this second victim fails the save, she then becomes the host for the spell, and the effect continues with the first friend or ally that she touches.

This effect continues until the chain is broken by a successful save or until it has affected a number of people equal to the spell's caster level.

Focus: The umbilical cord of a stillborn child.

Corruption Cost: 2d4 points of Charisma damage.

HARM, GREATER

Necromancy

Level: Cleric 7, dread necromancer 7

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

As *harm* (see page 239 of the *Player's Handbook*), except as noted above and in that this spell deals 1d12 points of damage per caster level, to a maximum of 20d12 at 20th level.

HARM, MASS

Necromancy

Level: Dread necromancer 9

Range: 20 ft.

Area: 20-ft.-radius burst centered on caster

Targets: All creatures except the caster in the area
As *greater harm*, except as noted above.

IMPRISON SOUL

Necromancy [Evil]

Level: Cleric 9, dread necromancer 9, Spite 9

Components: V, S, M, F

Casting Time: 1 standard action; see text

Range: Touch

Target: Creature touched

Duration: Permanent; see text

Saving Throw: Will negates

Spell Resistance: Yes

By casting *imprison soul*, you place the subject's soul in a receptacle, such as a gem, ring, or some other miniscule object, leaving her body lifeless.

While trapped, the subject takes 1d4 points of Constitution damage per day until dead or freed.

The rituals to prepare the receptacle require three days.

Destroying or opening the receptacle ends the spell, releasing the soul.

To cast the spell, you must know the name of the target. The receptacle must be within spell range and you must know where it is.

Material Component: A portion of the target's body (a fingernail, a strand of hair, or some other small part).

Focus: A Tiny or smaller object to be the receptacle for the subject's soul.

Note: This updated version of this spell supersedes earlier published descriptions.

MANTLE OF PURE SPITE

Necromancy

Level: Spite 8

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

By means of this spell, you wrap yourself in a pulsating nimbus of netherlight—the mystical aggregate of all your unresolved frustration and rage.

Anyone foolish enough to attack you while this nimbus is in effect is in for a most unpleasant surprise.

Each time you are the target of an attack, you gain increasingly greater power over your attacker.

First, this spell generates a cumulative +1 bonus to all attack rolls and to damage against that foe each and every time it strikes you, up to a maximum bonus equal to your level.

Second, you gain the ability to overcome any damage reduction your opponent might have, as though you possessed the necessary alignment or weapon materials.

Last but not least, you gain a cumulative damage reduction of your own, equal to 1/- each time your opponent strikes you, up to a maximum benefit of DR 15/-.

If you are fighting multiple opponents, you must keep track of how many times each one has struck you in order to determine the benefits this spell grants you against each. A *mantle of pure spite* provides its benefits even at range, so a wizard launching harmful spells at you from what she thinks is a safe distance will still kindle the *mantle of pure spite's* nimbus and experience its spiteful reprisals.
Material Component: A smidgen of your spit.

OATH OF BLOOD

Necromancy

Level: Cleric 5, sorcerer/wizard 5

Components: V, S, M, DF

Casting Time: 1 minute

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: See below

Saving Throw: None

Spell Resistance: Yes

Oath of blood functions only when cast on a creature that has recently been subject to a *geas* or similar spell.

It extends the reach of the *geas* beyond death.

If the individual subject to the *geas* dies before completing the task, *oath of blood* animates him as an undead creature in order that he might continue his quest.

The nature of the undead creature is determined by the caster level of this spell, as per *create undead* (see page 215 of the *Player's Handbook*).

Once the task is complete or the original *geas* (or similar spell) expires, the magic animating the subject ends and he returns to death.

Material Component: Grave dirt mixed with powdered onyx worth at least 40 gp per HD of the target.

PACT OF RETURN

Necromancy

Level: Cleric 7, Spite 7

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level

This spell allows you to establish the conditions whereby you will be brought back to life upon your death.

When you cast *pact of return*, you must state either a specific creature or a set of specific circumstances that you expect will be responsible for your death at some point within the spell's duration.

If you name a creature, that creature does not have to deal the deathblow to trigger the release of the spell, but it must play an active part in your demise.

If you name a set of circumstances, those circumstances must be reasonably specific or the spell will fail, leaving you well and truly dead.

An acceptable set of circumstances would be, "I expect energy draining to play a pivotal role in my demise", whereas an unacceptable set would be, "I expect to die from loss of hit points".

The DM decides whether the terms are acceptable.

Whether the subject of your demise is a specific person or a specific source, you must die (that is, reach -10 hit points or lower) for the spell to take effect.

If you do, and the circumstances of your demise are similar enough to those described when you cast the spell (DM's discretion), you are instantly resurrected (see page 272 of the *Player's Handbook*) with no level loss.

You can have more than one *pact of return* active at the same time, each one to be triggered by a different foe or set of circumstances, but you must keep track of the total time that has elapsed for each.

A *pact of return* that has not yet taken effect is still a magical effect (and a powerful necromantic one, at that), which can be dispelled by one who detects its presence.

PLAGUE OF UNDEAD

Necromancy [Evil]

Level: Cleric 9, dread necromancer 9, sorcerer/wizard 9

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more corpses within range

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell unleashes great necromantic power, raising a host of undead creatures.

Plague of undead turns the bones or bodies of dead creatures within the spell's range into undead skeletons or zombies with maximum hit points for their Hit Dice.

The undead remain animated until destroyed.

(A destroyed skeleton or zombie can't be animated again).

Regardless of the specific numbers or kinds of undead created with this spell, a single casting of *plague of undead* can't create more HD of undead than four times your caster level.

The undead you create remain under your control indefinitely and follow your spoken commands.

However, no matter how many times you use this spell or *animate dead* (see page 198 of the *Player's Handbook*), you can only control 4 HD worth of undead creatures per caster level; creatures you animate with either spell count against this limit.

If you exceed this number, newly created creatures fall under your control and any excess undead from previous castings of this spell or *animate dead* become uncontrolled.

Anytime this limit causes you to release some of the undead you control through this spell or *animate dead*, you choose which undead are released.

The bones and bodies required for this spell follow the same restrictions as *animate dead*.

All the material to be animated by this spell must be within range when the spell is cast.

Material Component: A black sapphire worth 100 gp or several black sapphires with total value of 100 gp.

PRONOUNCEMENT OF FATE

Necromancy

Level: Cleric 4, Spite 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates or Will partial; see text

Spell Resistance: Special

To invoke this spell, you speak the name of an offense that your target has committed.

Then you speak the inevitable doom that will fall upon her as a result of her transgression.

(The target need neither understand nor even hear this pronouncement).

An affected target takes a -4 penalty on attack rolls, damage rolls, saving throws, and checks for the duration of the spell.

If the offense you named was committed against you personally (although not necessarily against you alone), the target also has a 50% chance of losing all actions on her turn for the duration of the spell.

The spell's power can be more difficult to resist, depending on who suffered from the offense specified by the casting. If you were personally affected by the offense (in the DM's judgment), then the target can only hope to reduce the deleterious effects of the spell by half on a successful Will save.

You receive a +4 bonus on your caster level check to overcome the spell resistance of any creature whose crime affected you personally.

A successful save in these circumstances results in the target taking a -2 penalty on attack rolls, damage rolls, saving throws, and checks.

In addition, she has a 25% chance to lose all her actions for the duration of the spell.

Any target whose offense did not affect you personally gets her full spell resistance, and a successful Will save negates the effects of the *pronouncement of fate*.

RIGOR MORTIS

Necromancy

Level: Cleric 2, death deliver 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1d6+2 rounds

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell allows you to wrap a single target in death's embrace, making him both feel and appear dead for the duration of the spell.

You must be able to touch the target, and the target must have a Wisdom score, but otherwise the spell can affect any creature, including intelligent undead.

You must succeed on a melee touch attack to affect unwilling targets, and those who fail their saving throws immediately fall to the ground as though dead.

All vital functions (if any) are suspended; subjects of this spell do not breathe, pump blood, or otherwise indicate in any way that they still live.

Any physical harm done to someone in this state immediately grants another saving throw to awaken from the artificial torpor.

Material Component: A pinch of ash from a cremated body of any kind.

TRANSMUTATION**BESTOW WOUND**

Transmutation

Level: Dread necromancer 1, sorcerer/wizard 1, Spite 1

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

If wounded, you can cast this spell and touch a living creature.

The target takes damage equal to your wounds at the rate of 1 point of damage per your caster level, or the amount needed to bring you up to your maximum hit points, whichever is less.

At the same time, you heal that much damage, as if a *cure* spell had been cast on you.

Material Component: A small eye agate worth at least 10 gp.

FIRE IN THE BLOOD

Transmutation

Level: Cleric 5, Spite 5

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This unsettling spell enables you to make deadly weapons of your own arteries and veins.

Once the spell is cast, your blood takes on a mystical potency that makes it more corrosive than the strongest acid to anyone who draws it from you.

From then on, until the spell's duration has elapsed, anyone who deals slashing or piercing melee damage on you is sprayed with your blood in retribution.

The blood deals a cumulative 1d6 points of damage per attack upon your attacker, with no save or spell resistance applicable, up to a maximum of 5d6.

Thus, the first time a foe hits you with a slashing or piercing weapon, he instantly takes 1d6 points of damage from the sanguinary backlash.

The second time that same foe strikes you, he takes 2d6 points of damage.

As soon as any single foe has taken 5d6 points of damage in a single spray from your corrosive blood, the spell ends.

Opponents striking you with magical attacks that do not manifest in a slashing or piercing manner, or those striking you with only bludgeoning weapons, do not trigger the retributive blood spray.

The arc and direction of the blood spray is magical in nature, and the spray does not splatter adjacent squares or parties, no matter how close together they might be.

Each spray strikes only the one responsible for the wound.

Material Component: A drop of your own blood.

MASTER'S LAMENT

Transmutation [Evil]

Level: Corrupt 6

Components: V, S, Corrupt

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid creature with a familiar or other empathically linked animal companion

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell strengthens the bond between master and familiar.

For the duration of the spell, any damage or magical effect (*charm*, *energy drain*, etc.) taken by the master is also taken by the familiar, and vice versa.

If the effect allows a save, both master and familiar roll their saves separately.

This spell can be cast on either the master or the familiar.

Corruption Cost: 1d6 points of Charisma damage.

LIBRIS MORTIS (3.5)

ABJURATION

ECTOPLASMIC ARMOR

Abjuration

Level: Sorcerer/wizard 1

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

You gain a +5 armor bonus to AC, with an additional +1 to the bonus for every four caster levels you have (maximum +9 bonus at 16th level).

This armor bonus applies only against incorporeal touch attacks.

All other attacks ignore the armor bonus from *ectoplasmic armor*.

ECTOPLASMIC FEEDBACK

Abjuration

Level: Sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

A sheath of energy that reacts to incorporeal touch attacks protects you.

Any creature that hits you with an incorporeal touch attack takes 1d6 points of force damage +1 point per caster level (maximum +10).

If the attacker has spell resistance, it applies to this effect.

GHOST TRAP

Abjuration

Level: Cleric 6, sorcerer/wizard 7

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

You are surrounded by a field of energy that negates incorporealness.

The radius of the field is 5 feet per caster level.

All incorporeal creatures in this field become corporeal.

Creatures cannot turn ethereal while in this area, and

ethereal creatures cannot become nonethereal while in this field.

PROTECTION FROM NEGATIVE ENERGY

Abjuration

Level: Cleric 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The warded creature gains partial protection against negative energy effects.

Subtract 10 from the hit point damage dealt by any negative energy effect (such as *inflict* spells) that affects the warded creature.

Negative energy effects that don't directly deal hit point damage (such as *energy drain*) affect the target normally.

PROTECTION FROM POSITIVE ENERGY

Abjuration

Level: Cleric 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Undead creature touched

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The warded creature gains partial protection against positive energy effects.

Subtract 10 from the hit point damage dealt by any positive energy effect (such as *cure* spells) that affects the warded creature.

Positive energy effects that wouldn't deal hit point damage to the target (such as turning attempts) affect the target normally.

SHELTERED VITALITY

Abjuration

Level: Cleric 3, druid 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 min./level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains immunity to fatigue, exhaustion, and ability damage or drain (regardless of the source).

CONJURATION

BLOODSTAR

Conjuration (Creation)

Level: Sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: A bloodstar

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

You create a magical construct called a bloodstar that shoots from your hand and hovers in the air anywhere within the limit of your range (each round, you can move the bloodstar anywhere within range with a standard action spent concentrating on the new position).

The bloodstar pulses with ruby light (providing illumination in a 20-foot radius).

It has hardness 10 and 20 hit points.

Any creature you initially designate within 10 feet of the bloodstar that takes damage from any source must make a saving throw.

On a failed save, the victim takes 1 point of Constitution damage.

Each time a victim or victims are damaged, a new save is allowed.

The blood appears to stream from the wound to the pulsing bloodstar.

Material Component: A ruby worth at least 30 gp.

EYES OF THE KING

Conjuration (Summoning)

Level: Hunger 6

Components: V, S, M

Casting Time: 1 minute

Range: Unlimited

Effect: Magical sensor

Duration: Concentration + 5 rounds, up to 1 min./level (D)

Saving Throw: None

Spell Resistance: No

You summon four fiendish dire bats blazing with ghoul-green light.

Similar information-gathering servitors always accompany Doesain, the King of the Ghouls.

The bats, called eyes of the king, send you visual information.

You can summon the *eyes of the king* at any point you can see, but they can then travel outside your line of sight without hindrance.

Even while outside your line of sight, they follow your mental directions on where to explore.

The *eyes of the king* travel together, never separating by more than 40 feet.

Eyes of the king travel at 40 feet per round (400 feet per minute) if viewing an area ahead as a human would (primarily looking at the floor) or 10 feet per round (100

feet per minute) if examining the ceiling and walls as well as the floor ahead.

They use their own senses to view their surroundings, including blindsense, which you also benefit from.

The *eyes of the king* can travel in any direction as long as the spell lasts.

You must concentrate to use *eyes of the king*.

If you do not concentrate, the bats move to attack the closest active creature.

Once concentration lapses, the spell ends 5 rounds later.

Material Component: A bit of bat fur.

RESTORATION, MASS

Conjuration (Healing)

Level: Cleric 8

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *restoration* (see page 272 of *Player's Handbook*), except as listed above.

Material Component: Diamond dust worth 100 gp that is tossed into the air.

SUMMON UNDEAD I

Conjuration (Summoning) [Evil]

Level: Blackguard 1, cleric 1, sorcerer/wizard 1

Components: V, S, F/DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell functions like *summon monster I*, except that you summon an undead creature.

Summon undead I conjures one of the creatures from the 1st-level list on the Summon Undead table.

You choose which creature to summon, and you can change that choice each time you cast the spell.

Summoned undead do not count toward the total Hit Dice of undead that you can control with *animate dead* or the other command undead abilities.

Focus: A tiny bag, a small (not lit) candle, and a carved bone from any humanoid.

SUMMON UNDEAD II

Conjuration (Summoning) [Evil]

Level: Blackguard 2, cleric 2, sorcerer/wizard 2

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon undead I*, except that you can summon one undead from the 2nd-level list or two undead of the same kind from the 1st-level list.

SUMMON UNDEAD III

Conjuration (Summoning) [Evil]

Level: Blackguard 3, cleric 3, sorcerer/wizard 3

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon undead I*, except that you can summon one undead from the 3rd-level list, two undead of the same kind from the 2nd-level list, or four undead of the same kind from the 1st-level list.

SUMMON UNDEAD IV

Conjuration (Summoning) [Evil]

Level: Blackguard 4, cleric 4, sorcerer/wizard 4

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon undead I*, except that you can summon one undead from the 4th-level list, two undead of the same kind from the 3rd-level list, or four undead of the same kind from a lower-level list.

SUMMON UNDEAD V

Conjuration (Summoning) [Evil]

Level: Cleric 5, sorcerer/wizard 5

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon undead I*, except that you can summon one undead from the 5th-level list, two undead of the same kind from the 4th-level list, or four undead of the same kind from a lower-level list.

SUMMON UNDEAD

1st Level	4th Level
Skeleton, Medium	Allip Ghast
Zombie, Small	Zombie, Huge
2nd Level	5th Level
Skeleton, Large	Mummy Shadow
Zombie, Medium	Vampire spawn Wight
3rd Level	
Ghoul	
Skeleton, Huge	
Zombie, Large	

EVOCATION

BLADE OF PAIN AND FEAR

Evocation

Level: Assassin 2, blackguard 1, cleric 2, Deathbound 2, sorcerer/wizard 2

Components: V, S, DF

Casting Time: 1 standard action

Range: 0 ft.

Effect: Swordlike column of gnashing teeth

Duration: 1 min./level (D)

Saving Throw: Will partial

Spell Resistance: Yes

A 3-foot-long column of disembodied gnashing teeth springs forth from your hand, screaming and chanting with unholy vigor.

You make melee touch attacks with this *blade of pain and fear*.

The blade deals 1d6 points of damage +1 point per two caster levels (maximum +10).

Your Strength modifier does not apply to the damage.

A creature that you successfully deal damage to must also make a saving throw or become frightened.

NECROMANCY

AVASCULAR MASS

Necromancy [Death, Evil]

Level: Deathbound 8, sorcerer/wizard 8

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: See text

Saving Throw: Fortitude partial and Reflex negates; see text

Spell Resistance: Yes

You shoot a ray of necromantic energy from your outstretched hand, causing any living creature struck by the ray to violently purge blood vessels through its skin. You must succeed on a ranged touch attack to touch the subject.

If the touch attack is successful, the subject loses half its hit points (rounded down) and is stunned for 1 round.

On a successful Fortitude saving throw, the subject is not stunned.

The purged blood vessels are magically animate, creating a many-layered mass of magically strong, adhesive tissue that trap those caught in them.

The avascular mass instantaneously erupts from the target, and must be anchored on last least two opposed points—such as floor and ceiling or opposite walls—or else the mass collapses and has no effect.

Creatures caught within a 20-foot-radius avascular mass become entangled.

The original target of the spell is automatically entangled.

An entangled creature takes a –2 penalty on attack rolls, a –4 penalty to effective Dexterity, and can't move.

An entangled character who attempts to cast a spell must make a Concentration check or lose the spell.

Because the avascular mass is magically animate, and gradually tightens on those it holds, the Concentration check DC is 30.

Anyone within 20 feet of the primary target when the spell is cast must make a Reflex save.

If this save succeeds, the creature is not stuck in the avascular mass and is free to act, though moving may be a problem (see below).

If the save fails, the creature is stuck.

A stuck creature can break loose by spending 1 round and succeeding on a DC 25 Strength check or a DC 30 Escape Artist check.

Once loose (either from making the initial Reflex save or a later Strength check or Escape Artist check), a creature may progress through the writhing blood vessels very slowly. Each round devoted to moving allows the creature to make a new Strength check or Escape Artist check.

The creature moves 5 feet for each full 5 points by which the check result exceeds 10.

If you have at least 5 feet of avascular mass between you and an opponent, it provides cover.

If you have at least 20 feet of avascular mass between you, it provides total cover.

When the secondary duration elapses, the blood vessel mass becomes only so much limp, decaying tissue.

AVASCULATE

Necromancy [Death, Evil]

Level: Deathbound 7, sorcerer/wizard 7

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You shoot a ray of necromantic energy from your outstretched hand, causing any living creature struck by the ray to violently purge blood or other vital fluids through its skin.

You must succeed on a ranged touch attack to affect the subject.

If successful, the subject is reduced to half of its current hit points (rounded down) and stunned for 1 round.

On a successful Fortitude saving throw, the subject is not stunned.

AWAKEN UNDEAD

Necromancy [Evil]

Level: Deathbound 6, sorcerer/wizard 7

Components: M, S, V, XP

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: All mindless undead within a circle 25 ft. in radius + 5 ft./2 levels

Duration: Permanent (D)

Saving Throw: None (harmless)

Spell Resistance: Yes (harmless)

This spell grants intelligence to mindless undead such as skeletons and zombies.

Undead with Intelligence scores are unaffected.

Mindless undead within the radius gain Intelligence 4+1d6.

Undead cannot gain more intelligence than typical of their original kind.

A skeletal dog simply has Intelligence 2, while a skeletal orc makes the die roll but can't have more than Intelligence 8.

Undead do not regain any skills or feats they had in life.

Undead regain the armor and weapon proficiencies they had in life (assume the undead were formerly warriors unless your DM specifies otherwise) and will don armor and take up weapons while obeying your commands.

A zombie fighter can wear any armor and wield any simple or martial weapon, while a zombie warhorse can wear any armor.

Undead also regain any extraordinary abilities they had in life, such as poison or scent.

Awakened undead gain a +2 profane bonus on their Will saving throws to resist *control undead*.

Awakened undead also gain +2 turn resistance (or retain their own turn resistance, if any, and if it is better than +2).

Material Component: A humanoid fingerbone.

XP Cost: 200 XP.

BITE OF THE KING

Necromancy

Level: Hunger 8

Components: V

Casting Time: 1 standard action

Range: Touch

Target: Living creature whose size does not exceed caster's

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

On your successful melee touch attack, a target that fails its saving throw is subject to being swallowed whole.

To the observer, it appears as if your maw suddenly opens many times its normal size, after which the victim is engulfed.

Your maw immediately returns to its natural size.

Of the victim, there is no visible sign—the swallowed subject exists in a temporary “stomach” dimension.

The swallowed victim takes 2d8+12 points of bludgeoning damage plus 12 points of acid damage per round while in the stomach dimension.

A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 35 points of damage to the stomach dimension (AC 21).

A creature that successfully exits appears to cut its way free from thin air, appearing in a space adjacent to the caster.

Each time you cast this spell, you create a separate temporary stomach dimension.

CHILL OF THE GRAVE

Necromancy

Level: Deathbound 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A pale ray erupts from your pointing finger.

You must succeed on a ranged touch attack with the ray to affect a target.

The target takes 1d10 points of cold damage.

This damage increases to 2d10 at caster level 4, 3d10 at caster level 7th, and 4d10 at caster level 10th.

CLUTCH OF ORCUS

Necromancy [Evil]

Level: Cleric 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One humanoid

Duration: Concentration

Saving Throw: Fortitude negates

Spell Resistance: Yes

Magical force grips the subject's heart (or similar vital organ) and begins crushing it.

The victim reacts as if having a heart attack (it is paralyzed) and takes 1d3 points of damage per round.

Concentration is required to maintain the spell each round. A conscious victim gains a new saving throw each round to end the spell.

If the victim dies as a result of this spell, its smoking heart appears in the caster's hand.

CONSUMPTIVE FIELD

Necromancy [Death, Evil]

Level: Cleric 4

Components: V, S

Casting Time: 1 standard action

Range: Personal

Area: 30-ft.-radius spherical emanation, centered on you

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You draw forth the ebbing life force of all nearby badly wounded creatures and use it to fuel your own power. Upon casting this spell, you radiate a consumptive death field.

All creatures in the area with fewer than 0 hit points that fail their saving throws die, and you gain 1d8 temporary hit points per death caused by this spell and +2 Strength until the spell's duration expires.

Additionally, your effective caster level goes up by 1 per death caused by this spell, to a maximum of 1/2 your original caster level, improving spell effects that are dependent on caster level.

(This increase in effective caster level does not grant you access to more spells).

Creatures that fall to -1 hit points or lower in the area after the spell is cast are likewise subject to its effect.

No creature can be affected by this spell more than once per casting, regardless of the number of times that the area of the spell passes over them.

CONSUMPTIVE FIELD, GREATER

Necromancy [Death, Evil]

Level: Cleric 7

This spell functions like *consumptive field*, except that the field affects all creatures in the area with 9 hit points or fewer that fail their saving throw die, and creatures that fall to 9 hit points or lower in the area after the spell is cast are likewise subject to its effect.

DEATH WARD, MASS

Necromancy

Level: Cleric 8, druid 9

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *death ward* (see page 217 of the *Player's Handbook*), except as noted above.

ENERGY EBB

Necromancy [Evil]

Level: Cleric 7, sorcerer/wizard 7

Duration: 1 round/level

Saving Throw: Fortitude negates; see text

This spell functions like *enervation* (see page 226 of *Player's Handbook*), except the creature struck gains negative levels over an extended period.

You point your finger and utter the incantation, releasing a black needle of crackling negative energy that suppresses the life force of any living creature it strikes.

You must make a ranged touch attack to hit.

If the attack succeeds, the subject initially gains one negative level, then continues to gain another negative level each round thereafter as her life force slowly bleeds away.

The drain can only be stopped by a successful Heal check (DC 23) or the application of a *heal*, *restoration* or *greater restoration* spell.

If the black needle strikes an undead creature, that creature gains 4d4×5 temporary hit points that last for up to 1 hour.

FIELD OF GHOULS

Necromancy [Death, Evil]

Level: Hunger 7

Components: V, S

Casting Time: 1 standard action

Range: Personal

Targets: 30-ft.-radius spherical emanation, centered on you

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You transform the ebbing life force of all nearby badly wounded creatures and use it to create ghouls.

Upon casting this spell, you radiate a necroconsumptive death field.

All creatures in the area with fewer than 0 hit points that fail their saving throws die, and immediately rise as ghouls under your control.

The ghouls follow you, or can remain where formed and attack any creature (or just a specific kind of creature) the ghoul notices.

The ghouls remain until they are destroyed.

The ghouls that you create remain under your control indefinitely.

No matter how many ghouls you generate with this spell, however, you can control only 2 HD worth of undead creatures per caster level (this includes undead from all sources under your control).

If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled (you choose which creatures are released).

If you are a cleric, any undead you might command by virtue of your power to command or rebuke undead do not count toward the limit.

Creatures that fall to -1 hit points or fewer in the area after the spell is cast are likewise subject to its effect. No creature can be affected by this spell more than once per round, regardless of the number of times that the area of the spell passes over them.

GHOUL GAUNTLET

Necromancy [Death, Evil]

Level: Hunger 5, sorcerer/wizard 6

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

Your touch gradually transforms a living victim into a ravening, flesh-eating ghoul.

The transformation process begins at the limb or extremity (usually the hand or arm) touched.

The victim takes 3d6 points of damage per round while the body slowly dies as it is transformed into a ghoul's cold, undying flesh.

When the victim reaches 0 hit points, she becomes a ghoul, body and mind.

If the victim fails her initial saving throw, *cure disease*, *dispel magic*, *heal*, *limited wish*, *miracle*, *Mordenkainen's disjunction*, *remove curse*, *wish*, or *greater restoration* negates the gradual change.

Healing spells may temporarily prolong the process by increasing the victim's hit points, but the transformation continues unabated.

The ghoul that you create remains under your control indefinitely.

No matter how many ghouls you generate with this spell, however, you can control only 2 HD worth of undead creatures per caster level (this includes undead from all sources under your control).

If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled (you choose which creatures are released).

If you are a cleric, any undead you might command by virtue of your power to command or rebuke undead do not count toward the limit.

GHOUL GESTURE

Necromancy

Level: Hunger 3

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: 1 round/level

Saving Throw: Fortitude partial

Spell Resistance: Yes

A green ray stabs from your pointing finger.

You must succeed on a ranged touch attack with the ray to affect a target.

A subject that is successfully targeted must make a Fortitude save or be paralyzed for the duration of the spell.

A subject of the ray that succeeds on its Fortitude save is instead sickened.

A *neutralize poison* spell removes the effect from a sickened creature, and creatures immune to poison are unaffected by the stench.

Material Component: A small scrap of cloth taken from clothing worn by a ghoul, or a pinch of earth from a ghoul's lair.

GHOUL GLYPH

Necromancy

Level: Hunger 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Effect: One ghoul glyph that must fit within a 1-ft. square

Duration: Permanent until discharged

Saving Throw: Fortitude partial

Spell Resistance: Yes

You inscribe a glyph that paralyzes any living creature of Large or smaller size that enters, passes, or opens the warded area.

You can scribe the glyph to be visible as faintly glowing lines, or invisible.

You can inscribe a *ghoul glyph* on a portable object, but if the object is moved more than 5 feet, the glyph fades.

Conditions for triggering a *ghoul glyph* are stringent.

It takes effect on any creature except yourself that moves to or within 2 feet of it.

It affects invisible creatures normally but is not triggered by those that travel past it ethereally.

Only a single *ghoul glyph* can be inscribed in a 5-foot square.

Ghoul glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled.

Mislead and *nondetection* can fool a *ghoul glyph*.

Read magic allows identification of a *ghoul glyph* with a successful DC 13 Spellcraft check, if the glyph is noticed before it is activated.

A rogue (only) can use the Search skill to find a *ghoul glyph* and Disable Device to thwart it.

The DC in each case is 27.

When a glyph is activated, the subject is paralyzed for 1d6+2 rounds.

Additionally, if the subject fails his Fortitude save, the paralyzed subject exudes a carrion stench that causes retching and nausea in a 10-foot radius.

Those in the radius must make a Fortitude save or take a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks until the spell ends.

Material Component: You trace the glyph with earth from a ghoul's lair.

GHOUL LIGHT

Necromancy

Level: Hunger 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Effect: Magical, heatless green flame

Duration: 10 min./level

Saving Throw: None

Spell Resistance: No

A sickly green flame, equivalent in brightness to a torch, springs forth from an object that you touch.

The effect looks like a regular flame, except for its green hue, but it creates no heat and doesn't use oxygen.

Ghoul light can be covered and hidden, but not smothered or quenched.

All undead within 30 feet of a source of *ghoul light* gain +1 turn resistance.

Multiple *ghoul light* sources do not stack.

Darkness spells of 2nd level or lower can counter *ghoul light*.

Material Component: A bit of rendered fat.

HAUNT SHIFT

Necromancy

Level: Cleric 5, sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: Undead creatures within a 40-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Haunt shift translates corporeal and incorporeal undead into haunting presences (see page 6).

The spell converts 1d4 HD worth of undead creatures per caster level (maximum 20d4).

Undead creatures with the fewest HD are affected first; among creatures with equal HD, those that are closest to the burst's point of origin are affected first.

No creature of 9 or more HD can be affected, and Hit Dice that are not sufficient to affect a creature are wasted.

Material Component: A pinch of powdered skull.

INCORPOREAL ENHANCEMENT

Necromancy [Evil]

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One incorporeal undead/level

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

The undead affected by this spell gain a +1 deflection bonus to Armor Class, +1d8 bonus hit points, a +1 enhancement bonus on attack rolls, and a +2 bonus to turn resistance.

Each of these enhancements doubles for every five caster levels, so that a 20th-level caster grants undead +4 to AC, +4d8 bonus hit points, +4 on attack rolls and +8 to turn resistance.

INCORPOREAL NOVA

Necromancy [Death]

Level: Cleric 5, sorcerer/wizard 6

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Incorporeal or gaseous creatures within a 50-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

A nova of dissolution dissipates the immaterial bodies of incorporeal and gaseous creatures, destroying them instantly.

The spell destroys 1d4 HD worth of creatures per caster level (maximum 20d4).

Usually, creatures such as shadows, wraiths, spectres, ghosts, and similar creatures are destroyed, though vampires and living creatures in gaseous form are also affected, as well as other incorporeal creatures.

Creatures with the fewest HD are affected first; among creatures with equal HD, those that are closest to the point of origin of the burst are affected first.

No creature with 9 or more HD is affected, and HD that are not sufficient to affect a creature are wasted.

KISS OF THE VAMPIRE

Necromancy

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You draw upon the powers of unlife to give yourself abilities similar to those of a vampire.

You become gaunt and pale with feral, red eyes, and you gain the following supernatural abilities.

- *enervation* (as a melee touch attack)
- *vampiric touch* (as a melee touch attack)
- *charm person*
- *gaseous form* (self only)
- damage reduction 10/magic

While you are using this spell, *inflict* spells heal you and *cure* spells hurt you.

You are treated as if you were undead for the purpose of all spells and effects.

A successful turn (or rebuke) attempt against an undead of your Hit Dice requires you to make a Will saving throw (DC 10 + cleric's Cha modifier) or be panicked (or cowering) for 10 rounds.

A turn attempt that would destroy (or command) undead of your Hit Dice requires you to make a Will save (DC 15 + cleric's Cha modifier) or be stunned (or *charmed* as by *charm monster*) for 10 rounds.

Any charm effect you create with this spell ends when the spell ends, but all other effects remain until their normal duration expires.

Material Component: A black onyx worth at least 50 gp that has been carved with the image of a fang-mouthed face.

NECROTIC AWARENESS

Necromancy

Level: Cleric 1, sorcerer/wizard 1

Components: V, S, F

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 min./level (D)

Saving Throw: None

Spell Resistance: No

You can sense the presence of creatures who bear a necrotic cyst (see spell of the same name).

The amount of information revealed depends on how long you remain within range of a creature that triggers your cyst awareness:

1st Round: Presence or absence of creatures with necrotic cysts.

2nd Round: Number of creatures bearing necrotic cysts in the area.

3rd Round: The location of each creature bearing a necrotic cyst.

If a cyst-bearer is outside your line of sight, then you discern its direction but not its exact location.

Focus: Caster must possess a mother cyst (see page 28).

NECROTIC BLOAT

Necromancy [Evil]

Level: Cleric 3, sorcerer/wizard 3

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: Living creature with necrotic cyst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You cause the cyst of a subject already harboring a necrotic cyst (see spell of the same name) to pulse and swell.

This agitation of the necrotic cyst tears living tissue and expands the size of the cyst, dealing massive internal damage to the subject.

The subject takes 1d6 points of damage per level (maximum 10d6), and half the damage is considered vile damage (introduced in *Book of Vile Darkness*) because the cyst expands to envelop the newly necrotized tissue.

The cyst is reduced to its original size when the vile damage is healed.

Vile damage can only be healed by magic cast within the area of a *consecrate* or *hallow* spell (or an area naturally consecrated or hallowed).

Points of vile damage represent such an evil violation to a character's body or soul that only in a holy place, with holy magic, can the damage be repaired.

Focus: Caster must possess a mother cyst (see page 28).

NECROTIC BURST

Necromancy [Evil]

Level: Cleric 5, sorcerer/wizard 5

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: Living creature with necrotic cyst

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

You cause the cyst of a subject already harboring a necrotic cyst (see spell of the same name) to explosively enlarge itself at the expense of the subject's body tissue.

If the subject succeeds on her saving throw, she takes 1d6 points of damage per level (maximum 15d6), and half the damage is considered vile damage (see *necrotic bloat*).

The subject's cyst-derived saving throw penalty against effects from the school of necromancy applies.

If the subject fails her saving throw, the cyst expands beyond control, killing the subject.

On the round following the subject's death, the cyst exits the flesh of the slain subject as a free-willed undead called a skulking cyst (see page 120).

The skulking cyst is formed from the naked organs of the subject (usually the intestines, but also including a mass of blood vessels, the odd bone or two, and sometimes even half the lolling head).

Focus: Caster must possess a mother cyst (see page 28).

NECROTIC CYST

Necromancy [Evil]

Level: Cleric 2, sorcerer/wizard 2

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The subject develops an internal spherical sac that contains fluid or semisolid necrotic flesh.

The internal cyst is noticeable as a slight bulge on the subject's arm, abdomen, or face (wherever you chose to touch the target) or it is buried deeply enough in the flesh of your target that it is not immediately obvious—the subject may not realize what was implanted within her.

From now on, undead foes and necromantic magic are particularly debilitating to the subject—the cyst enables a sympathetic response between free-roaming external undead and itself.

Whenever the victim is subject to a spell or effect from the school of necromancy, she makes saving throws to resist at a –2 penalty.

Whenever the subject is dealt damage by the natural weapon of an undead (claw, bite, or other attack form), she takes an additional 1d6 points of damage.

Victims who possess necrotic cysts may elect to have some well-meaning surgeon remove them surgically.

The procedure is a bloody, painful process that incapacitates the subject for 1 hour on a successful DC 20 Heal check, and kills the subject with an unsuccessful Heal check.

The procedure takes 1 hour, and the surgeon can't take 20 on the check.

Protection from evil or a similar spell prevents the necrotic cyst from forming.

Once a necrotic cyst is implanted, spells that manipulate the cyst and its bearer are no longer thwarted by *protection from evil*.

Focus: Caster must possess a mother cyst (see page 28).

NECROTIC DOMINATION

Necromancy [Evil]

Level: Cleric 4, sorcerer/wizard 4

Components: V, S, F

Target: Living creature with necrotic cyst
This spell functions like *dominate person* (see page 224 of the *Player's Handbook*), except you can dominate any humanoid that harbors a necrotic cyst.
Focus: Caster must possess a mother cyst (see page 28).

NECROTIC EMPOWERMENT

Necromancy [Evil]
Level: Cleric 8, sorcerer/wizard 8
Components: V, S, F
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level
You call upon the mother cyst that your body hosts, drawing from it strength, vigor, speed, and vicious certainty.
While the spell is in effect, you gain a +8 enhancement bonus to Dexterity, Intelligence, and Wisdom, a +8 natural armor bonus to Armor Class as your skin briefly crusts and hardens, a +5 competence bonus on Fortitude saves, and 100 temporary hit points.
While the empowerment lasts, you are unable to cast any other mother cyst feat-enabled spell.
Focus: Caster must possess a mother cyst (see page 28).

NECROTIC ERUPTION

Necromancy [Evil]
Level: Cleric 6, sorcerer/wizard 6
Components: V, S, F
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: Living creature with necrotic cyst and all creatures in 20 ft. radius spread
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: No
You cause the cyst of a subject already harboring a necrotic cyst (see spell of the same name) to explosively enlarge itself at the expense of the subject's body tissue, harming both the subject (and nearby creatures if the subject fails his save).
If the subject succeeds on his saving throw, he takes 1d6 points of damage per level (maximum 15d6), and half the damage is considered vile damage (see *necrotic blot*).
The subject's cyst-derived saving throw penalty against effects from the school of necromancy applies.
If the subject fails his saving throw, the cyst expands beyond control, killing the subject.
All creatures within 20 feet of the subject take 1d6 points of damage per level (maximum 15d6; Reflex half), and half the damage taken is considered vile damage.
All creatures in range that take this secondary damage are also exposed to the effect of the base *necrotic cyst* spell.
On the round following the subject's death, the cyst exits the flesh of the slain subject as a free-willed undead called a skulking cyst (see page 120).
Focus: Caster must possess a mother cyst (see page 28).

NECROTIC SCRYING

Necromancy [Evil]

Level: Cleric 2, sorcerer/wizard 2
Components: V, S, F
Casting Time: 1 standard action
Range: Unlimited
Effect: Cyst-bearer serves as magical sensor
Duration: 1 min./level (D)
Saving Throw: None
Spell Resistance: No
You can concentrate upon a specific individual who you believe to bear a necrotic cyst (see spell of the same name), and hear or see (your choice) almost as if you were there.
Distance is not a factor, but the spell fails if the individual no longer bears the cyst or if the cyst bearer is no longer on the plane of existence you are currently occupying.
If the chosen locale is magically dark, you see nothing.
If it is naturally pitch black, you can see in a 10-foot radius around the center of the spell's effect.
Lead sheeting or magical protection (such as *antimagic field*, *mind blank*, or *nondetection*) blocks the spell, and you sense that the spell is so blocked.
You may cast the following spells through *necrotic scrying*: *comprehend languages*, *magic mouth*, *message*, *read magic*, *tongues*, and *darkvision*.
Focus: Caster must possess a mother cyst (see page 28).

NECROTIC TERMINATION

Necromancy [Evil]
Level: Cleric 9, sorcerer/wizard 9
Components: V, S, F, XP
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: Living creature with necrotic cyst
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: No
You cause the cyst of a subject already harboring a necrotic cyst (see spell of the same name) to physically and spiritually enlarge itself at the expense of the subject's body and soul.
If the subject succeeds on her saving throw, she takes 1d6 points of damage per level (maximum 25d6), and half the damage is considered vile damage (see *necrotic blot*).
The subject's cyst-derived saving throw penalty against effects from the school of necromancy applies.
If the subject fails her saving throw, the cyst expands beyond control, killing the subject and digesting her soul.
Raise dead, *resurrection*, *true resurrection*, *wish*, and *miracle* cannot return life to the subject once her soul is digested—she is gone forever.
On the round following the subject's death, the cyst exits the flesh of the slain subject as a free-willed undead called a skulking cyst (see page 120).
Focus: Caster must possess a mother cyst (see page 28).
XP Cost: 1,000 XP.

NECROTIC TUMOR

Necromancy [Evil]
Level: Cleric 7, sorcerer/wizard 7
Components: V, S, F
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: Living creature with necrotic cyst

Duration: One day/level or permanent

Saving Throw: Fortitude partial

Spell Resistance: No

You cause the cyst of a subject already harboring a necrotic cyst (see spell of the same name) to envelop a portion of the victim's brain.

If the subject succeeds on his saving throw (the subject's cyst-derived saving throw penalty against effects from the school of necromancy applies), you may still influence him by suggesting a course of activity (limited to a sentence or two).

The instruction must be worded in such a manner as to make the activity 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 instruction.

The instructed course of activity can continue for the entire duration.

If the instructed activity can be completed in a shorter time, the instruction ends when the subject finishes what he was asked to do.

You can instead specify conditions that trigger a special activity during the duration.

If the condition is not met before the spell expires, the activity is not performed.

If the subject fails his saving throw, the cyst envelops a larger portion of the subject's higher brain, and you gain complete control of the actions of the subject permanently. You do not know what the subject is experiencing and share no special link with him.

If a common language is shared, you can force the subject to perform as you desire, within the limits of his abilities.

If no common language is shared, you can communicate only basic commands, such as "Come here", "Go there", "Fight", and "Stand still".

A subject may resist this control, but the presence of his necrotic tumor on his brain stem ensures their loyalty. *Protection from evil* or a similar spell does not protect the subject from following your commands—the tumor is already inside him.

Focus: Caster must possess a mother cyst (see page 28).

NIGHT'S CARESS

Necromancy [Evil]

Level: Sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

A touch from your hand, which sheds darkness like the blackest night, disrupts the life force of a living creature. Your touch deals 1d6 points of damage per caster level (max 15d6), and 1d6+2 points of Constitution damage. (A successful Fortitude saving throw negates the Constitution damage).

The spell has a special effect on an undead creature.

An undead touched by you takes no damage or Constitution loss, but it must make a successful Will saving throw or flee as if panicked for 1d4 rounds +1 round per caster level.

PLAGUE OF UNDEAD

Necromancy [Evil]

Level: Cleric 9, sorcerer/wizard 9

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more corpses within range

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell unleashes great necromantic power, raising a host of undead creatures.

This spell turns the bones or bodies of dead creatures within the spell's range into undead skeletons or zombies that follow your spoken commands.

The undead remain animated until destroyed (a destroyed skeleton or zombie can't be animated again).

Regardless of the specific numbers or kinds of undead created with this spell, you can't create more HD of undead with this spell than four times your caster level with a single casting of *plague of undead*.

The undead you create remain under your control indefinitely.

No matter how many times you use this spell or *animate dead*, however, you can only control 4 HD worth of undead creatures per caster level.

The limit imposed by this spell and the *animate dead* spell are the same, meaning that creatures you animate with either spell count against this limit.

If you exceed this number, all the newly created creatures fall under your control and any excess undead from previous castings of this spell or *animate dead* become uncontrolled.

Any time that this causes you to release only part of the undead that you control through this spell or *animate dead*, you choose which undead are released until the total HD of undead you control is equal to four times your caster level. The bones and bodies required for this spell follow the same restrictions as *animate dead* (see page 199 of the *Player's Handbook*).

All of the bones and bodies to be animated by this spell must be within range when the spell is cast.

Material Component: A black sapphire worth 100 gp or several black sapphires with total value of 100 gp.

REVIVE UNDEAD

Necromancy [Evil]

Level: Deathbound 5, sorcerer/wizard 6

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: Destroyed undead creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (harmless)

Your restore animation to an undead creature destroyed by hit point loss (even zombies and skeletons that can't normally be reanimated once destroyed).

You can revive a destroyed undead that has been inactive for up to one day per caster level.

In addition, the subject's animating spirit must be free and willing to return.

If the subject's animating spirit is not willing to return, the spell does not work; therefore, subjects that want to revive receive no saving throw.

Revive undead heals hit point damage up to a total of 1 hit point per Hit Die to an undead.

The body of the undead to be revived must be whole. Otherwise, missing parts are still missing when the creature is reanimated.

None of the dead creature's equipment or possessions are affected in any way by this spell.

An undead that has been turned to dust by a turning effect can't be revived by this spell (because only dust remains of the undead).

The subject of the spell loses one level or HD (if it doesn't have a character class level, it loses a HD) when it is revived.

This level loss cannot be repaired by any spell.

If the subject is 1st level, it loses 2 points of Charisma instead.

An undead that was destroyed with spells prepared has a 50% chance of losing any given spell upon being revived, in addition to losing spells for losing a level.

A spellcasting undead that doesn't prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell, in addition to losing spell slots for losing a level.

Material Component: A black pearl worth at least 500 gp.

SPARK OF LIFE

Necromancy

Level: Cleric 7, druid 8

Components: V, S

Casting Time: 1 standard action

Range: Touch

Targets: Undead creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

A touch from your hand limns an undead creature in a faint yellow glow, making it vulnerable to many of the dangers that can harm living creatures.

For the duration of the spell, the undead creature is subject to extra damage from critical hits (and thus sneak attacks), nonlethal damage, ability drain, energy drain, fatigue, exhaustion, and damage to its physical ability scores (though it still lacks a Constitution score and thus can't take Constitution damage) as if it were alive.

It loses its immunity to effects that require a Fortitude save, as well as its invulnerability to poison, sleep effects, paralysis, stunning, disease, and death effects.

However, an undead affected by this spell gains a bonus on its Fortitude saves equal to its Charisma bonus (if any).

(The bonus doesn't apply to Fortitude saves against effects that also affect objects).

It must breathe, eat, and sleep just like a normal creature (though the last two aren't likely to come into play thanks to the spell's short duration).

While it is under the effect of this spell, both negative energy (such as *inflict* spells) and positive energy (such as *cure* spells) heal damage to the undead creature, rather than damaging it.

An undead creature affected by this spell retains all other traits.

SPAWN SCREEN

Necromancy

Level: Cleric 2, sorcerer/wizard 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject does not rise as undead spawn should she perish from an undead's attack form that normally would turn her into a spawn (such as from ghoul fever).

This spell doesn't prevent the subject from perishing or provide anything other than insurance that the subject's body and spirit cannot be hijacked by an acquisitive undead creature.

The protection applies if the duration is still effect when the subject first dies; the spell need not linger in its effect over the period immediately prior to a spawn's rise.

This spell cannot be cast on the body of a subject already killed by a spawn-creating undead.

SPECTRAL TOUCH

Necromancy

Level: Sorcerer/wizard 6

Components: V, S

Casting Time: 1 standard action

Range: Touch

Targets: Creature or creatures touched (up to one/level)

Duration: 1 round/level (D); see text

Saving Throw: Fortitude negates

Spell Resistance: Yes

A touch from your hand, which crackles with black energy, weakens the life force of living creatures.

Each touch channels negative energy that bestows one negative level on the target and grants you 5 temporary hit points.

Both the negative level and the temporary hit points last for up to 1 hour.

A target's successful Fortitude save negates the negative level and prevents you from gaining the temporary hit points.

You can use this melee touch attack once per round for a number of rounds equal to your level.

Any charges of the spell not used by the time the duration expires are lost.

An undead creature you touch instead gains 5 temporary hit points and you lose a like amount (no save).

Temporary hit points gained in this way last for up to 1 hour.

VEIL OF UNDEATH

Necromancy [Evil]

Level: Cleric 8, sorcerer/wizard 8

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

You gain many of the traits common to undead creatures.

While the spell lasts, you have immunity to mind-affecting spells and abilities, poison, sleep, paralysis, stunning, disease, death, extra damage from critical hits, nonlethal damage, death from massive damage, ability drain, energy drain, fatigue, exhaustion, damage to physical ability scores, and any effect requiring a Fortitude save unless it is harmless or affects objects.

You need not breathe, eat, or sleep.

For the duration of the spell, your Con becomes —.

You lose any bonus hit points gained from having a Con bonus (this can't reduce hit points to fewer than 1 per HD).

If your Con modifier is normally a penalty, you don't gain any hit points by casting this spell.

Like an undead creature, you are damaged by *cure* spells and healed by *inflict* spells.

You don't actually gain the undead type by casting this spell.

Material Component: A black sapphire worth 1,000 gp.

WITHER LIMB

Necromancy [Evil]

Level: Deathbound 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Limbs of one humanoid

Duration: Permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

The caster chooses to wither either the arms or the legs of a humanoid.

Withered legs force a subject to fall prone while at the same time reducing the subject's land speed to 5 feet.

Withered arms make it impossible for the subject to use objects or cast spells with somatic components.

A withered limb can be restored by a successful *dispel magic* cast by a spellcaster of a level higher than the level of the *wither limb* caster.

TRANSMUTATION

FANGS OF THE VAMPIRE KING

Transmutation [Evil]

Level: Assassin 3, blackguard 3, Deathbound 3

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

You grow vampirelike fangs that allow you to make bite attacks with an attack bonus of +10 plus your Strength modifier.

Your bite attack deals 1d6 points of damage and 1 point of Constitution damage.

If you make a full attack with other weapons, you can also make a bite attack as a secondary attack (–5 to hit).

GHOST TOUCH ARMOR

Transmutation

Level: Cleric 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Armor of creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject's armor gains the *ghost touch* property.

Material Component: A tiny shield made of resin.

GHOST TOUCH WEAPON

Transmutation

Level: Cleric 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One weapon or fifty projectiles (all of which must be in contact with each other at the time of casting)

Duration: 10 min./level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Ghost touch weapon makes a weapon magically capable of dealing damage normally to incorporeal creatures, regardless of its enhancement bonus.

(An incorporeal creature's 50% chance to avoid damage does not apply to attacks made with weapons under the effect of this spell).

A ranged weapon affected by this spell does not bestow the ability on its ammunition.

The weapon can be picked up and moved by an incorporeal creature at any time.

A manifesting ghost can wield the weapon against corporeal foes.

Essentially, a weapon under the effect of this spell counts as either corporeal or incorporeal at any given time, whichever is more beneficial to the wielder.

GHOSTFORM

Transmutation

Level: Sorcerer/wizard 8

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

You assume a visible, incorporeal form like that of a manifesting ghost.

You have no physical body while in this state.

You can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities.

You are immune to all nonmagical attack forms.

Even when hit by spells or magic weapons, you have a 50% chance to ignore any damage from a corporeal source (except for positive energy, negative energy, force effects such as *magic missile*, or attacks made with ghost touch weapons).

Nondamaging spell effects affect you normally unless they require corporeal targets to function (such as *implosion*) or they create a corporeal effect that incorporeal creatures would normally be unaffected by (such as a *web* or *wall of stone* spell).

As an incorporeal creature, you have no natural armor bonus but have a deflection bonus equal to your Charisma bonus (always at least +1, even if your Charisma score does not normally provide a bonus).

You can enter or pass through solid objects while in *ghostform*, but you must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than your own.

You can sense the presence of creatures or objects within a square adjacent to your current location, but enemies have total concealment (50% miss chance) from you while you are inside an object.

In order to see farther from the object you are in and attack normally, you must emerge.

While inside an object, you have total cover, but when you attack a creature outside the object you have cover only, so a creature outside with a readied action could strike at you as you attack.

You cannot pass through a force effect.

While under the effect of *ghostform*, your attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as *mage armor*) work normally against you.

Your nonmagical attacks have no effect on corporeal targets, and any attack you make with a magic weapon against a corporeal target has a 50% miss chance, except for attacks you make with a ghost touch weapon, while are made normally (no miss chance).

Spells you cast while in *ghostform* affect corporeal targets normally, including spells that require you to make an attack roll (such as rays or melee touch spells).

You can pass through and operate in water as easily as you do in air.

You cannot fall or take falling damage.

You cannot make trip or grapple attacks, nor can you be tripped or grappled.

In fact, you cannot take any physical action that would move or manipulate an opponent or its equipment, nor are you subject to such actions.

You have no weight while in *ghostform* and do not set off traps that are triggered by weight.

You move silently and cannot be heard with Listen checks if you don't wish to be while in *ghostform*.

You have no Strength score while incorporeal, so your Dexterity modifier applies to both your melee attacks and ranged attacks.

Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to you.

You have an innate sense of direction and can move at full speed even when you cannot see.

UNDEAD BANE WEAPON

Transmutation

Level: Cleric 4, paladin 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You give a weapon the undead bane special ability in addition to any other properties it has.

Against undead, your weapon's enhancement bonus (if any) is 2 higher than normal and it deals an extra 2d6 points of damage against undead.

The spell has no effect if cast upon a weapon that already has the undead bane special ability.

At caster level 9th (paladin level 18th) and above, the weapon gains a +1 enhancement bonus if it is not already a magic weapon.

Alternatively, you can affect up to fifty arrows, bolts, or bullets.

The projectiles must be of the same kind, and they have to be together, such as in the same quiver.

Projectiles (but not thrown weapons) lose their transmutation when fired.

The weapon is considered good-aligned for the purpose of overcoming damage reduction.

Any weapon affected by this spell glows with a serene gray radiance that sheds as much light as a candle.

LORDS OF DARKNESS (3.0)

ABJURATION

GREATER SHADOW TENTACLE

Abjuration (Shadow)

Level: Sor/Wiz 5

Components: S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One shadow

Duration: 1 round/level or concentration

Saving Throw: None

Spell Resistance: No

As *lesser shadow tentacle*, except the spell creates a shadow tentacle that extends up to 10 feet per caster level (maximum 100 feet) from its anchoring point.

The tentacle created by this spell has 40 hit points, AC 18, and can be burst with a Strength check (DC 25).

A character can also free himself from the tentacle with an Escape Artist check (DC 22).

LESSER SHADOW TENTACLE

Abjuration (Shadow)

Level: Sor/Wiz 3

Components: S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One shadow

Duration: Concentration (1 round/level max)

Saving Throw: None

Spell Resistance: No

You can animate any nearby shadow into a ropelike tentacle.

The target shadow transforms into a thick, ropy tentacle.

One end of the shadow tentacle remains rooted to the location where it fell on the floor, wall, ceiling, et cetera, while the opposite end can attack and curl about a target.

The animated shadow tentacle extends 5 feet per level of the caster (up to 50 feet) from its anchoring point.

The caster directs the shadow tendril, indicating a target for it to attack.

The tentacle makes a melee touch attack using the caster's attack bonus.

The tentacle does not inflict damage, but can be used to entangle an opponent.

A successful melee touch attack means that the tentacle has entangled its victim.

The shadow tentacle is anchored, so it can hold its victim motionless if the caster desires; otherwise, the entangled victim can move at half speed up to the length of the animated tentacle.

The shadow tentacle has 20 hit points, AC 15, and can be burst with a Strength check (DC 23).

A character can also free himself from the tentacle with an Escape Artist check (DC 20).

Changing targets is a standard action.

When the caster changes targets, the tentacle releases its current victim and immediately attacks the new target.

The tentacle is not affected by bright light, sunlight, or light spells.

NIGHT'S MANTLE

Abjuration

Level: Clr 4

Components: V, S

Casting Time: 1 action

Range: Personal

Target: Creature touched

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You imbue a creature with an invisible shield that protects it from all effects of sunlight.

If cast on a vampire or other creature that is normally harmed or destroyed by exposure to sunlight, the spell allows that creature to function in sunlight without hindrance.

The spell does not overcome any aversion the target creature may have for sunlight, however.

Night's mantle is not countered or dispelled by any light spell of equal or lower level (such as the 3rd-level cleric spell *daylight*).

It can be countered or dispelled by a light spell of greater level (such as the 8th-level cleric spell *sunburst*, which both counters *night's mantle* and inflicts its normal damage).

Material Component: Powdered ruby (value no less than 1,000 gp).

EVOCATION

COMBUST

Evocation [Fire]

Level: Sor/Wiz 2 (Red Wizard)

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Touched creature or combustible object that weighs no more than 25 lb./level

Duration: Instantaneous (see text)

Saving Throw: Reflex partial

Spell Resistance: Yes

This spell makes a combustible object or a creature's combustible equipment burst into flame, even if damp.

If the target is a creature, the initial eruption of flame causes 2d6 points of fire damage +1 point per caster level (maximum +10) with no saving throw.

The creature must make a Reflex save (DC 15) or catch on fire.

(See *Catching on Fire* in Chapter 3 of the *DUNGEON MASTER's Guide*).

If the target is a combustible, unattended object, the initial eruption of flame inflicts fire damage on the object as noted above.

The object catches fire and takes 1d6 points of fire damage each round until consumed or someone puts out the fire.

Anyone touching the object during the initial eruption of flame takes the same fire damage the object does.

A Reflex save reduces damage by half.

If a creature touching the object fails the Reflex save, it must make another Reflex save (DC 15) to avoid catching fire.

This spell originally appeared in *Magic of Faerûn*.

Material Component: A drop of oil and a piece of flint.

DARKFIRE

Evocation [Fire]

Level: Clr 3 (drow pantheon)

Components: V, S

Casting Time: 1 action

Range: 0 ft.

Effect: Flame in your palm

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

Dark flames appear in your hand.

You can hurl them or use them to touch enemies.

The flames appear in your open hand and harm neither you nor your equipment.

They emit no light but produce the same amount of heat as an actual fire.

You can strike opponents with a melee touch attack, dealing fire damage equal to 1d4 +1 points per two caster levels (maximum +10).

Alternatively, you can hurl the flames up to 120 feet as a thrown weapon.

When doing so, you attack with a ranged touch attack (with no range penalty) and deal the same damage as with the melee attack.

No sooner do you hurl the flames than a new set appears in your hand.

The *darkfire* is completely invisible to normal vision but can be seen with darkvision as easily as a normal flame can be seen in darkness (this means that *darkfire* can be used as a signal or beacon for creatures with darkvision).

The spell does not function underwater.

This spell originally appeared in *Magic of Faerûn*.

MYSTIC LASH

Evocation [Electricity, Evil]

Level: Clr 3 (Bane)

Components: V, S, DF

Casting Time: 1 action

Range: 0 ft.

Effect: Electric whip

Duration: 1 round/level

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

You create a long whip of ghostly red energy that emanates from your hand and never harms you.

You wield this weapon as if it were an actual whip and you were proficient in it.

Attacks with the *mystic lash* are ranged touch attacks.

The *lash* deals 1d8 points of electrical damage +1 point per two caster levels (maximum +5).

Since the *lash* is immaterial, your Strength modifier does not apply to the damage.

A creature hit with the *lash* must make a Fortitude saving throw or be stunned for 1 round.

If the *lash* hits its target, you may release it from your hand so that it continues to attack that target automatically, leaving your hand free.

The *lash* attacks on your turn using your base attack value, although it can only attack once per round on its own.

If the *lash's* target falls unconscious, dies, or is destroyed, the *lash* returns to you on its next action.

If you do not grasp the *lash* on the round it returns, it dissipates, but otherwise you can use the *lash* on another creature and begin the cycle again.

This spell originally appeared in *Magic of Faerûn*.

PHANTOM PLOW

Evocation [Earth]

Level: Clr 3, Drd 3

Components: V, S, M

Casting Time: 1 action

Range: See text

Area: See text

Duration: Permanent

Saving Throw: See text

Spell Resistance: No

You turn aside raw earth in a furrow in a straight line, extending from your feet to a distance of 20 feet per caster level.

The furrow measures 1 foot deep by 6 inches wide.

The furrow ceases if it connects with a wall, large boulder, or other solid object greater than its own width.

Medium-size and smaller creatures standing directly in the furrow's path must make a Balance check against the caster's save DC to retain their footing; otherwise they fall prone to the ground.

Creatures burrowing or buried in the earth along the furrow's line suffer 4d4 points of damage.

Netherese clerics utilized this spell to turn earth at a fast rate in preparation for planting crops.

Its use enabled them to plant large tracts of land quickly and efficiently.

Material Component: A handful of dried corn.

SHADOW CANOPY

Evocation [Darkness]

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 full round

Range: Medium (100 ft. + 10 ft./level)

Effect: Dome 25 ft. high, diameter 100 ft. + 50 ft./level

Duration: 1 hour/level

Saving Throw: Will negates or none (object)

Spell Resistance: Yes or no (object)

You create a dome of shadow.

The outer surface of the dome is impenetrable to normal vision and darkvision, granting 100% concealment to creatures and objects within the spell's area.

A creature under the effect of *blacklight* cannot see through the dome.

The interior of the dome casts a deep shadow on everything within, reducing the range of normal vision to 5 feet; creatures with darkvision can see normally within the dome.

Light, including sunlight, cannot penetrate the dome.

Creatures that would normally be adversely affected by sunlight, such as shades and vampires, are able to function normally within the dome.

You cannot cast the spell on a point in space or on a mobile object.

All Shadovar expeditions assigned to recover items from old Netherese locations include at least one arcanist able to cast this protective spell.

Shadow canopy counters or dispels any light spell of equal or lower level.

Light spells of equal level have no effect on *shadow canopy*, but light spells of higher level counter or dispel *shadow canopy*.

Material Component: A handful of coal dust and the dried eyeball of any diurnal creature.

ILLUSION

SKULL OF SECRETS

Illusion (Shadow)

Level: Clr 4 (Cyric)

Components: V, S

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Intangible skull

Duration: Permanent until discharged

Saving Throw: Reflex half (see text)

Spell Resistance: Yes

You create an intangible image of a floating skull that trails black flames.

The skull and its flames are obviously an illusion and cause no damage, nor can they be damaged by attacks.

The skull flies at speed 40 feet (perfect) but cannot move more than 20 feet from its point of origin.

The skull floats about aimlessly but threateningly within its available range.

You set two triggering conditions for the skull.

The first activates a message as if the skull were a *magic mouth*.

The second causes the skull to spit a tongue of flame 5 feet wide and 10 feet long that deals 1d8 points of damage per two caster levels (maximum 5d8) to the creature that triggered it and any others in the area.

Those affected can make Reflex saving throws for half damage.

The triggering conditions can be the same for both effects, which would cause the skull to spit flame and speak its message at the same time.

Once both triggering conditions have been met, the skull disappears.

The skull can only do each effect one time, so if it has already spoken its message it does not speak it again if the message trigger occurs a second time.

This spell originally appeared in *Magic of Faerûn*.

TRIPLE MASK

Illusion (Shadow)

Level: Clr 7 (Cyrlic)

Components: V, S, DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Three shadow duplicates

Duration: 1 round/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

You create three shadow duplicates of yourself; they look, sound, and smell like you but are intangible.

You can switch your perceptions between any of the shadows and your own body as a free action on your turn.

When you use the perceptions of a shadow, it mimics your actions (including speech) unless you concentrate on making it act differently.

Any shadows you are not controlling remain inert.

If you desire, any spell you cast whose range is touch or greater can originate from the controlled shadow instead of from you.

(The shadows are quasi-real, just real enough to cast spells that you originate).

A shadow can cast spells on itself only if those spells affect shadows.

The shadows act similar to the servant conjured by an *unseen servant* spell.

They are mindless, so while they can perform simple tasks such as opening doors, they cannot perform complex tasks such as puzzle solving.

A controlled shadow can also be programmed to move in a particular direction or to a location you know.

It moves at your speed and continues to move in this manner until it reaches its destination or you shift your perceptions to it and program it to go somewhere else.

If you use *dimension door*, *teleport*, *plane shift*, or a similar spell that removes you from the same plane as the shadows, even momentarily, the spell ends.

Normally this spell is used to give you several false bodies to use at once, with one as a safe haven for casting spells (similar to *project image*) and the other two acting as distractions.

NECROMANCY

DEVASTATE UNDEAD

Necromancy

Level: Sor/Wiz 8

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Undead creatures, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell was created by the lich Larloch to power himself at the expense of his own undead minions.

The target undead creatures must succeed at Fortitude saving throws or be destroyed, just as if hit by a *disruption* weapon.

Creatures that are not undead, and undead with Hit Dice greater than the caster's caster level, are unaffected by this spell.

If an undead creature is destroyed by this spell, a portion of the negative energy that gave it unlife flows back to the caster.

This negative energy deals (if the caster is living) or cures (if the caster is undead) 5 hit points of damage per hit die of the destroyed undead.

Focus: A *disruption* weapon of any kind.

DREAD BLAST

Necromancy

Level: Clr 4 (Cyrlic)

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: Instantaneous (see text)

Saving Throw: Will half (see text)

Spell Resistance: Yes

You fire a black ray of negative energy at a single target. You must succeed at a ranged touch attack to strike your target.

A creature struck by this ray takes 3d8 points of damage +1 point per caster level (up to +20).

The spell has no effect on constructs or inanimate objects. Since undead are powered by negative energy, this spell cures them of a like amount of damage, rather than harming them.

HANDFANG

Necromancy [Evil]

Level: Clr 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Reflex half (see below)

Spell Resistance: No

You create a fanged, biting mouth in the palm of your hand. When you lay your hand upon a creature, the mouth deals 1d8 points of damage.

If the target makes a successful Reflex save, he takes only half damage.

If the target fails his Reflex save, you may start a grapple as a free action without provoking an attack of opportunity.

If you establish a hold, the fanged mouth sinks its teeth into the target's flesh and continues to bite for an additional 1d6 points of damage each round until the hold is broken or the spell ends.

MORTAL WOUND

Necromancy

Level: Clr 4 (Bhaal, Cyric)

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: Instantaneous (see text)

Saving Throw: Will half (see text)

Spell Resistance: Yes

You fire a black ray of negative energy at a single target. You must succeed at a ranged touch attack to strike your target.

A creature struck by this ray takes 3d8 points of damage +1 point per caster level (up to +20).

The spell has no effect on constructs or inanimate objects. Since undead are powered negative energy, this spell cures them of a like amount of damage, rather than harming them.

STASIS CLONE

Necromancy

Level: Sor/Wiz 9

As *clone*, except that if the original individual is still alive, the cloned body falls immediately into stasis and does not rot.

If the original individual later dies, the soul transfers to the *stasis clone*, which leaves stasis and immediately begins to function as per the normal *clone* spell.

If multiple *stasis clones* exist for the same original creature when it is slain, the soul goes into the most recently created *stasis clone*.

TRANSMUTATION

BATTLETIDE

Transmutation

Level: Clr 5 (Xvim/Bane)

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Caster and up to one creature/level, no two of which can be more than 30 ft. apart

Duration: 1 round/level

Saving Throw: No and Will negates

Spell Resistance: Yes

The caster steals energy from others, slowing them and speeding him or her.

Targets other than the caster suffer a -2 circumstance penalty on saving throws, attack rolls, and damage rolls.

As long as at least 1 enemy is affected by the spell, the caster gets one extra partial action each round.

If all the affected enemies free themselves from the spell (by death, entering an *antimagic field*, receiving a successful *dispel magic*, and so on), the spell ends.

This spell originally appeared in *Magic of Faerûn*.

SKULL EYES

Transmutation [see text]

Level: Clr 5 (Cyric)

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: You

Duration: 1 round/3 levels (see text)

Saving Throw: See text

Spell Resistance: Yes

As *eyebite*, except that you can only choose one of the following possible gaze attacks:

Charm: Equivalent to the *charm monster* spell, except that the saving throw is based on spell level 5th.

Confusion: As the *confusion* spell, except affecting only one target.

When you cast this spell, your eyes turn black with skull-shaped irises.

SKULL EYES

Transmutation [see text]

Level: Clr 5 (Cyric)

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: You

Duration: 1 round/3 levels (see text)

Saving Throw: See text

Spell Resistance: Yes

As *eyebite*, except that you can choose only one of the following possible gaze attacks:

Charm: Equivalent to the *charm monster* spell, except that the saving throw is based on spell level 5.

Confusion: As the *confusion* spell, except affecting only one target.

When you cast this spell, your eyes turn black with skull-shaped irises.

STONE WALK

Transmutation [Teleportation]

Level: Clr 6 (Bane)

Components: V, S, M (see text)

Casting Time: 10 minutes

Range: Touch

Target: Stone touched

Duration: Permanent until discharged

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You magically link one location to another so that you or another may speak a command word at one end and be teleported to the other end.

Before you cast the spell you must prepare the ends of the link, both of which must be areas of stone 5 feet square.

This preparation takes 1 hour, and functions for repeated castings of the spell as long as the stones are not damaged.

When the spell is cast, the stones become attuned to a command word you designate.

Any creature that speaks the command word while standing upon one of the stones is teleported without error to the other end instantaneously.

The stones function once for every four caster levels, and can carry 50 pounds per caster level each time.

Creatures that exceed the weight limitation are not transported and count as one of the uses of the spell.

Material Component: The preparation of each of the ends of the link requires a paste made from rubies and amber worth 2,500 gp.

Casting the spell requires a 2,500 gp diamond.

Activating one of the linked stones once the spell is cast does not require any material component.

This spell originally appeared in *Magic of Faerûn*.

LORDS OF MADNESS (3.5)

ABJURATION

ELDER GLYPH OF WARDING

Abjuration

Level: Cleric 9

This spell functions like *glyph of warding*, except that an *elder blast glyph* deals 1d8 points of damage per caster level (maximum of 30d8), and an *elder spell glyph* can store a spell of 9th level or lower.

Material Component: You trace the *elder glyph* with incense, which first must be sprinkled with powdered diamond worth at least 1,000 gp.

CONJURATION

UTTERDARK

Conjuration (Creation) [Evil]

Level: Sorcerer/wizard 9, Vile Darkness 8

Components: V, S, M/DF

Casting Time: 3 rounds

Range: Close (25 ft. + 5 ft./2 levels)

Area: 100-ft./level radius spread

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

Utterdark spreads outward from you, creating an area of cold, cloying magical darkness.

This darkness is similar to that created by the *deeper darkness* spell, but it cannot be dispelled by magical light (although a *light* spell or similar effect of equal or higher level can temporarily suppress the *utterdark* where their areas overlap, restoring normal illumination to the affected area for as long as the *light* spell or effect lasts).

Furthermore, evil-aligned creatures can see in this darkness as if it were simply a dimly lighted area.

Arcane Material Component: A black stick, 6 inches long, with humanoid blood smeared upon it.

DIVINATION

BRAIN SPIDER

Divination [Mind-Affecting]

Level: Cleric 8, Mind 7

Components: V, S, M, DF

Casting Time: 1 round

Range: Long (400 ft. + 40 ft./level)

Targets: Up to eight living creatures within range

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell allows you to eavesdrop as a standard action on the thoughts of up to eight other creatures at once, hearing as desired:

- The ceaseless chaos representing images of surface thoughts.
- Individual trains of thought in whatever order you desire.
- Information from all minds about one particular topic, thing, or being, one nugget of information per caster level.
- A study of the thoughts and memories of one creature of the group in detail.

Once per round, if you do not perform a detailed study of one creature's mind, you can attempt (as a standard action) to implant a *suggestion* in the mind of any one of the affected creatures.

The creature can make another Will saving throw to resist the *suggestion*, using the save DC of the *brain spider*.

(Creatures with special resistance to enchantment spells can use this resistance to keep from being affected by the *suggestion*).

Success on this saving throw does not negate the other effects of the *brain spider* for that creature.

You can affect all intelligent beings of your choice within range (up to the limit of eight), beginning with known or named beings.

Language is not a barrier, and you need not personally know the beings—you can choose, for instance, "the nearest eight guards who must be in that chamber there".

The spell cannot reach those who make a successful Will save.

Material Component: A spider of any size or kind.

It can be dead, but it must still have all eight legs.

DETECT ABERRATION

Divination

Level: Cleric 2, druid 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Quarter circle emanating from the character to the extreme of the range

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

You can detect the presence of all aberrations in the area.

The amount of information revealed depends on how long you study a particular area or subject: *1st Round:* Presence or absence of aberrant life.

2nd Round: Number of different aberrant auras and the strength of the strongest aura.

If you detect overwhelming aberrant power with this spell, and the Hit Dice or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The strength and location of each aura.

Aura Power: An aberrant aura's power depends on the type of creature you're detecting and its Hit Dice; see the accompanying table.

If an aura falls into more than one power category, the spell indicates the stronger of the two.

A humanoid with the Aberration Blood feat detects as Faint even if it has more than 3 Hit Dice.

Hit Dice	Strength
1–3 or lower	Faint
4–7	Moderate
8–13	Strong
14 or higher	Overwhelming

Length Aura Lingers: How long the aura lingers depends on its original strength:

Aura Strength	Duration
Faint	1d6 minutes
Moderate	1d6 × 10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Each round, the character can turn to detect aberrant auras in a new area.

The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

PROBE THOUGHTS

Divination [Mind-Affecting]

Level: Mind 6, sorcerer/wizard 6

Components: V, S

Casting Time: 1 minute

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Concentration

Saving Throw: Will negates; see text

Spell Resistance: Yes

All the subject's memories and knowledge are accessible to you, ranging from memories deep below the surface to those still easily called to mind.

You can learn the answer to one question per round, to the best of the subject's knowledge.

You can also probe a sleeping subject, though the subject can make a Will save against the DC of the *probe thoughts* spell to wake after each question.

Subjects who do not wish to be probed can attempt to move beyond the power's range, unless somehow hindered.

You pose the questions telepathically, and the answers to those questions are imparted directly to your mind.

You and the target do not need to speak the same language, although less intelligent creatures might yield up only appropriate visual images in answer to your questions.

ENCHANTMENT

BOLTS OF BEDEVILMENT

Enchantment [Mind-Affecting]

Level: Madness 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell grants you the ability to make one ray attack per round.

The ray dazes one living creature, clouding its mind so that it takes no action for 1d3 rounds.

The creature is not stunned (so attackers get no special advantage against it), but it can't move, cast spells, use mental abilities, and so on.

MADDENING SCREAM

Enchantment (Compulsion) [Mind-Affecting]

Level: Madness 8

Components: V

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1d4+1 rounds

Saving Throw: None

Spell Resistance: Yes

The subject cannot keep himself from screaming, gibbering, and leaping about as though completely mad.

This spell makes it impossible for the victim to do anything other than race about caterwauling.

The spell gives the subject a –4 penalty to Armor Class, makes Reflex saving throws impossible except on a roll of 20, and makes it impossible to use a shield.

MORALITY UNDONE

Enchantment [Evil, Mind-Affecting]

Level: Bard 5, cleric 5, Corruption 4

Components: V, S, M/DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One nonevil creature

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

The caster turns one creature evil.

The chaotic/neutral/lawful component of the subject's alignment is unchanged.

The subject retains whatever outlook, allegiances, and relationships it had before, as long as they do not conflict with the new alignment.

Otherwise, it acts with its new selfish, bloodthirsty, and cruel outlook on all things.

For example, a wizard might not immediately turn on her fighter companion for no apparent reason, particularly in the middle of a combat when they're fighting on the same side.

But she might allow her friend to be hurt or killed if her friend is carrying something valuable she could recover later, or she might use spells to control or deceive her friend to get what she wants.

She might even eventually decide to betray or attack her friend if there is some potential gain involved.

Arcane Material Component: A powdered holy symbol.

TOUCH OF MADNESS

Enchantment [Mind-Affecting]

Level: Madness 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You can daze one living creature by making a successful touch attack.

If the target creature does not make a successful Will save, its mind is clouded and it takes no action for 1 round per caster level.

A dazed creature is not stunned (so attackers get no special advantage against it), but it can't move, cast spells, use mental abilities, and so on.

EVOCATION

BLAST OF FORCE

Evocation [Force]

Level: Force 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

You direct an invisible blast of force at a chosen target.

The blast is a ranged touch attack that deals 1d6 points of damage per two caster levels (maximum 5d6).

In addition, a successful hit forces the target to make a Fortitude save or be knocked down (size and stability modifiers apply to the saving throw as if the spell were a bull rush).

DAMNING DARKNESS

Evocation [Darkness, Evil]

Level: Cleric 4, sorcerer/wizard 4, Vile Darkness 4

Components: V, M/DF

Casting Time: 1 action

Range: Touch

Target: Object touched

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: See below

This spell is similar to *darkness*, except that those within the area of darkness also take unholy damage.

Creatures of good alignment take 2d6 points of damage per round in the darkness, and creatures neither good nor evil take 1d6 points of damage.

As with the *darkness* spell, the area of the darkness is a 20-foot radius, and the object that serves as the spell's target can be shrouded to block the darkness (and thus the damaging effect).

Damning darkness counters or dispels any light spell of equal or lower level.

Spell resistance applies to the damage dealt by this spell but not to the darkness area.

Arcane Material Component: A dollop of pitch with a tiny needle hidden inside it.

DARKBOLT

Evocation [Darkness, Evil]

Level: Cleric 2, sorcerer/wizard 2, Vile Darkness 2

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

The caster makes a ranged touch attack against a foe, launching a bolt of cold darkness from his left hand.

The bolt deals 1d8 points of damage per two caster levels (maximum 5d8).

Half the damage is cold, and the other has no specific type. When struck, the foe must also succeed on a Fortitude save or be stunned for 1 round, overwhelmed by the evil charge of the *darkbolt*.

INVOKE MAGIC

Evocation

Level: Sorcerer/wizard 9

Components: V, S, M

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

You cause a flicker of magic to momentarily exist in a place where magic cannot normally function, such as within the area of an *antimagic field*, a dead magic area, or a null-magic plane.

This allows you the ability to cast a single spell of 4th level or lower, which then ends the spell's effect.

Casting *invoke magic* is a swift action, like casting a quickened spell.

You can perform only one swift action each round.

Normally, you cast *invoke magic* and then immediately follow it by casting another spell as a standard action.

Material Component: A diamond worth at least 1,000 gp.

INVOKE THE CERULEAN SIGN

Evocation

Level: Bard 3, cleric 3, druid 2, paladin 3, ranger 2, sorcerer/wizard 3

Components: S

Casting Time: 1 standard action

Range: 30 ft.

Area: Multiple aberrations whose combined total Hit Dice do not exceed twice caster level in a spread emanating from the character to the extreme of the range

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: No

The *cerulean sign* is an ancient symbol said to embody the purity of the natural world, and as such it is anathema to aberrations.

While druids and rangers are the classes most often known to cast this ancient spell, its magic is nearly universal and can be mastered by all spellcasting classes.

When you cast this spell, you trace the *cerulean sign* in the air with a hand, leaving a glowing blue rune in the air for a brief moment before it flashes and fills the area of effect with a pulse of cerulean light.

Any aberration within the area must make a Fortitude saving throw or suffer the following ill effects.

Closer aberrations are affected first.

Aberration Hit Dice	Effect
Up to caster level +10	None
Up to caster level +5	Sickened
Up to caster level	Nauseated
Up to caster level -5	Dazed
Up to caster level -10	Stunned

Each effect lasts for 1 round.

None: The aberration suffers no ill effect, even if it fails the saving throw.

Sickened: The aberration takes a -2 penalty on attack rolls, saving throws, skill checks, and ability checks for 1 round.

Nauseated: The aberration cannot attack, cast spells, concentrate on spells, or do anything but take a single move action for 1 round.

Dazed: The aberration can take no actions, but has no penalty to its Armor Class, for 1 round.

Stunned: The aberration drops everything held, can't take actions, takes a -2 penalty to AC, and loses its Dexterity bonus to AC (if any) for 1 round.

Once a creature recovers from an effect, it moves up one level on the table.

Thus, a creature that is stunned by this spell is dazed the round after that, nauseated the round after that, sickened the round after that, and then recovers fully the next round.

NATURE'S PURITY

Evocation

Level: Druid 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: One or more rays

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A shimmering green beam of light springs forth from your outstretched hand.

You can direct this ray at any target in range.

If you hit the target, the ray deals 1d6 points of force damage.

Against undead and constructs, the ray deals 2d8 points of force damage.

Against aberrations, the ray deals 5d6 points of force damage and threatens a critical hit on a roll of 19-20.

An aberration slain by this damage is immediately transformed into pungent-smelling inert plant matter.

You can generate one additional ray for every four levels above 5th (to a maximum of four rays at 17th level).

The rays can be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

NECROMANCY

POX

Necromancy [Evil]

Level: Corruption 6, druid 6

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to one living creature/level, no two of which can be more than 10 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The affected creatures take 1d4 points of Constitution drain.

Their skin breaks out in lesions and takes on a pale yellow pallor.

TRANSMUTATION

ARMS OF PLENTY

Transmutation

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Two clawed arms grow out of the subject's body.

The arms are roughly humanoid, but are either scaly or furred and end in sharp talons.

The spell transforms any clothing or armor worn by the creature to accommodate these additional arms; when the duration ends the creature's clothing and armor return to normal.

The arms grant the subject two primary claw attacks.

A hit from one of the claws deals slashing damage equal to 1d6 points (1d4 if Small) plus the creature's Strength modifier.

The claws cannot be used to wield weapons or manipulate objects.

Since the claws are primary attacks, you can attack with them in addition to making your weapon attacks without penalty.

The claws count as magic weapons for the purpose of overcoming damage reduction.

If both claw attacks hit the same target, the arms can rend the target for extra damage equal to 2d6 points plus 1-1/2 times the subject's Strength modifier.

Multiple castings of *arms of plenty* on a creature do not stack; the duration simply resets.

Material Component: A xill's claw.

BEFOUL

Transmutation [Evil]

Level: Cleric 8, Corruption 8

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Area: Water in a volume of 100 ft./level by 100 ft./level by 10 ft./level (S)

Duration: Permanent; see text

Saving Throw: None; see text

Spell Resistance: No

The caster makes water (or other liquid) foul and mildly poisonous.

All creatures with 1 Hit Die or less that are in the water at the time of the casting die immediately.

Anyone drinking this water must succeed on a Fortitude saving throw or take 1d4 points of Constitution damage.

Any creature with 2 or more Hit Dice immersed in this water must make a saving throw as if drinking it.

If the caster affects only part of a larger body of water, the befouled water mixes with the pure water.

If the entire body of water is no more than four times the size of the affected area, all the water in the body of water is befouled 24 hours later, but the damage from drinking or swimming in the water is only 1d2 points of Constitution damage.

If the body of water is more than four times the affected area but less than twenty times the affected area, after 24 hours all of the water tastes foul but has no damaging effect.

If the entire body is larger than twenty times the affected area, fouled water mixes with the clean water and loses all effect after 24 hours.

Material Components: A dead fish and a drop of poison.

DESPOIL

Transmutation [Evil]

Level: Cleric 9, Corruption 9

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Area: 100 ft./level radius

Duration: Instantaneous

Saving Throw: Fortitude partial (plants) or Fortitude negates (other living creatures)

Spell Resistance: Yes

The caster blights and corrupts a vast area of land.

Plants with 1 Hit Die or less shrivel and die, and the ground cannot support such plant life ever again.

Plants with more than 1 Hit Die must succeed on a Fortitude saving throw or die.

Even those successful on their saves take 5d6 points of damage.

All living creatures in the area other than plants (and the caster) must succeed on a Fortitude saving throw or take 1d4 points of Strength damage.

Unattended objects, including structural features such as walls and doors, grow brittle and lose 1 point of hardness (to a minimum of 0), then take 1d6 points of damage (this damage bypasses any remaining hardness).

Only the effects of multiple *wish* or *miracle* spells can undo the lasting effect of this spell.

Material Component: Corpse of a freshly dead or preserved living creature.

PERMEABLE FORM

Transmutation

Level: Sorcerer/wizard 3

Components: V

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round

By altering the essential nature of the matter composing your body, you make yourself incorporeal for a brief time.

While incorporeal, you can be harmed only by other incorporeal creatures, magic weapons, and spells, spell-like abilities, or supernatural abilities.

Even when hit by spells or magic weapons, you have a 50% chance to ignore damage from a corporeal source (except for positive energy, negative energy, force effects, or attacks made with ghost touch weapons).

You can enter or pass through solid objects as described under the incorporeal subtype on page 310 of the *Monster Manual*.

Tsochar spellcasters sometimes use this spell to quickly exit an inhabited creature without causing damage to the victim.

You cannot attack while in this state, but you can perform other actions as your incorporeal nature allows.

Casting this spell is an immediate action.

You can cast it even when it's not your turn.

You can only take one swift, immediate, or quickened action per turn.

UNDULANT INNARDS

Transmutation

Level: Sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell causes a powerful transformation in the target creature.

Outwardly, the target doesn't appear any different.

On the inside, the creature's internal organs constantly seethe and slither about, and actively avoid being struck at by weapons.

For the duration of the spell, the target is immune to extra damage from critical hits and sneak attacks.

Additionally, the target takes minimum possible damage from falls and gains a +4 enhancement bonus on all saving throws against poison, disease, and paralysis.

WHISPERCAST

Transmutation

Level: Sorcerer/wizard 2

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

The next spell you cast can be cast as a purely mental action, provided that it is of 5th level or lower and that you can whisper.

It requires no somatic or material components, unless the spell normally requires a focus or an expensive material component (any component worth more than 1 gp). If the spell does require a focus or an expensive component, you can still *whispercast* it as long as you have the focus or expensive component on your person—the magic of *whispercast* causes the focus to be used or the expensive component to be consumed normally, without you having to handle or manipulate it.

If you do not cast a second spell while *whispercast* is in effect, you gain no benefit from casting *whispercast*.

Casting this spell is a swift action.

It does not require a move action or standard action, but you can take only one swift, immediate, or quickened action per turn.

Tsochari spellcasters use this spell to permit spellcasting while they inhabit other creatures.

It is also useful for grappled spellcasters.

LOST EMPIRES OF FAERÛN (3.5)

ABJURATION

AURA OF THE SUN

Abjuration [Light]

Level: Cleric 4, paladin 4

Components: V, S, DF

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius emanation centered on you

Duration: 1 round/level (D)

Saving Throw: No

Spell Resistance: None

By casting *aura of the sun*, you fill the area around you with warm, glowing light that eliminates natural shadows and hampers magical darkness.

Any creature attempting to cast a spell from the shadow subschool or a spell with the darkness descriptor within an *aura of the sun* must succeed on a caster level check (DC 11 + your caster level), or the spell fails.

Areas of magical darkness originating from 3rd-level or lower spells and effects are temporarily suppressed when overlapping with an *aura of the sun*.

Creatures that take penalties in bright light also take them while within an *aura of the sun*, and an undead creature takes 1d6 points of positive energy damage at the end of its turn every round that it spends within the spell's area.

Furthermore, any creature attempting to hide within the *aura* takes a -4 penalty on Hide checks.

This effect is centered on you and moves with you.

Anyone who enters the *aura* immediately becomes subject to its effect, but creatures that leave are no longer affected.

BACKBLAST

Abjuration [Fire]

Level: Sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Until expended or 10 minutes/level (D)

Though this spell was originally created by the phaerimms, it has since been stolen by spellcasters of other races and can now be found in grimoires across Faerûn.

Backblast protects you in the same manner as the *spell turning* spell, except that it turns only spells with the fire descriptor that are targeted on you.

Effect and area spells are unaffected, as is any spell with a range of touch.

The DM secretly rolls 1d4+2 to determine the total number of spell levels that can be turned.

Backblast otherwise follows the rules for the *spell turning* spell.

In addition to the above, *backblast* grants you fire resistance 10.

This effect persists until the end of the round in which the *spell turning* effect ends.

NEZRAM'S AMETHYST AURA

Abjuration

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You surround the subject with a brilliant violet glow that grants temporary immunity to poisons and diseases.

Nezram's *amethyst aura* absorbs all poisons and diseases that target the subject for the duration of the spell, regardless of how they are delivered.

Any weapon or natural attack normally used to deliver a poison or disease (such as a mummy's touch or a snake's bite) still deals the normal amount of hit point damage, but the poison or disease is blocked.

This spell does not reverse or prevent the effects of poison and disease in a subject already affected by one or both at the time of casting.

Arcane Material Component: A pinch of amethyst dust.

NEZRAM'S EMERALD ENERGY SHIELD

Abjuration

Level: Sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You coat the subject with protective energy of an emerald green hue.

This *energy shield* does not affect the subject's movement, senses, or ability to cast spells.

While surrounded by this energy, the subject is immune to any natural or magical effect that causes deafness and to all language-dependent, mind-affecting spells and effects.

The subject also gains sonic resistance 10 and a +4 bonus on saves against all spells and effects with the sonic descriptor to which it has not already been rendered immune.

Arcane Material Component: A pinch of powdered emerald.

NEZRAM'S SAPPHIRE SCREEN OF SHIELDING

Abjuration [Force]

Level: Sorcerer/wizard 5

Components: V, S, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

You create a levitating, square screen of fluid blue force approximately 5 feet on a side and 1 inch thick. This screen responds immediately to spells and physical attacks that target you, moving with you and flowing freely around your body to protect you from specific attacks. In addition to providing the effect of a *shield* spell, *Nezram's sapphire screen of shielding* also gives you damage reduction 10/magic.

Arcane Focus: A sapphire worth at least 250 gp.

SRINSHEE'S SPELL SHIFT

Abjuration

Level: Sorcerer/wizard 9

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

This potent spell opens your senses to the Weave, allowing you to perceive its very fabric as clearly as you might see the trees in a forest while standing in the heart of it. When a spell is cast, you can visually observe its effects on the Weave.

Thanks to this heightened understanding, you can use the counterspell action to do much more than merely counter another caster's spell.

Srinshee's spell shift grants you a +4 insight bonus on Spellcraft checks made to identify spells for counterspelling.

Furthermore, instead of simply negating the effect of a spell you successfully counter, you can choose from among the following options as long as *Srinshee's spell shift* lasts.

Aid: You can boost the effectiveness of an ally's spell by applying any one metamagic feat from the following list: Empower Spell, Enlarge Spell, Extend Spell, Maximize Spell, or Widen Spell.

To use this option, you must expend a spell slot (or sacrifice a prepared spell) whose spell level equals or exceeds that of the ally's spell with the desired metamagic feat applied. For example, empowering an ally's *fireball* would require you to expend a 5th-level or higher spell slot.

Manipulate: You can seize control of the spell's range, area, or targets, as appropriate, and reshape these factors as you choose.

For example, you could cause an enemy wizard's *fireball* to explode at his feet, or you could cause his *haste* spell to target your allies within the area he has specified.

Only one property of the spell, chosen from among those that the caster can normally designate, can be manipulated in this manner.

For example, you could not choose the targets of a *sleep* spell because the targets affected are determined by the spell itself, not the caster.

Backlash: You counter the spell as normal, but your opponent must succeed on a Fortitude save or be stunned for 1d6 rounds.

STORM SHIELD

Abjuration

Level: Cleric 3, druid 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 30-ft.-radius emanation

Duration: 1 minute/level or until discharged (D)

Saving Throw: See text

Spell Resistance: See text

This spell creates a small, glowing sphere of amber light at a point you designate.

Any effect that deals electricity damage (such as a *lightning bolt* or a blue dragon's breath weapon) that passes within 30 feet of the *storm shield* is attracted to it and strikes the shield instead of its intended target.

In the case of area spells such as *lightning bolt*, this redirection occurs if any portion of the spell's area is within 30 feet of the *storm shield*.

In such a case, the entire effect is drawn to the *storm shield*, and all creatures or objects that otherwise would have been in the spell's area remain unharmed.

The *storm shield* takes full damage (no saving throw) from any effect drawn into it.

The shield can absorb up to 20 points of electricity damage per caster level before dissipating.

Any remaining damage is applied to all creatures within 10 feet of the *storm shield's* position (Reflex half; spell resistance applies).

For example, suppose a *storm shield* cast by a 5th-level cleric has already absorbed 78 points of electricity damage when it is struck by a *lightning bolt* that deals 45 points of damage. The first 22 points of damage is enough to destroy the *storm shield*, so every creature within 10 feet of it takes 23 points of electricity damage (or 11 with a successful save).

Material Component: A small chip of amber.

TYCHE'S TOUCH

Abjuration

Level: Cleric 2

Components: S, DF

Casting Time: 1 standard action

Range: Touch

Target: One living creature

Duration: 24 hours or until discharged

Saving Throw: Will negates

Spell Resistance: Yes

This spell confers either a protection or a curse (your choice at the time of casting) upon a single living creature. The effects of the two options are as follows.

Protection: The subject gains a +4 sacred bonus on the first saving throw made after the spell is cast, a +3 sacred bonus

on the second saving throw, a +2 sacred bonus on the third, and a +1 sacred bonus on the fourth.

Curse: The subject takes a -4 penalty on the first saving throw made after the spell is cast, a -3 penalty on the second saving throw, a -2 penalty on the third, and a -1 penalty on the fourth.

Tyche's touch lasts for 24 hours or until its power is exhausted (after the fourth saving throw).

Only one *Tyche's touch* spell can affect a given creature at one time.

Tyche's touch spells automatically counter and dispel each other if cast on the same creature, regardless of how many saving throws the first casting of the spell has already affected.

In recent years, both Beshaba and Tymora have been known to grant *Tyche's touch*.

CONJURATION

MAILED MIGHT OF THE MAGELORDS

Conjuration (Creation) [Force]

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You create a translucent, protective field of force (+8 armor bonus) around the subject.

In addition, the subject becomes immune to 2nd-level or lower spells with the force descriptor and gains damage reduction 5/magic.

Unlike mundane armor, the force armor created by *mailed might of the magelords* has no armor check penalty or arcane spell failure chance, and it mandates no speed reduction. Furthermore, since the armor is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Arcane Material Component: A miniature adamantine shield worth at least 250 gp.

SHALANTHA'S DELICATE DISK

Conjuration (Creation)

Level: Sorcerer/wizard 6

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Effect: One disk

Duration: Permanent until discharged (D)

Saving Throw: See text

Spell Resistance: See text

This spell conjures a small disk, about 1 foot in diameter and 1 inch thick, made of a material that resembles rose-tinted eggshell.

Once you summon a disk, a single spell of up to 5th level can be cast into it, either by you or by another spellcaster. If no spell is cast into the disk within 10 minutes of its creation, it vanishes into nothingness and the spell is wasted.

The disk stores an imbued spell indefinitely until it is shattered (a standard action requiring only 1 point of damage or a DC 5 Strength check).

At that point, the spell immediately takes effect as if it had just been cast by the spellcaster who first placed it in the disk.

Touch-range spells and spells that have specific targets (such as *cause critical wounds* or *expeditious retreat*) are targeted upon the creature or object that shattered the disk, while area and effect spells are triggered as though the broken disk were the spell's point of origin.

For example, a stored *fireball* would detonate in a 20-foot-radius sphere centered on the disk, whereas a *flame blade* would appear in the hand of the creature that shattered the disk.

If the spell stored in the disk does not have a valid target (such as a disk imbued with *cause critical wounds* that is broken by a falling rock), the spell simply fails to manifest and is wasted.

Material Component: A golden egg worth 200 gp.

SUN SCEPTER

Conjuration (Creation) [Lawful, Light]

Level: Cleric 6

Components: V, S, DF

Casting Time: 1 standard action

Range: 0 ft.

Effect: Scepter of light

Duration: 1 round/level [D]

Saving Throw: None

Spell Resistance: No

You conjure a radiant, macelike scepter of solid light, approximately 3 feet long and 1 inch in diameter, with a dazzling, spherical ball measuring 5 inches in diameter at one end.

The *sun scepter* functions as a physical weapon that deals 2d6 points of bludgeoning damage and has the axiomatic, disruption, and flaming burst special abilities.

You can strike with it as a melee touch attack.

The *sun scepter* lasts only as long as you hold it in your hand; it instantly fades away if you drop it or hand it off to an ally.

DIVINATION

KNOW BLOODLINE

Divination

Level: Cleric 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Mulhorandi priests have used this spell for millennia to select humans of the purest Mulan bloodlines to follow the path of the glorious servant.

When you cast this spell, you learn the basic ancestry of the subject creature.

The information revealed includes the subject's type, race, subrace, and all subtypes the creature possesses.

EVOCATION

BLOODBRIARS

Evocation

Level: Druid 4, sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: 1 creature

Duration: 1 minute/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

This spell, commonly used by the *armathors* of Myth Drannor in the apprehension of criminals, snares the target in a tangle of invisible, razor-sharp briars of mystical energy.

The affected creature suffers no ill effects as long as it does not attempt to move, attack, cast a spell with material or somatic components, or perform any other action that requires movement.

During any round in which the target moves in any fashion, however, it takes 1d8 points of damage (no save). Damage from the spell disrupts spellcasting; a subject that attempts to cast a spell with a material or somatic component must make a Concentration check (DC 10 + spell level + damage dealt) or lose the spell.

Material Component: A drop of blood.

CRUSHING SPHERE

Evocation [Force]

Level: Sorcerer/wizard 6

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: 1-ft.-diameter/level sphere, centered around a creature

Duration: 1 round/level (D)

Saving Throw: Reflex negates

Spell Resistance: Yes

This spell functions like *Otiluke's resilient sphere*, except that the sphere painfully constricts the target, hampering her movements and breathing.

The target is entangled and takes 3d6 points of nonlethal damage per round as the sphere contracts.

If the target is rendered unconscious, any remaining damage from the *crushing sphere* is lethal damage.

Material Component: An eggshell, which is crushed as the spell is cast.

RAY OF RESURGENCE

Evocation

Level: Cleric 1, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

A glowing beam of rejuvenating yellow light springs from your fingers, unerringly striking your target.

A *ray of resurgence* has the following three effects on the target.

- Restores up to 1 point per caster level (maximum 5 points) of Strength damage.

- Negates any Strength penalties affecting the target, to a total of 1d6 + 1 per caster level (maximum 1d6 + 5).

- Makes an exhausted target fatigued, or removes the fatigued condition from a target affected by it.

SANDBLAST

Evocation [Earth]

Level: Sorcerer/wizard 6

Components: V, S, M

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

A violent burst of sand and howling wind streams forth from your hand, extending outward in a cone.

Every creature and object within the cone takes 6d8 points of damage and is subjected to winds of hurricane force that blow directly away from you.

These winds blow away Medium or smaller creatures, knock down Large creatures, and check Huge or larger creatures.

(See Table 3–24: Wind Effects, page 95 of the *Dungeon Master's Guide*).

Any creature that succeeds on a Fortitude save takes half damage from the sandblast and ignores the wind effect.

Material Component: A handful of sand from the heart of a desert.

THESKYN'S HEARTY HEAVE

Evocation [Force]

Level: Sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: 10 ft.

Targets: One creature/three levels

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Created by a court mage serving the Stag King of Athalantar, this spell provides you with a bit of breathing room when you are threatened by swarming foes.

When you cast the spell, you project a blast of concentric force that pushes away creatures surrounding you.

Each creature is affected as if it had been subjected to a bull rush maneuver by a foe of Large size with a Strength score equal to 20 + your caster level (maximum 25), and the attacker had moved with the target (though you need not move at all).

Movement caused by this spell provokes attacks of opportunity, just as the movement resulting from a normal bull rush would.

Creatures grappling you are not affected by this spell.

TOOTHED TENTACLE

Evocation

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Effect: 30-ft.-long tentacle extending from your hand

Duration: Concentration, to a maximum of 1 round/level

This spell creates a shadowy tentacle of energy that extends 30 feet from your hand, splitting off into three smaller tentacles about 10 feet from its end.

Each of these smaller tentacles ends in a fanged, slavering maw.

All three of these mouths can be directed to attack as a full-round action, or one of them can attack as a standard action. You can direct the mouths to attack separate targets as long as all targets are within 10 feet of each other.

Each mouth strikes with an attack bonus equal to your caster level plus the modifier for the ability score that controls your spellcasting, and each deals 2d6 points of damage on a successful hit.

Because the mouths are tangible, they can be destroyed. Each has an AC of 15 and hit points equal to 10 + your caster level.

If a mouth is destroyed, it fades away into nothingness, but the other mouths remain.

If all the mouths are destroyed, the spell's duration ends. The main tentacle cannot be attacked.

Material Component: Three hairs and a tooth.

NECROMANCY

EBON RAY OF DOOM

Necromancy

Level: Assassin 3, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 level)

Effect: Ray

Duration: 1 round/level

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

You fire a ray of black energy that drastically slows down the rate at which the subject can recover hit points.

Any creature attempting to restore hit points to the subject by means of any sort of healing magic must succeed on a caster level check (DC 15 + your caster level), or the healing effect fails.

A subject with fast healing or a regeneration ability must make a Fortitude save at the beginning of its turn each round.

Failure indicates that the ability does not function in that round.

TRANSMUTATION

CLEARSTONE

Transmutation [Earth]

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Stone or stone object touched, up to 1 cu. ft./level

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

You cause a rock or section of stone to become transparent. This spell affects naturally occurring stone, ore, gemstones in the rough, and even worked stone such as a statue or tunnel wall, but not worked metals, cut gems, or fabricated stone materials such as brick or concrete.

Visibility through the affected stone is perfectly clear and limited only by the available light or by objects and creatures embedded in the stone (such as a creature using *meld into stone*).

Clearstone grants line of sight, but not line of effect, through the affected stone.

This spell does not change a stone's hardness or other qualities in any way.

Clearstone can be made permanent using *permanency* (minimum caster level 11th, 1,500 XP).

Arcane Material Component: A small, flat piece of glass.

GHOST PIPES

Transmutation

Level: Bard 1

Components: V, F

Casting Time: 1 standard action

Range: Touch

Target: One musical instrument

Duration: 1 minute/level (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

By means of this spell, you can cause one musical instrument you touch to float a few feet above the ground and play itself.

The instrument must be intact and in playable condition (no missing strings, clogged mouthpieces, or other impediments to proper use).

The instrument plays any tune you desire as though a skilled musician were playing it, regardless of whether you can play the instrument in question.

If used in conjunction with your bardic music ability, the *ghost pipes* grant a +2 competence bonus on your Perform check.

Focus: The instrument to be played.

NAR FIENDBOND

Transmutation

Level: Cleric 7, sorcerer/wizard 7

Components: V, S, M/DF, XP

Casting Time: 1 hour

Range: Touch

Target: One humanoid with Int 4 or higher

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You turn the subject into a half-fiend by imbuing it with the essence of the infernal planes.

The subject can have no more character levels than you do, and it must either be willing to undergo the transformation or be restrained in some manner.

Upon completion of the spell, the subject can attempt a Will save to avoid gaining the half-fiend template (see page 147 of the *Monster Manual*).

In addition, the subject's type changes to outsider, and the moral component of its alignment changes to evil. For the purpose of this spell, treat the half-fiend template as an acquired template rather than an inherited one. The newly created half-fiend also gains a +4 level adjustment, raising the XP required for it to achieve its next character level.

For example, a 5th-level sorcerer who becomes a half-fiend by means of this spell becomes a 9th-level character who needs 45,000 XP to gain his sixth class level.

You cannot cast *Nar fiendbond* on yourself.

Arcane Material Component: Precious gems with a total value equal to the XP cost of the spell.

XP Cost: 500 XP per character level of the half-fiend created.

SAKKRATAR'S TRIPLE STRIKE

Transmutation

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which may be more than 30 ft. apart

Duration: 1 round

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell, created by a coronal of Cormanthyr from days long past, imbues a number of targets with devastating speed in battle.

Each subject of *Sakkratar's triple strike* can take two extra attacks when making a full attack action, provided that it attacks with a melee weapon it is holding.

These extra attacks are made using the subject's full base attack bonus, plus any modifiers appropriate to the situation.

In addition, each affected creature's melee weapon bursts into pure white flame, gaining the keen and flaming burst special abilities for the duration of the spell.

This effect is not cumulative with similar effects, such as a *haste* spell or a weapon of speed, nor does it grant an extra action.

Material Component: A three-faceted prism.

MAGIC OF FAERÛN (3.0)

ABJURATION

ANTIMAGIC AURA

Abjuration

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

An invisible barrier surrounds a single creature and its equipment.

The target creature is impervious to most magical effects including spells, spell-like abilities, and supernatural abilities.

Likewise, it prevents the functioning of any magic items or spells within its confines, thus preventing the target from casting spells or using spell-like abilities or magic items for the duration.

An *antimagic aura* suppresses any spell or magical effect used on or by, or cast onto, the target, but does not dispel it. A *charmed* creature, for example, is not *charmed* while affected by the aura, but the spell resumes functioning when *antimagic aura* ends.

Time spent within an *antimagic aura* counts against the suppressed spell's duration.

Material Component: A pinch of powdered iron or iron filings.

AURA AGAINST FLAME

Abjuration

Level: Clr 2 (Eldath)

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

You create an aura of blue mist that protects you against fire, absorbing the first 12 points of fire damage as an *endure elements* spell.

In addition to the *endure elements (fire)* effect, the spell can be used to snuff out fires.

Any nonmagical flame that the aura contacts is immediately extinguished if the flame's maximum damage is 12 or fewer points per round.

This means that torches, small fires, and hurled alchemist's fire are snuffed out and cause no damage if used against you or if you touch them.

You may use a standard action to touch an existing magical fire (such as a *flaming sphere* or a *wall of fire*) and attempt to dispel it as if using a *dispel magic* spell against it.

If you succeed, the magical fire and the aura both vanish.

If you fail, both remain.

You may use a ready action to use the aura as a *dispel magic* to counterspell a magical fire attack against you.

If successful, the spell is counterspelled and the aura disappears.

If you fail the dispel check or the attack is not a fire attack, nothing happens and the aura remains.

AZUTH'S SPELL SHIELD

Abjuration

Level: Clr 7 (Azuth)

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to one creature/level, no two of which can be more than 30 ft. apart

Duration: 1 round/level (see text)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Each targeted creature gains spell resistance equal to 12 + caster level.

Divide the duration evenly among all the creatures you target.

In order to affect a creature who has spell resistance with a spell, a spellcaster must roll the creature's spell resistance or higher on 1d20 + caster level.

A creature with spell resistance may voluntarily lower it in order to accept a spell.

DIMENSIONAL LOCK

Abjuration

Level: Clr 8, Sor/Wiz 8

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: 15-ft.-radius emanation centered on a point in space

Duration: 1 day/level

Saving Throw: None

Spell Resistance: Yes

You create a field that completely blocks bodily extradimensional travel.

Forms of movement barred include *astral projection*, *blink*, *dimension door*, *ethereal jaunt*, *ethereality*, *gate*, *maze*, *phasing*, *plane shift*, *shadow walk*, *teleport*, and similar spell-like or psionic abilities.

The *dimensional lock* does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms such as a basilisk's gaze.

Dimensional lock does not prevent summoned creatures from disappearing at the end of the summoning spell.

Once the spell is in place, however, extradimensional travel into or out of the affected area is not possible.

DISQUIETUDE

Abjuration [Sonic]

Level: Brd 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Your song or poem instills a feeling of paranoia in your target.

The affected target restricts her movement to avoid any physical contact, even with allies.

If she is attacked in melee and can't flee, she uses the full defense option.

EASY TRAIL

Abjuration

Level: Drd 2, Hrp 2, Rgr 2

Components: V, S

Casting Time: 1 action

Range: Personal

Effect: 30-ft. cone trailing behind you

Duration: 1 hour/level (D)

Saving Throw: None (harmless)

Spell Resistance: Yes (harmless)

You radiate an energy that gently pushes plants aside, allowing easy passage and hiding your trail after you pass. Anyone in the area of the spell (including the caster) finds the undergrowth held aside while they pass.

This essentially provides a "trail" through any terrain (see Table 9–5: Terrain and Overland Movement, page 143 of the *Player's Handbook*).

Once the effect of the spell passes, the plants return to their normal shape.

The DC to track anyone who traveled within the area of this spell is increased by +5 (the equivalent of hiding the trail).

This spell has no effect on plant creatures (that is, they aren't pushed or held aside).

ELMINSTER'S EFFULGENT EPURATION

Abjuration

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 action

Range: 60 ft.

Effect: One glowing sphere/level

Duration: Until expended or 10 minutes/level

Saving Throw: None

Spell Resistance: No

You create multiple floating silvery spheres, each 6 inches in diameter.

These spheres appear in a spiral above your head or around your body and follow you up to 60 feet per round.

The spheres intercept incoming hostile magic, negating spells or spell-like abilities that would affect you or that have an effect that extends into your space.

One sphere is expended for each spell level of the effect negated, so a *slay living* spell (Clr 5) would expend five spheres.

In the case of area effect spells, it negates the whole spell.

If not enough spheres exist to negate an incoming effect, the spheres remain and the effect works as normal.

You may move one or more spheres up to 60 feet as a standard action.

If not sent to another area, the spheres default to following you.

If you exceed their range, they remain behind and function normally at that location.

The spheres have no physical substance, do not provide cover or concealment, and conform to narrow spaces up to 6 inches in diameter without altering their ability to function.

They cannot pass through solid objects or force effects.

They cannot be harmed by physical or magical attacks except those that dispel or negate magic entirely (such as *dispel magic*, *antimagic field*, and so on).

FORCEWARD

Abjuration

Level: Clr 3 (Helm), Pal 3

Components: V, S, DF

Casting Time: 1 full round

Range: 10 ft.

Area: 10-ft.-radius emanation centered on you

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

You create an unmoving, transparent sphere of force centered on your location.

The sphere illuminates its interior and everything within 5 feet of its edge.

You and your allies may enter the sphere at will.

Any other creature that tries to enter the sphere must make a Will saving throw, otherwise it cannot pass into the area defined by the sphere.

A creature may leave the area freely, although it must make a Will save to enter again, even if the creature is you or one of your allies.

Creatures within the area when the spell is cast are not forced out.

The *forceward* does not prevent spells or objects from entering the *forceward*, so it is possible for two creatures on opposite sides of the *forceward*'s edge to fight without penalties (although creatures using unarmed attacks or natural weapons still have to make Will saves every round for their attacks to have a chance of entering the *forceward*).

GLORY OF THE MARTYR

Abjuration

Level: Pal 4 (Ilmater)

Components: V, S, F, DF

Targets: One creature/level

As *shield other*, except as noted above.

All creatures are linked to you so you suffer half of their damage.

If you die while this spell is in effect, the spell ends in a burst of positive energy that heals 1d8 hit points for each creature linked to you.

GREATER IRONGUARD

Abjuration

Level: Sor/Wiz 7

Components: V, S, M, F

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You or a creature you touch is immune to nonmagical metal and magic metal with less than a +3 enhancement bonus.

Metal items pass through you, and you can walk through metal barriers such as iron bars.

Spells, spell-like abilities, and supernatural effects affect you normally.

If the spell expires while metal is inside you, the object is shunted out of your body (or you away from the metal, if it is an immovable object such as a set of iron bars).

You and the object each take 1d6 points of damage as a result (ignoring the object's hardness for determining damage to it).

Because you pass through metal, you may ignore armor bonuses from metal armor on opponents you attack with unarmed attacks.

Material Component: A tiny shield of wood, glass, or crystal.

Focus: A small nugget of adamantite worth 100 gp.

HAND OF TORM

Abjuration [see text]

Level: Clr 4 (Torm), Pal 4

Components: V, S, DF

Casting Time: 1 minute

Range: 10 ft.

Area: 10-ft.-radius emanation centered on you

Duration: 1 hour/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

You create an immobile zone of warding that is permeable to those of your religion but repels all others.

The warded area has a shimmering visible border, above which is a ghostly image of a giant hand (the appearance of the hand depends upon your patron, so Torm's clerics have a shining metal gauntlet, while those of Bane have a black clawed metal gauntlet and those of Malar have a great beast's claw).

Creatures that have the same patron as you, or are wearing a holy symbol of your patron, can enter and move within the warded area unhindered.

Other creatures that try to enter or move within the area must make Fortitude saves or be stunned for 1 round.

If a creature's only action is to try to move completely out of the area, the ward does not hinder it.

Clerics and paladins of deities other than Torm name this spell after their own deity—*hand of Ilmater*, for example.

This spell has the alignment components of your patron, so if your patron is Torm, this is a lawful and good spell.

HOLY STAR

Abjuration

Level: Clr 7 (Mystra)

Components: V, S

Casting Time: 1 action

Range: Personal

Effect: Protective star of energy

Duration: 1 round/level (D)

You create a glowing mote of energy that stays near your shoulder, providing light equal to a candle.

It has three functions, and you can designate which function to activate as a free action on your turn.

Spell Turning: The *holy star* can turn four to seven (1d4+3) spell levels as the *spell turning* spell.

Any spell levels turned are gone for the remainder of the spell (the *holy star* does not recover these spent levels every time you choose this function).

If all spell levels are expended, this function no longer works but the other functions do.

Cover: The *holy star* gives you a +10 cover bonus to AC without affecting your actions.

Fire Bolt: The *holy star* lashes out with a beam of energy as a ranged touch attack against a creature up to 90 feet away, dealing fire damage equal to 1d4 points +1 point per two caster levels (maximum +10).

IRONGUTS

Abjuration

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

You make a creature more able to fight the effects of poison.

The target gains a +4 circumstance bonus on Fortitude saves against all kinds of poisons, whether injury, contact, ingestion, or inhalation is the source of the poison.

Material Component: A vial containing the diluted poison of four different creatures.

LAND WOMB

Abjuration

Level: Drd 4, Hth 4, Rgr 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: You and one other creature/level

Duration: 10 minutes/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

You descend into a protective bubble in the earth below where you were standing.

Spectators around you see you descend into the ground as if the earth opened up and swallowed you.

You cannot enter the *land womb* through stone or rock, only through tillable soil.

The *land womb* holds you secure 10 feet below the surface.

Anyone in a *land womb* cannot be perceived by divination spells of 4th level or lower.

You may bring one additional creature per caster level with you into the *land womb*.

All creatures to be brought into the *land womb* must be touching each other (for instance, in a ring of hands).

You can breathe in the *land womb*, though the tightness of the space constricts you enough that you cannot cast spells with somatic components.

You can, however, speak to anyone who accompanied you.

You can no longer hear or see anything on the surface via nonmagical means.

You can end the spell at will, but those who are with you cannot.

At the end of the spell's duration, all within the *land womb* return to the spot where they stood before the spell took effect.

LOYAL VASSAL

Abjuration [Lawful]

Level: Pal 3 (Siamorphe)

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Up to 1 willing creature/3 levels touched

Duration: 10 minutes/level (see text)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You protect the target against mind-affecting effects, giving all affected creatures a +3 sacred bonus on saving throws against such attacks.

The spell also prevents them from being magically compelled to harm you or anyone else affected by this spell.

Any attempt to make a subject do so (whether the originating effect occurred before or after this spell was cast) counts as a suicidal order, triggering appropriate responses and possibly ending the controlling spell.

If a subject willingly attempts to harm you, the spell is broken for that creature immediately.

The subjects gain the benefits of a *bleed* spell as long as you are in sight of them.

MAW OF CHAOS

Abjuration [Chaotic]

Level: Sor/Wiz 9

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: 15-ft.-radius emanation

Duration: 1 round/level

Saving Throw: Will half (see text)

Spell Resistance: Yes (see text)

You create a yawning area of roiling purple-red energy resembling a great mouth.

This field of energy has the following effects on anything that touches or enters it:

First, all creatures except you take 1 point of force damage per caster level.

Spell resistance applies to the damage (but not the other effects of the spell).

Those affected by the spell make a Will saving throw every round.

A successful saving throw halves the damage that round.

Second, the chaotic energy makes it difficult to concentrate.

Any activity that requires concentration (such as casting a spell or using a spell-like ability) requires a Concentration check (DC 25 + spell level) to succeed.

Creatures with the chaotic subtype take no damage from this spell, although its other effects affect them normally.

Material Component: A jawbone with teeth.

REVERSE ARROWS

Abjuration

Level: Sor/Wiz 3

Components: V, S, F

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level or until discharged

As *protection from arrows*, except that if any missile that strikes you has all its damage negated by your damage reduction (10/+1), the missile is turned back upon its target.

The attacker's attack roll is used to determine if the reversed ranged weapon strikes the attacker, but the damage is rerolled.

If the attacker is also protected by a *reverse arrows* spell, it is possible that the ranged weapon would bounce between them each round until one of the spells is discharged from accumulated damage.

The damage reduction increases with the caster level to 10/+2 at 10th, 10/+3 at 15th, and 10/+5 at 20th.

Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points), it is discharged.

Focus: A piece of shell from a tortoise, and a ball of tree sap.

ROSEMANTLE

Abjuration

Level: Clr 1 (Lathander)

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You cause the target to glow with a soft, faint, rosy radiance equal to candlelight.

This glow protects the target against effects that work by directly causing pain (such as *Nybor's gentle reminder*), nausea, and fear effects by granting a +1 sacred bonus per caster level (up to +10) on saving throws against those spells and effects.

The target also becomes temporarily immune to poison (as the *delay poison* spell).

This spell only suppresses these effects, not negates them, so the effects resume when this spell expires.

SAFE CLEARING

Abjuration

Level: Rgr 3

Components: V, S

Casting Time: 1 full round

Range: Touch

Area: 30-ft. radius spread

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes (object)

You make an area safe from attacks.

This spell functions much like the *sanctuary* spell.

Anyone attempting to strike or otherwise directly attack anyone within the *safe clearing*, or anyone attempting to enter the area, must make a Will save.

Success means the creature may act normally and is not affected by this casting of the spell.

Failure means it can't attack anyone in the area or even enter the area for the duration of the spell.

Those not attempting to attack the subject remain unaffected.

This spell does not prevent creatures in the warded area from being attacked or affected by area effect spells.

Those in the *safe clearing* (even those unaffected by the spell) cannot attack without breaking the spell, but may use nonattack spells or otherwise act.

Once the spell is cast, the area protected by *safe clearing* is immobile.

SPELL ENGINE

Abjuration

Level: Sor/Wiz 8

Components: V, S, M, XP

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 5-ft.-radius magical wheel

Duration: See text

Saving Throw: None

Spell Resistance: Yes (see text)

You create a disk of magical energy 10 feet in diameter and 2 feet thick.

The disk is incorporeal and invisible when first created.

Whenever a spell is cast or a spell-like ability is used within the 10-foot diameter of the *spell engine*, it activates, absorbs the magical energy, and begins to glow and spin, providing light as a torch.

The *spell engine* similarly absorbs most spell effects targeted at it.

It absorbs all these effects as if it were a *rod of absorption* with an unlimited capacity.

Over time (1 hour per spell level absorbed) the engine slows to a stop and becomes dim and translucent, but it remains capable of absorbing magical energy indefinitely.

If an activated *spell engine* comes in contact with any permanent (noncharged or single-use) magic item, it destroys the item and explodes for 1d6 points of force damage per caster level (maximum 20d6) to all creatures in range, destroying itself in the process.

Magic already in place when the *spell engine* is created (such as a *glyph of warding*) or carried into its area (such as an *invisibility* spell on a creature) are not absorbed unless they are somehow directed against the *spell engine* (such as an *antimagic field* pressed against it).

A *spell engine* absorbs any *dispel magic* spell directed at it.

A *detect magic* spell cast outside the *spell engine's* range detects it normally.

A *disintegrate* spell causes the *spell engine* to explode as if it had contacted a magic item.

Preparing spells within the light provided by a *spell engine* takes only half as long as normal.

Material Components: A disk of polished bone, one of your tears, and a silver wheel worth 1,000 gp.

XP Cost: 250 XP.

SPELL SHIELD

Abjuration

Level: Clr 2 (Mystra)

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains a +3 resistance bonus on saving throws against spells and spell-like abilities (but not against supernatural and extraordinary abilities).

SPELLMANTLE

Abjuration

Level: Clr 6 (Mystra)

Components: V, S

Casting Time: 1 full round

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You protect the subject with a magical aura that protects it against one specified spell for every four levels you have. The spells must be of 4th level or lower and not spells delivered by a touch attack.

When the subject of the *spellmantle* is the target of or within the area of one of the spells it protects against, the mantle absorbs the spell's energy completely.

The subject can then direct this energy to one of two purposes:

Healing: The target immediately receives a *cure* spell of the level of the spell that was absorbed.

The *cure* spell functions as if you had cast it upon the target. If the target is unconscious the spell automatically converts to a *cure* spell without her choice.

Receive Spell: The energy can immediately trigger a spell upon the target.

You designate the spell when you cast the *spellmantle*, and it must be a spell of 4th level or lower that you have prepared at the time of casting.

This does not cause you to lose the prepared spell.

If the level of the incoming spell is lower than that of your designated spell, the target cannot activate this affect.

Your designated spell functions as if you had cast it upon the target.

The duration of this triggered spell can outlast the *spellmantle* itself.

For example, you can designate *lightning bolt* as one of the spells the *spellmantle* absorbs and choose *magic circle against evil* to be the spell the subject receives, so every time she is in the area of a *lightning bolt* (or any of the other spells that you designate for this spell), she is immediately protected by *magic circle against evil*.

The *spellmantle* can absorb 1d4 spell levels +1 per four levels (maximum 1d4+5), after which it dissipates.

If the *spellmantle* lacks sufficient capacity to absorb a spell, the *spellmantle* has no effect.

STORM TOWER

Abjuration

Level: Drd 7

Components: V, S

Casting Time: 1 full round

Range: Long (400 ft. + 40 ft./level)

Area: 100-ft.-tall, 20-ft.-radius spread

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

You form a tower of dark, swirling storm clouds that negates many forms of magic.

The *storm tower* absorbs any electricity damage dealt to those within it.

Magic missiles cannot be cast into, out of, or within the *storm tower*.

The *storm tower* is treated as 60 mph winds (making ranged attacks impossible within the tower), though it has no effect on the movement of creatures within it.

However, only Gargantuan or Colossal creatures can pass through the outer edge of the storm tower; all creatures of lesser size are checked at the edge.

Anyone within the *storm tower* has one-half concealment relative to those outside the tower.

The howling winds of the storm tower also apply a -10 penalty on all Listen checks within 50 feet of it (including all those inside).

STRATEGIC CHARGE

Abjuration

Level: Blk 1, Pal 1 (Red Knight)

Components: V, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

You gain the benefits of the Mobility feat, even if you do not meet the prerequisites.

You do not have to be charging to gain this benefit.

SUREFOOT

Abjuration

Level: Rgr 1

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level

Your steps are sure and true, even on the narrowest ledges.

You gain a +10 competence bonus on Balance checks.

TORTOISE SHELL

Abjuration

Level: Drd 3

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Creates a 5-ft.-diameter mystic shell

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

You create a large hemispherical tortoise shell measuring 5 feet in diameter.

It has 100 hit points, hardness 10, and can float if turned on its back.

You can move it as if it weighed only 10 pounds.

To anyone else, it weighs 500 pounds.

It stands vertically on its own, providing up to nine-tenths cover from half the battlefield, or you can pull it down over yourself like a shelter.

You can change the shell's orientation as a standard action that doesn't incur an attack of opportunity.

Up to four Small creatures, two Medium-size creatures, or one Large creature can fit under (or in) the shell.

Focus: A whole turtle shell.

TRANSCRIBE SYMBOL

Abjuration

Level: Sor/Wiz 8

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: Magical symbol touched

Duration: Until discharged or 10 minutes

Saving Throw: See text

Spell Resistance: See text

You place a protective magic upon your hand that allows you to touch an untriggered magic symbol such as a *glyph of warding* or a *symbol*.

The touched *symbol* is removed from its location and held as magical potential on your hand, like a touch spell.

To pick up the spell, you must make a caster level check (DC 20 + spell level).

Failure indicates the *glyph* or *symbol* has been triggered.

If successfully transferred, you can place the *symbol* on a surface (not a creature) appropriate to the stored spell as a standard action.

The transferred *symbol* works normally thereafter and retains all its original triggering conditions (although its current location may make its triggers difficult or impossible to achieve).

You can maintain the *symbol* in its potential state as long as you concentrate.

If your concentration lapses while the *symbol* is stored as potential, it immediately triggers upon you (and only you), even if you normally wouldn't meet the trigger conditions. Saving throw and spell resistance rolls are as for the original *symbol*.

The only safe way to rid yourself of the stored spell is to place it on a suitable surface.

Focus: A piece of slate that has been scoured bare and smooth on one side.

UNDEATH'S ETERNAL FOE

Abjuration [Good]

Level: Clr 9 (Lathander)

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/5 levels

Duration: 1 round/level

Saving Throw: None (harmless)

Spell Resistance: Yes (harmless)

You grant one or more creatures special abilities that allow them to effectively destroy undead.

All subjects receive *negative energy protection*, except that their roll to resist a negative energy attack has a +10 sacred bonus.

The subjects are also immune to special attacks by undead that involve ability damage, ability drain, disease or poison. Subjects can make melee and ranged attacks against ethereal or incorporeal undead as if they were using *ghost touch* weapons.

They also gain a +4 deflection bonus to AC against attacks by undead.

WALL OF CHAOS

Abjuration [Chaotic]

Level: Clr 4, Sor/Wiz 4 As *wall of good*, except that it is similar to *magic circle against law* instead of *magic circle against evil*.

WALL OF EVIL

Abjuration [Chaotic]

Level: Clr 4, Sor/Wiz 4

As *wall of good*, except that it is similar to *magic circle against good* instead of *magic circle against evil*.

WALL OF GOOD

Abjuration [Good]

Level: Clr 4, Sor/Wiz 4

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Wall whose area is up to one 10-ft. square/level or a sphere or hemisphere with a radius of up to 5 ft./2 caster levels

Spell Resistance: Yes (see text)

As *magic circle against evil* (see page 223 of the *Player's Handbook*), except as noted above and that the barrier is immobile and can be linear or spherical.

One side of the wall, selected by you, is the "hostile side". The wall only provides protection against evil attacks and blocks the movement of summoned or conjured evil creatures that cross from the hostile side to the nonhostile side.

Evil creatures that attack you from the nonhostile side of the wall do so without penalties, and evil summoned or conjured creatures can safely cross from the nonhostile side of the wall to the hostile side.

The *wall of good* must be continuous and unbroken when formed.

If it is cast so that an object or creature breaks its surface, the spell fails.

WALL OF LAW

Abjuration [Chaotic]

Level: Clr 4, Sor/Wiz 4

As *wall of good*, except that it is similar to *magic circle against chaos* instead of *magic circle against evil*.

WOUNDING WHISPERS

Abjuration [Sonic]

Level: Brd 3

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level (D)

Saving Throw: None

You surround yourself with whispers that injure any creature that comes into contact with you.

Any creature striking you with its body or handheld weapons suffers 1d6 points of sonic damage +1 point per caster level.

If a creature has spell resistance, it applies to this damage. Weapons with exceptional reach, such as longswords, do not endanger their users in this way.

You cannot use this spell to deal damage to another target (for instance, with an unarmed attack or by forcing the whispers against a target). Only if another creature touches you does the spell deal damage.

CONJURATION

ACID SPLASH

Conjuration (Creation) [Acid]

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One missile of acid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You fire a small orb of acid at the target.

You must succeed at a ranged touch attack to hit your target.

If you miss, there is no splash effect.

The spell deals 1d3 points of acid damage.

BLACK BLADE OF DISASTER

Conjuration (Creation)

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Sword-shaped planar rift

Duration: Concentration, up to 1 round/level

Saving Throw: None

Spell Resistance: Yes

You create a black blade-shaped planar rift about 3 feet long.

The blade strikes at any creature within its range, as you desire, starting on the round you cast the spell.

The blade makes a melee touch attack against its designated target once each round.

Its attack bonus is your base attack bonus plus your Intelligence bonus or your Charisma bonus (for wizards and sorcerers, respectively).

Anything hit by the blade takes 2d12 points of damage (bypassing the hardness of objects).

The blade threatens a critical hit on an 18–20 and is considered a +5 weapon for the purpose of bypassing damage reduction.

On a successful critical hit, the target suffers the effects of a *disintegrate* spell in addition to the normal damage from the blade.

It can pass through any magical barrier equal to or less than its spell level, but cannot penetrate dead magic areas or an *antimagic field*.

It can harm ethereal and incorporeal creatures as if it were a force effect.

The blade always strikes from your direction.

It does not get a flanking bonus or help a combatant get one.

If the blade exceeds its range or goes out of your line of sight, the spell ends.

You may direct the blade to attack another target as a standard action.

A *gate* spell can be used to counterspell a *black blade of disaster*.

A *dimensional anchor* spell cast at the blade dispels it automatically.

The blade cannot be harmed by physical attacks, but *dispel magic*, a *sphere of annihilation*, or a *rod of cancellation* can affect it.

Its touch attack AC is 13.

BOMBARDMENT

Conjuration (Creation)

Level: Drd 8

Components: V, S, F

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Area: 15-ft.-radius burst centered on spot

Duration: Instantaneous

Saving Throw: Reflex half (see text)

Spell Resistance: Yes

You cause a rain of rocks to fall from the sky, burying your opponents.

The spell deals 1d8 points of damage per caster level (maximum 10d8) and buries any target who fails his save.

Buried subjects suffocate (see Suffocation, page 88 of the *DUNGEON MASTER's Guide*) until they climb from under the rocks (this is a full-round action).

A buried creature has nine-tenths cover and concealment.

Focus: A quartz crystal embedded in rock.

COCOON

Conjuration (Creation)

Level: Drd 8

Components: V, S, M, XP

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You cause silkworm threads to encase your target in a cocoon.

While in the cocoon, the subject is paralyzed.

Gradually, the cocoon leeches energy from the subject until he dies, at which point the cocoon grants powers to its holder.

Once per day, the subject receives one negative level.

If these levels become permanent, the cocoon “stores” the lost energy in its silk threads (up to 10 levels).

The cocoon has 100 hp and hardness 10.

Hacking it off the subject eventually breaks the subject free.

If the cocoon is not allowed to complete its draining of the subject, it becomes useless and conveys no benefits.

However, when the victim is reduced to zero levels, he dies and the cocoon falls off, shrinking to the size of a walnut.

You may then carry the cocoon and draw energy from it.

If carried, the shrunken cocoon grants you a +4 enhancement bonus to the victim's highest ability score (for instance, if the victim's highest ability score was

Wisdom, you would gain a +4 enhancement bonus to your Wisdom).

In the case of a tie, you may select which bonus you get.

If the victim had any ranks in a Knowledge skill, you gain an enhancement bonus on that skill check equal to the number of ranks possessed by the victim.

If the victim was a spellcaster, you gain one free spell slot of the highest spell level the victim could cast (even if those spells were of a different class or type than your own).

The cocoon grants these special powers for one day per level drained from the victim.

If the victim is restored to life before this duration ends, the cocoon immediately loses all powers.

Material Component: A silkworm cocoon.

XP Cost: 1,000 XP.

CORROSIVE GRASP

Conjuration (Creation) [Acid]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Touch

Targets: Creature or creatures touched (up to one/level)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Your hand becomes coated with a thick layer of acid that does not harm you or your equipment.

A melee touch attack with this hand causes 1d6+1 points of acid damage.

You may use this melee touch attack up to one time/level.

If you grapple an opponent, you can deal this damage in addition to other damage you deal while grappling.

CRAWLING DARKNESS

Conjuration (Creation)

Level: Clr 5 (Shar)

Components: V, S, DF

Casting Time: 1 full round

Range: Personal

Target: Creature touched

Duration: 1 minute/level (D)

You bring into being a shroud of dark, writhing tentacles around your body.

The tentacles do not interfere with your movement or spellcasting, but they provide you one-half concealment (20% miss chance) and totally hide your features.

You get a +4 competence bonus on all grapple checks, Climb checks, and Escape Artist checks.

The *crawling darkness* automatically protects you with *feather fall* if you ever fall more than 3 feet and allows you to *water walk* at will.

CREATE CROSSROADS AND BACKROAD

Conjuration (Creation)

Level: Drd 7

Components: V, S, DF, XP

Casting Time: One day

Range: Touch

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You form two crossroads and a backroad that links them. The crossroads are vertical, rectangular areas of up to 50 square feet each.

You must have personally visited the end crossroads location in order to create the backroad.

The spell summons a crossroads guardian and establishes a crossroads at each end.

The crossroads guardians always start with a Helpful attitude toward their creator.

The procedure requires your complete dedication and attention for a full day, preparing and nurturing the site, typically naturalizing it and removing signs of civilization.

XP Cost: 3,500 XP.

DROWN

Conjuration (Creation)

Level: Drd 6

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You create water in the lungs of the subject, which begins to drown.

The subject immediately falls unconscious, dropping to 0 hp.

In the following round, it drops to -1 hit points and is dying.

In the following round, it dies.

(For details, see The Drowning Rule, page 85 of the *DUNGEON MASTER's Guide*).

Coughing and other attempts by the victim to physically expel the water are useless.

However, any time before death it can be stabilized with a Heal check (DC 15).

Undead, constructs, creatures who do not need to breathe, and creatures who can breathe water are unaffected by this spell.

FAITH HEALING

Conjuration (Healing)

Level: Blk 1, Clr 1, Pal 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless)

Spell Resistance: Yes (harmless)

When laying your hand upon a living creature, you channel positive energy that cures 8 points of damage +1 point per caster level (up to +5).

The spell only works on a creature with the same patron as you.

A target with no patron or a different patron than you is unaffected by the spell, even if the target would normally be harmed by positive energy.

FIRE SPIDERS

Conjuration (Summoning) [Fire]

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 240 fiery spiders that cover a 20-ft.-radius spread

Duration: 1 round/level

Saving Throw: Reflex half

Spell Resistance: Yes

You call forth a swarm of 240 fire elementals the size of common spiders.

The fire spiders each have 1/4 d8 HD (1 hp), speed 10 ft., climb 10 ft., and AC 18 (+8 size).

They distribute themselves evenly within the initial area of the spell (six creatures per 5-foot square), and after the first round they move as a swarm, seeking creatures and objects to attack and ignite.

The attacks by the fire spiders in a 5-foot-square area can be treated as an area attack by the group, inflicting fire damage equal to the number of spiders in that square (a Reflex saving throw halves the damage).

Unlike with a *creeping doom* spell, the fire spiders do not die after inflicting damage, and only disappear if they are slain, the spell duration expires, or they are somehow banished to their home plane.

Fire spiders can ignite flammable objects if they rest on one for 2 or more rounds.

As fire elementals, the fire spiders are immune to fire and are thwarted by barriers that block neutral outsiders.

Water or other nonflammable liquid (including acid) kills them, a flask destroying 2d4 fire spiders in a targeted 5-foot square and causing 1 point of splash damage to adjacent squares (killing one spider in each adjacent square).

If some of the creatures die, the swarm condenses, growing smaller in area, maintaining the density of six creatures per 5-foot area.

Thousands of years ago, the drow used this spell to set on fire a large portion of what is now the Border Forest, separating it further from the forest of Cormanthor.

Material Component: A handful of rubies or ruby dust worth at least 500 gp.

FORTUNATE FATE

Conjuration (Healing)

Level: Clr 7 (Tymora)

Components: V, S

Casting Time: 1 minute

Range: Touch

Target: Creature touched

Duration: 10 minutes/level or until discharged

Saving Throw: None (harmless)

Spell Resistance: Yes (harmless)

You surround the subject with an aura that immediately heals her if she suffers an attack that would kill her (reduce her hit points to -10 or below).

When this event occurs, the *fortunate fate* spell intervenes by immediately triggering a *heal* spell upon the target.

If the attack is one that causes harm in a way that a *heal* spell can repair (disease, hit point damage, temporary ability damage, or poison), the target does not actually die, saved by the *heal*.

If the attack is one that *heal* cannot countermand (such as ability drain, old age, negative levels, *disintegration*, ability drain, or death effects), the *fortunate fate* spell cannot prevent her death.

If this spell is cast upon an undead creature, it uses a *harm* spell instead of *heal*.

IGEDRAZAAR'S MIASMA

Conjuration (Creation)

Level: Sor/Wiz 2

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 15-ft.-radius burst

Duration: 1 round

Saving Throw: Fortitude negates

Spell Resistance: Yes

You conjure a cloud of foul-looking gray fog.

The toxic fog deals 1d4 points of subdual damage/level (maximum 5d4).

Holding one's breath doesn't help.

Focus: Three polished gray stones.

MESTIL'S ACID BREATH

Conjuration (Creation) [Acid]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You breathe forth a cone of acidic droplets.

The cone inflicts 1d6 points of acid damage per caster level (maximum 10d6).

Material Component: A handful of fire ants (alive or dead).

MESTIL'S ACID SHEATH

Conjuration (Creation) [Acid]

Level: Sor/Wiz 5

Components: V, S, M, F

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level (D)

You enclose yourself in a fluid sheath of acid that does not harm you.

You can breathe normally and cast spells while the *acid sheath* is present.

Any creature striking you with its body deals normal damage, but at the same time the attacker takes 1d6 points +2 points per caster level of acid damage.

Weapons with exceptional reach, such as longswords, do not endanger their users in this way.

The acid sheath does not protect you against other attack forms, such as fire.

Any creature you are riding automatically takes damage every round as if you were touching it with a *corrosive grasp*. The mount tries to remove the source of pain, requiring a Ride check (DC 30) each round for you to remain mounted.

You may make melee touch attacks as if you were using a *corrosive grasp* spell.

A creature that swallows you does not take damage from this spell if its stomach inflicts acid damage.

Material Component: A handful of fire ants (alive or dead).

Focus: A glass sculpture of a humanoid.

MONSTROUS REGENERATION

Conjuration (Healing)

Level: Clr 5

Components: V, S

Range: Touch

Target: Living creature touched

Duration: 1 round/2 levels

Saving Throw: Will half (harmless)

Spell Resistance: Yes (harmless)

You give the target the regeneration ability that some monsters possess.

Attacks against the creature except fire and acid inflict subdual damage instead of lethal damage.

It heals subdual damage at a rate of 4 points per round.

A regenerating creature that has been rendered unconscious through subdual damage can be killed with a coup de grace.

The attack has to inflict fire or acid damage.

Attack forms that don't inflict hit point damage (for example, most poisons and disintegration) ignore regeneration.

Regeneration also does not restore hit points lost from starvation, thirst, or suffocation.

A regenerating creature can regrow lost portions of its body (although the spell duration is usually not long enough to allow this except for very small portions such as fingers) and can reattach severed limbs as a move-equivalent action. Severed parts that are not reattached wither and die normally.

When the spell ends, all the creature's subdual damage is converted to normal damage.

POISON VINES

Conjuration (Creation)

Level: Drd 7

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes As *vine mine*, but the vines you create are poisonous (contact, 1d6 Dex/2d6 Dex).

A successful Fortitude save is required only upon the first entry into the area of effect (and again 1 minute later); creatures don't have to save each time they enter (or each round they remain within).

You are immune to the poison of the vines you create, and you can select a number of other targets equal to your level to share this immunity.

REMEDY MODERATE WOUNDS

Conjuration (Healing)

Level: Clr 3, Drd 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 10 rounds +1 round/2 levels

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

When laying your hand upon a living creature, you boost its life energy to grant it the fast healing ability.

The target heals 2 hit points per round until the duration expires.

This spell does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a creature to regrow or attach lost body parts.

The effect of the spell automatically stabilizes a dying character.

The effects of multiple *remedy* spells do not stack; only the highest-level effect applies.

Applying a second *remedy* spell of equal level extends the spell's duration.

REVENANCE

Conjuration (Healing)

Level: Brd 5, Clr 4 (Jergal), Pal 4

Components: V, S, M, DF

Casting Time: 1 full round

Range: Touch

Target: Dead ally touched

Duration: 1 minute/level

Saving Throw: None (see text)

Spell Resistance: Yes (harmless)

You touch a recently slain ally and temporarily restore the character to life so he may continue to fight.

The target can have been dead for up to 1 round/caster level.

He functions as if a *raise dead* spell had been cast upon him, except that she does not lose a level and has half of his normal hit points.

He is alive (not undead) for the duration of the spell and can be healed normally, but dies as soon as the spell ends. While the subject is under this spell, he is not affected by *resurrection* or *raise dead*.

The target gains a +1 morale bonus on attacks, damage, saves, and checks against the creature that killed him.

Material Component: 500 gp of diamond dust sprinkled over the body.

SEEK ETERNAL REST

Conjuration (Healing)

Level: Pal 4 (Jergal)

Components: V, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level

You improve your ability to turn undead.

Your paladin level is treated as two levels higher for the purpose of turning or destroying undead.

SPECTRAL STAG

Conjuration (Creation)

Level: Clr 2 (Malar)

Components: V, S, DF

Casting Time: 1 action

Range: 0 ft.

Effect: One quasi-real staglike creature

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: Yes

You conjure a quasi-real, staglike creature.

The creature can either be directed to attack a target or simply carry you on its back.

When you cast the spell, you decide if you want the stag to appear next to you or form underneath you so you may ride it immediately.

The stag has a speed of 60 feet and can act as soon as it appears.

It moves as you direct.

Controlling the stag is a free action.

The stag can ride in the air as if it were firm land, as a *phantom steed* spell cast by a 12th-level caster.

It can bear its rider's weight plus up to 10 pounds per caster level.

The mount has an Armor Class of 18 (–1 size, +4 natural armor, +5 Dex) and 7 hit points +1 hit point per caster level. If it loses all its hit points, the *spectral stag* disappears.

If directed to attack a creature, the stag charges its target and initiates a bull rush.

The stag is Large and has Strength 18 for this purpose.

The stag cannot be attacked or damaged, but if you are riding it when it attempts a bull rush, the defender may use her attack of opportunity against you instead of against the stag.

If the bull rush fails, the stag (and you, if riding it) moves 5 feet straight back to where it was before it moved into the target's space.

If the bull rush succeeds, the stag moves the defender the maximum distance possible.

The defender also must make a Fortitude saving throw or be stunned for 1 round.

When the spell ends, the stag vanishes.

If you were riding the stag, you land safely on the ground.

STONEHOLD

Conjuration (Creation) [Earth]

Level: Drd 6

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: One 10-ft. square/level

Duration: 1 day/level

Saving Throw: See below

Spell Resistance: Yes (object)

This spell conjures thick, stony arms that spring forth from a rock or stone formation whenever anyone passes near it. Each 10-foot square in the spell's area contains one stone arm.

The arms attempt to grapple any creature that enters their area.

Each arm has a Strength of 20 and a base attack bonus of +1/caster level (plus Strength bonus).

The arms are Medium-size.

Once an arm has grappled a target, it automatically inflicts 1d6+5 points of damage per round.

An arm maintains its grapple until the subject escapes, even holding a victim long after death.

Each arm has 1 hp/caster level, AC 18, and hardness 8, and saves as the caster.

Before they attack, the arms remain beneath the surface of the stone.

They may be discovered (but not disarmed) as a magic trap.

SUMMON UNDEAD I

Conjuration (Summoning) [see text]

Level: Sor/Wiz 1

Components: V, S, F

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

As *summon monster* I, except that you summon an undead creature.

The spell conjures one of the creatures from the 1st-level list on the Summon Undead table below.

You choose which creature to summon, and you can change that choice each time you cast the spell.

Summoned undead do not count toward your total Hit

Dice of undead you can control with *animate dead* or clerical negative energy.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Focus: A tiny bag, a small (not lit) candle, and a carved bone from any humanoid.

SUMMON UNDEAD II

Conjuration (Summoning)

Level: Sor/Wiz 2

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon undead* I, except that you can summon one undead from the 2nd-level list or 1d3 undead of the same type from the 1st-level list.

SUMMON UNDEAD III

Conjuration (Summoning)

Level: Sor/Wiz 3

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon undead* I, except that you can summon one undead from the 3rd-level list, 1d3 undead of the same type from the 2nd-level list, or 1d4+1 undead of the same type from the 1st-level list.

SUMMON UNDEAD IV

Conjuration (Summoning)

Level: Sor/Wiz 4

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon undead* I, except that you can summon one undead from the 4th-level list, 1d3 undead of the same type from the 3rd-level list, or 1d4+1 undead of the same type from a lower-level list.

SUMMON UNDEAD V

Conjuration (Summoning)

Level: Sor/Wiz 5

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon undead* I, except that you can summon one undead from the 5th-level list, 1d3 undead of the same type from the 4th-level list, or 1d4+1 undead of the same type from a lower-level list.

SUMMON UNDEAD

1st Level

Medium-size skeleton

Small zombie

2nd Level

Medium-size zombie

Large skeleton

3rd Level

Large zombie

Ghoul

Huge skeleton

4th Level

Allip

Ghast

Huge zombie

5th Level

Mummy

Shadow

Wight

Vampire spawn

VINE MINE

Conjuration (Creation)

Level: Drd 5

Components: V, S, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: Spread of 10-ft. radius/level

Duration: 10 minutes/level

Saving Throw: See text

Spell Resistance: Yes

You create and direct the rapid growth of vines, creating a variety of effects.

When you cast the spell, choose one of the following effects:

- *entangle* (as the spell)
 - climbing aid (treat as knotted ropes)
 - bind helpless targets (DC 25 to escape)
 - hamper movement (as heavy undergrowth)
 - camouflage (add +4 competence bonus on Hide checks)
- As a standard action, you may redirect the vines' growth (thus changing the effect).

Material Component: A crown of ivy leaves.

VIPERGOUT

Conjuration (Summoning) [see text]

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

Range: Personal

Effect: 1d4+3 summoned creatures

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

This spell summons 1d4+3 fiendish (CE) or celestial (CG) Medium-size vipers (snakes), which leap forth from your mouth to attack your enemies.

Starting on the round you complete the spell, you may spit forth vipers until you reach the number summoned by the spell.

You may spit three vipers as a standard action or one viper as a move-equivalent action.

Spat vipers land at your feet and act on your turn just as creatures summoned by a *summon monster* spell.

Until you have brought forth all the snakes summoned by the spell, you cannot speak, cast spells with verbal components, or activate items that require speech.

The snakes are not actually present in your mouth, and do not interfere with your breathing.

At the end of the spell, all the vipers disappear, and any not brought forth are lost.

When you use a summoning spell to summon an evil or good creature, it is a spell of that type.

Material Component: A snakeskin.

VIPERS

➤ **Fiendish Viper:** CR 1; Medium-size outsider; HD 2d8; hp 9; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 16 (touch 13, flat-footed 13); Atk +4 melee (1d4+1 and poison, bite); SA Poison, smite good; SQ Scent, darkvision 60 ft., cold and fire resistance 5, SR 4; SV Fort +3, Ref +6, Will +1; Str 8, Dex 17, Con 11, Int 3, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +11, Hide +12, Listen +9, Spot +9; Weapon Finesse (bite).

Poison (Ex): Bite, Fort save DC 11; 1d6 Con/1d6 Con.

Smite Good (Su): Once per day the fiendish viper can deal +2 damage against a good foe.

➤ **Celestial Viper:** CR 1; Medium-size outsider; HD 2d8; hp 9; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 16 (touch 13, flat-footed 13); Atk +4 melee (1d4+1 and poison, bite); SA Poison, smite evil; SQ Scent, darkvision 60 ft., acid, cold, and electricity resistance 5, SR 4; SV Fort +3, Ref +6, Will +1; Str 8, Dex 17, Con 11, Int 3, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +11, Hide +12, Listen +9, Spot +9; Weapon Finesse (bite).

Poison (Ex): Injury, Fort save DC 11; 1d6 Con/1d6 Con.

Smite Evil (Su): Once per day the celestial viper can deal +2 damage against an evil foe.

ZAJIMARN'S AVALANCHE

Conjuration (Creation) [Cold]

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Area: One 10-ft. square/level (S)

Duration: Instantaneous

Saving Throw: Reflex partial

Spell Resistance: Yes

You conjure a sweeping wave of ice, snow, and slush that washes away everything in its path.

Everything in the initial area of the spell takes 1d4 points of cold damage per caster level (maximum 25d4).

Creatures on foot and objects in the initial area must make Reflex saves or be carried along by the wave for 5 feet per caster level.

The forced movement does not harm the targets except to leave them prone.

Dead-end corridors and similar obstacles prevent the avalanche from moving creatures any farther.

The avalanche counts as a water attack for the purpose of extinguishing normal fires.

DIVINATION

CIRCLE DANCE

Divination

Level: Brd 2, Clr 3, Drd 3

Components: V, S

Casting Time: 1 minute

Range: Personal

Duration: Instantaneous

You divine the relative direction and condition of another individual.

During the casting of the spell, you think of your target as you do a spinning dance around the compass.

You must have firsthand knowledge of your target for the spell to function.

If the target is alive and on the same plane as you, the spell leaves you facing in the direction of your target.

You also get an impression of the target's physical and emotional conditions (unharmed, wounded, unconscious, dying, and so on).

If the target is on a different plane or dead, you feel nothing.

DETECT CROSSROADS

Divination

Level: Brd 0, Drd 0

Components: V, S

Casting Time: 1 action

Range: 60 ft. or 1 mile (see text)

Area: Quarter circle emanating from you to the extreme of the range

Duration: Concentration up to 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You can see fey crossroads within 60 feet, if your visibility isn't blocked.

A crossroads appears to you as a blue-hued, x-shaped shadow upon the ground.

You recognize the crossroads for what it is, and won't be fooled by a false or illusory one.

Detect crossroads gives you no information on where the backroad leads.

If the nearest crossroads is less than a mile away, but blocked visually from you either by distance or barriers, you can still sense its general direction.

Each round, you can turn to detect in a new direction.

See the previous chapter for more on crossroads.

ECHO SKULL

Divination

Level: Drd 5

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: Animal skull touched

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: Yes (object)

You can see, hear, and speak through a specific dried animal skull at any distance.

As long as you and the skull remain on the same plane, you can see and hear as if you were standing where it is, and during your turn you can switch your perception from its location to your own or back again as a free action.

If you desire, any spell you cast whose range is greater than touch (and which does not require a material component or focus) can originate from the skull instead of from you.

If the skull is destroyed, the spell ends.

Casting a spell through the skull costs 10 XP per spell level.

Focus: A dried animal skull.

GHOSTHARP

Divination

Level: Brd 0

Components: V, S

Casting Time: 1 minute

Range: Touch

Target: Any object

Duration: 5 minutes/level (D)

You prepare an object that records and replays a song previously played or sung in its vicinity.

When cast, the spell searches a radius of 50 feet for the lingering notes of a tune played there within the last day. It records these notes and reverberations.

If multiple songs have been played at that spot, *ghostharp* recalls the song most recently played, starting with the beginning of the piece recalled.

At your verbal command, "Play", the *ghostharp* replays the music.

The tune repeats until you command it to stop, or until the spell's duration comes to an end.

The *ghostharp* does not record conversations.

Its imperfect replay can't reproduce bardic music or other magical effects, nor can it cast spells.

KNOW GREATEST ENEMY

Divination

Level: Blk 3, Pal 3 (Savras)

Components: V, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to 1 round/level

Saving Throw: None (see text)

Spell Resistance: Yes

This spell evaluates the creatures in the area and determines the relative power level of each.

Creatures are evaluated as follows:

CR	Strength
4 or less	Weak
5–10	Moderate
11–15	Strong
16+	Overwhelming

Among creatures within the same category, you know which is the most powerful, but not why.

For example, among a group of ogres (CR 2), you would know one of them (an ogre with 2 levels of barbarian, CR 4) was the most powerful, but not know if it was because the ogre had class levels, because of a template (such as half-fiendish), or for other reasons.

Any spell of 3rd level or higher that prevents scrying attempts on a creature (such as *nonetection*) or area (such as *false vision*) thwarts this spell's ability to evaluate that creature or creatures within that area.

KNOW PROTECTIONS

Divination

Level: Brd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You learn many of the unusual defenses the target creature has.

The spell tells you the creature's damage reduction, spell resistance, and any resistances or immunity to energy attacks.

For example, if cast upon a vampire, you learn that it has damage reduction 15/+1, and cold and electricity resistance 20; you do not learn about its fast healing or turn resistance. If cast upon a pit fiend, you learn that it has damage reduction 25/+2, spell resistance 28, is immune to fire, and has acid and cold resistance 20; it does not tell you any of its other defenses, such as fast healing or immunity to poison.

KNOW VULNERABILITIES

Divination

Level: Brd 4, Clr 4

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You learn any vulnerabilities and resistances the target creature has.

Vulnerabilities include anything that causes the creature more than the normal amount of damage (such as a creature with the cold subtype taking double damage from fire or a crystalline creature's vulnerability to the *shatter* spell).

Resistances include any effects that reduce or negate damage the creature takes and immunities to particular attacks.

The spell identifies resistances and vulnerabilities granted by spell effects.

For example, if cast upon an iron golem, you learn that it has all the construct defenses, damage reduction 50/+3, is *slowed* instead of damaged by electricity, is healed instead of damaged by fire, and is vulnerable to rust attacks.

If cast upon a balor, you learn that it has damage reduction 30/+3, spell resistance 28, is immune to poison and electricity, has acid, cold, and fire resistance 20, and does not have any particular vulnerabilities.

LIVING PRINTS

Divination

Level: Hrp 3, Rgr 3

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level

You perceive tracks as if they had just been made.

You must notice the prints normally with a successful Search or Wilderness Lore check, but this spell eliminates any penalties to your tracking due to the passage of time or any rainfall since the making of the trail.

This spell has no effect on tracks more than thirty days old.

SHARE HUSK

Divination

Level: Drd 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Animal touched

Duration: Concentration

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

You sense through an animal's senses, seeing through its eyes, smelling through its nose, and hearing through its ears.

You use the animal's Listen and Spot skill modifiers instead of your own.

This spell gives you no special ability to understand what you sense.
You can switch your perceptions between the animal and your own on your turn as a free action.
You and the animal must be on the same plane for the spell to function.
Material Component: An edible treat that would appeal to the animal (vegetable or meat).

SPEECHLINK

Divination
Level: Brd 4
Components: V, S
Casting Time: 1 action
Range: Touch
Targets: You and one creature touched
Duration: 10 minutes/level (D)
Saving Throw: None
Spell Resistance: No

You and a willing target can communicate no matter how much distance you put between yourselves on the same plane.

Either participant may end the spell at any time.

Speechlink allows each listener to hear only the other's vocalizations, though they may be of any volume.

It does not transfer sounds from the other participant's location.

This spell works on any creature, including animals, but does not convey any special language comprehension abilities.

UNDERSTAND DEVICE

Divination
Level: Clr 3 (Gond)
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: You
Duration: 1 minute/level
You gain an intuitive insight into the weaknesses and flaws of mechanical objects.
You can make untrained Disable Device checks as if you had a half rank in that skill.
If you already have the Disable Device skill, this spell gives you a +4 competence bonus on Disable Device checks.

VISION OF GLORY

Divination
Level: Clr 1, Pal 1
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 minute or until discharged
Saving Throw: None
Spell Resistance: Yes
You give the subject creature a brief vision of a divine entity giving it support and inspiring it to continue.
The creature gets a +1 morale bonus on a single saving throw.

It must choose to use the bonus before making the roll to which it applies.

WIELDSKILL

Divination
Level: Clr 1 (Gond)
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: Yes
This spell imbues the subject with a touch of divine guidance.
The subject gains a +10 competence bonus on a skill check of your choice.
If the target has no ranks in the skill, she functions as if she had a half rank in the skill, and therefore is considered trained in the skill (although this half rank adds nothing to her rolls with that skill).
Alternatively, the target gains proficiency with a single weapon (simple, martial, or exotic) or type of armor (light, medium, heavy, or shield) as if she had the appropriate feat.

ENCHANTMENT

CELEBRATION

Enchantment (Compulsion) [Mind-Affecting, Sonic]
Level: Brd 4
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 15-ft.-radius burst
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes
You cause any creatures in the area to feel increasingly more intoxicated the longer you perform a drinking song. You must perform for at least 1 full round to produce the first effects of the *celebration* spell.
After that, each full round you perform increases the subject's intoxication, as described in the table below.
A subject does not need to remain within the area, but those entering the area after the casting of the spell are not affected.
Your targets receive only one saving throw at the onset of the spell.
The effects last for the duration of your performance.
If you stop performing, the effects do not worsen and fade after 1 round per caster level.

Round	Effect
1	None
2	-2 enhancement penalty to Dex, Int, and Wis
3	Nauseated
4	Helpless

HARMONY

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Brd 1

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: Variable (see below)

When you play your instrument, sing your song, recite your epic poem, or speak your words of encouragement, you fill your allies with greater confidence than normal. When under the effect of this spell, you grant a +4 morale bonus on saving throws against charm and fear effects and a +2 morale bonus on attack and damage rolls when you use your inspire courage bardic ability. The effect lasts as long as the effect of your inspire courage lasts.

If you don't begin to inspire courage within 1 minute of casting this spell, the effects of *harmony* end.

HAUNTING TUNE

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Brd 3

Components: V, S

Casting Time: 1 full round

Range: Medium (100 ft. + 10 ft./level)

Area: 1 target/level

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

Your song or poem causes a deep depression in intelligent creatures.

Any creature with Intelligence 10 or higher is shaken (-2 morale penalty on attack rolls, damage rolls, and saving throws).

HERALD'S CALL

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Brd 1, Hrp 1

Components: V, S

Casting Time: 1 action

Range: 30 ft.

Area: 30-ft.-radius burst centered on you

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

You produce a crowd-stopping shout that holds an air of authority others find difficult to ignore.

The spell affects only those creatures that have 5 HD or less.

Anyone affected is dazed for 1 round.

Creatures beyond the radius of the burst may hear the shout, but don't become dazed.

NIGHTMARE LULLABY

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Brd 2

Components: V, S

Casting Time: 1 full round

Range: Long (400 ft. + 40 ft./level)

Targets: One creature

Duration: Concentration + 2 rounds

Saving Throw: Will negates

Spell Resistance: Yes

You put your target into a surreal, sleepwalking state.

The target must make a Will saving throw or become *confused*, thinking she has entered a nightmare.

NYBOR'S GENTLE REMINDER

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 1 (Red Wizard)

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 2 rounds

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell was quite popular with slave overseers and those wishing to make their servants work a little faster.

The Red Wizards now employ it mainly as a combat spell.

The subject receives a sharp, agonizing pain, which makes him dazed (no actions, but can defend against attacks normally) for 1 round.

The subject suffers a -1 penalty on attacks, saving throws, and most checks while the spell lasts; however, the subject also receives a +2 circumstance bonus to Strength.

Focus: A stick at least 1 foot long.

NYBOR'S MILD ADMONISHMENT

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 3 (Red Wizard)

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

This improvement on Nybor's gentle reminder causes intense pain in the subject.

The subject is dazed for 1d4 rounds and suffers a -2 penalty on attacks, saving throws, and most checks while the spell

lasts; however, the subject also receives a +2 circumstance bonus to Strength.

Focus: A pointed stick at least 1 foot long.

NYBOR'S STERN REPROOF

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 7 (Red Wizard)

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes

This spell causes stabbing pains even greater than those of *Nybor's gentle reminder* and *Nybor's mild admonishment*. The target creature must make a Fortitude save or die instantly.

A surviving creature receives a Will save to avoid further effects.

Subjects failing the Will save are dazed for 1d4 rounds and suffer a -2 penalty on attacks, saving throws, and most checks while the spell lasts; however, the subject also receives a +2 circumstance bonus to Strength.

Focus: A pointed metal rod at least 1 foot long.

NYBOR'S WRATHFUL CASTIGATION

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 8 (Red Wizard)

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes

Nybor's wrathful castigation is an even more potent version of *Nybor's stern reproof*.

It causes wracking pain and violent convulsions.

The target creature must make a Fortitude save or die instantly.

A surviving creature receives a Will save to avoid further effects.

Subjects failing the Will save are dazed and suffer a -4 penalty on saving throws for the duration of the spell.

Focus: A whip.

PUPPETEER

Enchantment (Compulsion)

Level: Brd 3

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

You force your subject to mimic your actions.

Your subject matches your motions exactly, though she suffers a -4 penalty to Dexterity and Strength.

She looks awkward, and her actions aren't as effective as if she were actually doing them herself.

You can make the subject commit a suicidal act, but she receives another Will save to break the spell.

If successful, she collapses, helpless in a comatose state, for 1d4 rounds.

Controlling the subject requires concentration.

If your concentration is ever interrupted, you may resume control of the subject as a free action on your turn.

Anyone observing the subject of this spell can determine that the subject's actions are being controlled with a Sense Motive check (DC 15, or DC 10 if the controlling bard is also visible).

This spell doesn't grant the subject extraordinary, supernatural, spell-like abilities, or spellcasting abilities, even if you have and use such abilities during the spell's duration.

WAR CRY

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Brd 4

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: Will negates (see text)

Spell Resistance: Yes (see text)

You attack with a war cry that bolsters your own courage as well as intimidating your enemies.

As a result of this spell, you gain a +2 morale bonus on attacks and damage, or a +4 morale bonus on attacks and damage made as part of a charge attack.

Any opponent you attack in melee must make a Will save or become panicked.

Once the target makes a successful saving throw against this effect, it cannot be affected by your *war cry* for one day.

EVOCATION

ACID STORM

Evocation [Acid]

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: Cylinder (20-ft. radius, 20 ft. high)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You cause acid to rain downward.

The acid deals 1d6 points of acid damage per caster level (maximum 15d6).

Focus: A flask of acid.

BALL LIGHTNING

Evocation [Electricity]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: One or more balls of lightning, up to 1/level

Duration: 1 round/level

Saving Throw: Reflex half

Spell Resistance: Yes

You create several balls of lightning that shed light as candles and move under your control.

Your caster level is the total number of dice of damage (d6) that you can deal with this spell (maximum 15d6), divided however you see fit among the ball lightning.

For example, a 9th-level caster could create nine balls of lightning (each dealing 1d6 points of electrical damage), or three balls of lightning (two dealing 2d6 and one dealing 5d6), and so on.

You may direct any number of lightning balls to strike one target at a time.

Each affects only one target and is not destroyed when it does so.

Targets get a Reflex save against each ball that strikes them. You must have line of sight and line of effect to direct the balls.

Directing the balls is a free action on the round the spell is cast and a standard action on any other round.

The lightning balls can move up to 100 feet per round.

A ball dissipates if the distance between you and it exceeds the spell's range.

Material Component: A handful of copper and iron pellets.

BATTERING RAM

Evocation [Force]

Level: Sor/Wiz 2

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One object or creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You create a ramlike force that can strike with considerable power.

Similar to a *ring of the ram*, the force can target a creature or an object.

The force deals 1d6 hit points of damage to the target.

If the target is a creature, this attack initiates a bull rush.

(The force is considered a Large creature with Strength 25 for this purpose).

If the target is a movable object such as a door, the caster can make a Strength check (using the Strength of the *battering ram*) to attempt to open the door.

Focus: A piece of carved ram's horn.

BINDING WINDS

Evocation

Level: Drd 5

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Concentration

Saving Throw: Reflex negates

Spell Resistance: Yes

You create a flurry of air to encircle and hold your target.

The *binding winds* do not move.

They become a physical barrier surrounding the subject. The target may act normally, except that she cannot move from her current location.

The winds carry her voice away, so she can speak but will not be heard, and she cannot hear anything but the roar of the winds.

Furthermore, no sonic or language-dependent spells or effects may be cast into or out of the binding winds (though spells cast by the caster upon himself function normally). Ranged attacks made into or out of the *binding winds* suffer a -2 penalty.

Binding winds hold flying creatures in midair.

CACOPHONIC SHIELD

Evocation [Sonic]

Level: Brd 6, Sor/Wiz 6

Components: V, S

Casting Time: 1 action

Range: 10 ft.

Area: 10-ft.-radius emanation, centered on you

Duration: 1 minute/level

Saving Throw: Fortitude partial

Spell Resistance: Yes

You create an immobile barrier of sonic energy at a distance of 10 feet from yourself.

Creatures on either side of the barrier hear it as a loud but harmless buzzing.

Nonmagical sound (including sound produced by a thunderstone) does not cross the barrier.

If a sonic effect impinges upon the barrier, you get to make a caster level check (1d20 + caster level) against the DC of the effect to prevent it from affecting anyone inside the barrier.

A creature that crosses the barrier takes 1d6 points of sonic damage plus 1 point per caster level (maximum +20) and must make a Fortitude save or be deafened for 1 minute.

The sonic vibrations provide a 20% miss chance for any missiles crossing the barrier in either direction.

CLOUD OF BEWILDERMENT

Evocation

Level: Brd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: 10 ft.

Area: Cone

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

You breathe out an invisible cloud of noxious air.

Anyone in the area is stunned and blinded for 1d6 rounds.

A moderate wind (11+ mph) disperses the cloud in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

CLOUDBURST

Evocation (Water)

Level: Drd 2

Components: V, S

Casting Time: 1 round

Range: Long (400 ft. + 40 ft./level)

Area: 100-ft.-radius emanation

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You cause clouds to gather and a heavy rain to fall.

The rain reduces visibility ranges by half, resulting in a -4 penalty on Spot and Search checks.

It automatically extinguishes unprotected flames, and has a 50% chance of extinguishing protected flames.

Ranged weapon attacks and Listen checks are at a -4 penalty.

This spell does not function indoors, underground, underwater, or in desert climates.

After the spell ends, the water created evaporates over the next 10 minutes.

The water created with this spell does not slake thirst or provide any nourishment to plants.

COMBUST

Evocation [Fire]

Level: Sor/Wiz 2 (Red Wizard)

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Touched creature or combustible object that weighs no more than 25 lb./level

Duration: Instantaneous (see text)

Saving Throw: Reflex partial

Spell Resistance: Yes

This spell makes a combustible object or a creature's combustible equipment burst into flame, even if damp.

If the target is a creature, the initial eruption of flame causes 2d6 points of fire damage +1 point per caster level (maximum +10) with no saving throw.

Further, the creature must make a Reflex save (DC 15) or catch fire.

(For details, see *Catching on Fire*, page 86 of the *DUNGEON MASTER's Guide*).

If the target is a combustible, unattended object, the initial eruption of flame inflicts fire damage on the object as noted above.

The object catches fire and takes 1d6 points of fire damage each round until consumed or someone puts out the fire.

Anyone touching the object during the initial eruption of flame takes the same fire damage the object does.

A Reflex save reduces damage by half.

If a creature touching the object fails the Reflex save, it must make another Reflex save (DC 15) to avoid catching fire.

Material Component: A drop of oil and a piece of flint.

DARKFIRE

Evocation [Fire]

Level: Clr 3 (drow pantheon)

Components: V, S

Casting Time: 1 action

Range: 0 ft.

Effect: Flame in your palm

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

Dark flames appear in your hand.

You can hurl them or use them to touch enemies.

The flames appear in your open hand and harm neither you nor your equipment.

They emit no light but produce the same amount of heat as an actual fire.

You can strike opponents with a melee touch attack, dealing fire damage equal to 1d4+1 points per two caster levels (maximum +10).

Alternatively, you can hurl the flames up to 120 feet as a thrown weapon.

When doing so, you attack with a ranged touch attack (with no range penalty) and deal the same damage as with the melee attack.

No sooner do you hurl the flames than a new set appears in your hand.

The *darkfire* is invisible to normal vision but can be seen with darkvision as easily as a normal flame can be seen in darkness (this means that *darkfire* can be used as a signal or beacon for creatures with darkvision).

The spell does not function underwater.

DIRGE

Evocation [Sonic]

Level: Brd 6

Components: V, S

Casting Time: 1 full round

Range: 50 ft.

Area: All enemies within a 50-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

Your song draws the energies of death and destruction down on your enemies.

Each round, any enemy in the area suffers 2 points of temporary Strength and Dexterity damage.

A successful saving throw only negates that round's affect; a new saving throw is required each round to avoid that round's damage.

ELECTRIC JOLT

Evocation [Electricity]

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature or object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You release a small stroke of electrical energy.

You must make a ranged touch attack to deal damage to a target.

The spell deals 1d3 points of electricity damage.

EXPLOSIVE CASCADE

Evocation [Fire]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: One 5-ft.-square/level, all of which must be connected in one continuous path (S)

Effect: 1-ft.-radius sphere

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You cause a bright ball of flame to bound and skip across the battlefield, damaging targets within its area. The area is the path of the flame, and it deals 1d6 hit points of fire damage per caster level (maximum 10d6) to all creatures and objects within its area.

The flame lights up the area as if it were a torch.

Small sparks and decaying flames remain in the area for 1 round, shedding light as candles but dealing no damage.

If the damage from the flame destroys an interposing barrier, the flame can move beyond the barrier if it has not reached its maximum area.

Material Component: Bat guano, sulfur, and copper packed into a metal tube with one closed end.

FIREBRAND

Evocation [Fire]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: One 5-ft.-radius burst/level (S)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You create up to one mass of flame per level to explode upon the battlefield.

Each mass of flame is treated as a 5-foot-radius burst and deals 1d6 points of fire damage/level (maximum 15d6) to all creatures within the area.

The bursts do not need to be contiguous, and may be distributed within range as you see fit.

Burst effects that overlap do not inflict additional damage.

Material Component: A flask of alchemist's fire.

FLAME DAGGER

Evocation [Fire]

Level: Hth 2, Sor/Wiz 2 (Red Wizard)

Components: V, S, M

Casting Time: 1 action

Range: 0 ft.

Effect: A daggerlike beam

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: Yes

A 1-foot-long, blazing beam of red-hot fire springs forth from your hand.

You wield this bladelike beam as if it were a dagger.

Attacks with the *flame dagger* are melee touch attacks, and the blade deals 1d4 points of fire damage plus 1 point per caster level (to a maximum of +10).

Because the blade is immaterial, your Strength modifier does not apply to the damage.

The flame dagger can ignite combustible materials such as parchment, straw, dry sticks, cloth, and so on.

This spell does not function underwater.

Material Component: A candle, not necessarily lit.

FORCE LADDER

Evocation [Force]

Level: Sor/Wiz 2

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One ladder of force up to 60 ft. long

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

You create a transparent ladder made of force.

The ladder is two feet wide and anywhere from 10 to 60 feet long, with rungs spaced 1 foot apart.

The ladder functions as a normal ladder.

Because it is a force object, it can block or be used as a weapon against incorporeal or ethereal creatures (although they normally can move through the walls or floor to go around the ladder if used as a barricade, and only creatures capable of wielding a 10-foot-long or larger weapon could use the ladder offensively against such a creature).

The ladder weighs 1 pound and can support 100 pounds of weight per caster level.

It can be destroyed by anything that destroys a *wall of force*.

Focus: A miniature silver ladder.

FORCEWAVE

Evocation [Force]

Level: Sor/Wiz 1

Components: V, S, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Wave of force affecting one creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You cause a wave of visible force resembling a crashing ocean wave to appear and immediately impact a single target.

If the target fails its saving throw, it takes 1d4+1 hit points of damage and must make an opposed Strength check to avoid a bull rush.

The wave of force has Strength 18, is Medium-size, and is considered charging for the purpose of this check, and always moves the target the maximum distance possible.

If the wave of force fails the opposed Strength check, the target is not moved.

If the target makes its saving throw, it takes 1 hit point of damage and avoids the bull rush attempt.

Focus: A small piece of string and a drop of water.

GEDLEE'S ELECTRIC LOOP

Evocation [Electricity]

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 5-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half (see text)

Spell Resistance: Yes

You create a small stroke of lightning that cycles through all creatures in the area.

The spell deals 1d6 points of electricity damage per two caster levels (maximum 5d6).

Those who fail their Reflex saves must succeed at a Will save or be stunned for 1 round.

Material Component: A loop of copper wire and a magnet.

GREAT THUNDERCLAP

Evocation [Sonic]

Level: Sor/Wiz 7

Components: V, S, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: 5-ft./level-radius spread

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

You create a loud noise equivalent to a peal of thunder and its accompanying shock wave.

The spell has three effects.

First, all creatures in the area must make Will saves to avoid being stunned for 1 round.

Second, the creatures must make Fortitude saves or be deafened for 1 minute.

Third, they must make Reflex saves or fall prone.

Focus: An iron bell.

HAND OF DIVINITY

Evocation [see text]

Level: Blk 2,Clr 2,Pal 2

Components: V, S, DF

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless) (see text)

Spell Resistance: Yes

You give the subject a protective aura of divine energy that allows her a bonus on all saving throws.

If your patron is nonevil, this is a +2 sacred bonus and the spell is a good spell.

If your patron is evil, this is a +2 profane bonus and the spell is an evil spell.

This spell only works on a creature with the same patron as you or the same alignment as your patron.

If cast on a target that does not meet these criteria, there is no effect.

HANDFIRE

Evocation [Light]

Level: Clr 1 (Selûne), Drd 1, Hrp 1, Hth 1, Rgr 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You surround your hand with winking motes of light resembling a cluster of constantly renewed sparks.

The lights are any color you choose, but cannot be changed once the spell is cast.

The *handfire* provides illumination equal to a candle but provides no heat, nor can it ignite objects.

The *handfire* can be used as a melee touch attack up to one time per level.

If a living creature is struck, it deals 1d4 points of damage +1 point/level (maximum +5).

Against undead, the *handfire* deals 1d6 points of damage +1 point/level (maximum +5).

It has no effect on targets that are neither living nor undead (such as constructs).

HORIZIKAUL'S BOOM

Evocation [Sonic]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will partial

Spell Resistance: Yes

You blast the target with loud and high-pitched sounds.

Horizikaul's boom strikes unerringly, even if the target is in melee or has anything less than total cover or concealment.

The target takes 1d4 points of sonic damage per two caster levels (minimum 1d4, maximum 5d4) and must make a Will save or be deafened for 1d4 rounds.

This spell has no effect if cast into the area of a *silence* spell.

HORIZIKAUL'S COUGH

Evocation [Sonic]

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature or object

Duration: Instantaneous

Saving Throw: Will partial

Spell Resistance: Yes

You create a brief but loud noise adjacent to the target.

Horizikaul's cough strikes unerringly, even if the target is in melee or has anything less than total cover or concealment.

The target takes 1 point of sonic damage and must succeed at a Will saving throw or be deafened for 1 round.

This spell has no effect if cast into the area of a *silence* spell.

HORIZIKAUL'S VERSATILE VIBRATION

Evocation [Sonic]

Level: Sor/Wiz 5

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Cone

Duration: Concentration, up to 1 round/level

Saving Throw: Reflex half

Spell Resistance: Yes

You create a cone of powerful sound that can be used to attack or move objects or creatures.

If used to attack, the cone inflicts 1 point of sonic damage per two levels each round a creature is within the area; a successful Reflex save reduces this damage by half. If used to move objects or creatures, it functions as the sustained force version of *telekinesis*, although you can only move objects away from you. Targets within the effect of a *silence* spell cannot be moved. The spell's sound is a sustained hum as loud as a battle. *Focus*: A hollow cone of brass and gold worth 50 gp.

ICE DAGGER

Evocation [Cold]

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Dagger of ice

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You create a dagger-shaped piece of ice that launches itself at a target within range as a grenadelike weapon. The ice dagger deals 1d4 points of cold damage to the target per caster level (maximum 5d4), and the target may make a Reflex save for half damage.

Creatures within 5 feet of the target take 1 point of cold damage.

Material Component: A few drops of water made from melted ice.

MACE OF ODO

Evocation [Force]

Level: Clr 3 (Helm)

Components: V, S, DF

Casting Time: 1 full round

Range: 0 ft.

Effect: Mace of force

Duration: 1 round/level

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

You create a glowing mace of force that appears in your hand.

When used against a creature, you must make a melee touch attack against the target.

If it hits, the *mace of Odo* deals 1d6 points of force damage per caster level (maximum 10d6).

Undead creatures take an additional +1 point of damage per caster level (maximum +10).

A creature struck by the mace must make a Fortitude save or be paralyzed for 1 round.

While you are holding the mace, if you are targeted with a spell, you may choose to have the mace absorb that spell.

The mace occupies your hand but (unlike holding the charge for a touch spell) does not disappear if you cast another spell.

When the mace strikes a creature, is used to absorb a spell, or is removed from your grasp, it vanishes.

The point in space where it vanished from glows as a *light* spell for the remainder of the duration.

MEMORY ROT

Evocation

Level: Drd 5

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You create a cloud of spores that infests the brain of the subject creature, gradually destroying the creature's mind. The spores permanently drain 1d6 points of Intelligence immediately.

Each round thereafter, the spores gradually eat away at the subject's brain, permanently draining 1 additional point of Intelligence.

The subject may roll a Fortitude save each round to combat the effects of the spores.

A successful save ends the spores' advance and halts any further loss of Intelligence.

MURDEROUS MIST

Evocation

Level: Drd 4

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Cloud that spreads in 30-ft. radius, 20 ft. high

Duration: 1 round/level

Saving Throw: Reflex half (see text)

Spell Resistance: Yes

You create a cloud of scalding hot steam that moves in a straight line, away from you, at a speed of 10 feet. Anyone within the cloud suffers 2d6 points of damage and is permanently blinded.

If a creature within the area makes a successful Reflex saving throw, it takes only half damage and is not blinded. Creatures remaining within the cloud suffer 1d6 points of damage in each subsequent round of exposure.

Creatures may attempt saving throws each round they are within the cloud to avoid its effects.

Any creature within the cloud has one-quarter concealment.

Winds do not affect the cloud's direction or speed.

However, a moderate wind (11+ mph) disperses the cloud in 4 rounds, and a strong wind (21+) disperses it in 1 round.

MYSTIC LASH

Evocation [Electricity, Evil]

Level: Clr 3 (Bane)

Components: V, S, DF

Casting Time: 1 action

Range: 0 ft.

Effect: Electric whip

Duration: 1 round/level

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

You create a long whip of ghostly red energy that emanates from your hand and never harms you.

You wield this weapon as if it were an actual whip and you were proficient with it.

Attacks with the *mystic lash* are ranged touch attacks.

The lash deals 1d8 points of electrical damage +1 point per two caster levels (maximum +5).

Since the lash is immaterial, your Strength modifier does not apply to the damage.

A creature hit with the lash must make a Fortitude saving throw or be stunned for 1 round.

If the lash hits its target, you may release it from your hand so that it continues to attack that target automatically, leaving your hand free.

The lash attacks using your base attack value, although it can only attack once per round on its own.

If the lash's target falls unconscious, dies, or is destroyed, the lash returns to you on its next action.

If you do not grasp the lash on the round it returns, it dissipates, but otherwise you can use the lash on another creature and begin the cycle again.

PRISMATIC EYE

Evocation

Level: Sor/Wiz 6

Components: V, S, F

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Effect: Magical eye

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: Yes

You create a visible orb that can fire various ray effects.

The eye can be moved up to your speed as a move-equivalent action but cannot go beyond the spell's range.

Starting on the round it appears, you can command the eye to fire a ray as a free action once per round.

The ray is a ranged touch attack with a +6 attack bonus and a range of 50 feet.

If struck, the target suffers the effect of one of the beams of a *prismatic spray* spell (roll randomly, rerolling 8s).

Once a particular color ray has been used, it is no longer available to the eye.

Once all seven rays are used, the eye remains and can be moved by you but has no other abilities.

The eye is AC 18 (+8 size) and has 9 hit points.

It saves as you.

Focus: A polished rainbow-hued abalone shell.

SCINTILLATING SPHERE

Evocation [Electricity]

Level: Sor/Wiz 3 (Halruaa)

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

As *fireball*, except as noted above and that the spell deals electricity damage.

Material Components: A glass marble and a pinch of iron oxide.

SHATTERFLOOR

Evocation [Sonic]

Level: Sor/Wiz 3

Components: V, S, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: 15-ft.-radius spread

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

You create a loud, thrumming vibration that builds to a painful crescendo before fading.

Creatures and objects in the area take 1d4 points of sonic damage per caster level (maximum 10d4), and can make a Will saving throw for half damage.

If the floor of the area is made of stone, wood, ice, or material any softer than those, the floor is pulverized to a depth of 6 inches, resulting in an area of soft dust, wood fragments, or loose crushed ice, as appropriate.

Any creature moving across this surface is reduced to half speed.

Focus: A miniature hammer and bell.

SHELGARN'S PERSISTENT BLADE

Evocation [Force]

Level: Sor/Wiz 1

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One small blade

Duration: 1 round/2 levels

Saving Throw: None

Spell Resistance: Yes

You bring into being a tiny blade of force.

The blade flies at a speed of 40 feet and attacks any target within its range, as you desire, starting the round that you cast the spell.

The blade attacks on your turn once each round, striking with an attack bonus equal to half your Charisma or Intelligence modifier (for sorcerers and wizards, respectively) and dealing damage as a dagger (including the threat range and critical multiplier).

If an ally also attacks the creature, the blade moves on your turn to flank the target.

As a force effect, it can strike ethereal and incorporeal creatures.

The blade is AC 14 (+2 size, +2 Dex) and has 1 hit point.

Each round after the first, you can use a standard action to switch the blade to a new target; otherwise it continues to attack the same target.

If an attacked creature has spell resistance, the resistance is checked the first time *Shelgarn's persistent blade* strikes.

If the blade is successfully resisted, the spell is dispelled.

If not, the blade has its normal full effect on that creature for the duration of the spell.

Focus: A silvered dagger.

STEELDANCE

Evocation

Level: Sor/Wiz 3

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: Two daggers

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You cause two daggers in your possession to grow to the size and shape of longswords, which then attack creatures you specify.

The blades have AC 14 (+1 size, +1 Dex, +2 natural), hardness 10, and 5 hit points.

They fly at speed 30 feet (good maneuverability), deal 1d8 points of slashing damage, and score a threat of a critical on a natural 19 or 20.

They are otherwise treated as Medium-size animated objects (as if animated by an *animate objects* spell).

You can cast spells such as *magic weapon* on the daggers before or after the *steeldance* spell takes effect.

Focus: Two daggers.

STONE SHATTER

Evocation [Sonic]

Level: Brd 4

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./level)

Area: One stone object or creature

Duration: Instantaneous

Saving Throw: Will negates (object) or Fortitude half (see text)

Spell Resistance: Yes (object) or Yes

You aim a single note of perfect pitch toward a stone object or creature, causing it to shatter.

The target object cannot weigh more than 2 pounds per caster level.

Anyone within 5 feet of an exploding object suffers 1 point of damage per caster level (maximum 15 points).

No saving throw applies to this effect.

Targeted against a stone creature (of any weight), *stone shatter* deals 1d6 points of damage per caster level (maximum 15d6), with a Fortitude save for half damage.

TIRUMAEI'S ENERGY SPHERES

Evocation [Acid, Cold, Electricity, Fire, Sonic]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Five floating spheres

Duration: 1 round/level

Saving Throw: Reflex half (see text)

Spell Resistance: Yes (see text)

You create a circle of five colored spheres that orbit your head at a distance of 1 foot.

These spheres provide as much light as a *dancing lights* spell and can be used offensively or defensively.

Each sphere corresponds to one of the five types of energy (acid, cold, electricity, fire, sonic).

On your turn you can direct one or more spheres to strike a creature or creatures in range, no two of which may be more than 30 feet apart.

Each sphere inflicts 1d4 points of energy damage per four caster levels (max 4d4 each) to a single creature, so an 8th-level caster's sphere inflicts 2d4 points of energy damage. The target may make a Reflex save for half damage against each sphere.

If you are attacked with an effect that causes energy damage, and the sphere of that type of energy is still present, you can have that sphere absorb some of that energy damage, destroying the sphere.

The sphere absorbs damage that round equal to the amount of damage it would deal if used to attack, so an 8th-level caster's fire sphere absorbs 2d4 points of fire damage.

This overlaps (does not stack) with the protection granted by *endure elements*, *resist elements*, and *protection from elements*.

Material Component: Five glass marbles.

WIND AT BACK

Evocation

Level: Drd 4

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Targets: Two creatures/level, no two of which can be more than 50 ft. apart

Duration: 1 day

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell doubles the overland speed of all targets, assuming they are all traveling together in the same direction, including pack animals and mounts.

This spell does not affect nonliving material.

The spell does not affect tactical speed.

WIND TUNNEL

Evocation

Level: Drd 5

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: One target/level

Duration: 1 round/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

You call on the wind to assist your allies' accuracy.

This *wind tunnel* improves the accuracy of ranged weapons, granting each target a +10 competence bonus on ranged attacks.

Further, it doubles the range increment of these weapons.

ZAJIMARN'S FIELD OF ICY RAZORS

Evocation [Cold]

Level: Sor/Wiz 8

Components: V, S, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: One 10-ft. square/level

Duration: 1 minute/level

Saving Throw: Reflex partial

Spell Resistance: Yes

Razor-sharp ice crystals fill the area.

Creatures standing in the area at the time the spell is cast take 2d4 points of damage plus 1d6 points of cold damage +1 point/level.

Any creature moving on foot into or through the spell's area takes this damage for each 5 feet of movement through the razored area.

Any creature that sustains normal damage from this spell must also succeed at a Reflex save or suffer injuries to its feet and legs that slow its speed by one-third.

This speed penalty lasts for 24 hours or until the injured creature receives a *cure* spell (which also restores lost hit points).

Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding at a Heal check against the spell's save DC.

Each 5-foot square section has effectively 20 hit points. Even when all the ice has been destroyed, frigid air remains in the area and deals 1d6 points of cold damage +1 point/level to creatures that pass through it.

Focus: A silver shuriken worth 50 gp that looks like a snowflake.

ZAJIMARN'S ICE CLAW PRISON

Evocation [Cold]

Level: Sor/Wiz 7

Components: V, S, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: 10-ft. ice claw

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

Similar to Bigby's *grasping hand*, this spell creates a Medium-size reptilian claw made of ice.

The ice claw gets one grappling attack per round.

Its attack bonus to make contact is your level + your Intelligence or Charisma modifier (for wizards and sorcerers, respectively), +7 for the claw's Strength score (24).

Its grapple check is this same figure.

When the claw succeeds at a grapple, it inflicts normal grapple damage (1d3 points plus its Strength modifier). You can direct it to damage or pin its target on your turn as a free action.

On any round that the claw is grappling a target, it deals 1d8 points of cold damage in addition to any other damage it causes.

The claw can attack on the round it appears.

Directing it to change targets is a standard action.

It always attacks from your direction and does not get a flanking bonus or help a combatant get one.

The claw has as many hit points as you do when undamaged and is AC 20 (+10 natural).

It takes damage as a normal creature, but most magical effects that do not deal damage do not affect it.

The claw cannot push through a *wall of force* or enter an *antimagic field*.

It suffers the full effects of a *prismatic wall* or *prismatic sphere*.

The claw makes saving throws as if it were you.

Disintegrate or a successful *dispel magic* destroys it.

It is immune to cold but takes double damage from fire.

Focus: A white leather glove and a piece of clear rock crystal.

ILLUSION

DARK WAY

Illusion (Shadow)

Level: Clr 3 (Mask)

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One bridge of force 2 ft. wide, 1 in. thick, and up to 20 ft./level long

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

You create a ribbonlike, weightless, unbreakable bridge.

The *dark way* must be anchored at both ends to solid objects, but otherwise can be at any angle.

Like a *wall of force*, it must be continuous and unbroken when formed.

It is typically used to cross a chasm or a hazardous space.

Creatures can move on the *dark way* without penalty, since it is no more slippery than a typical dungeon floor.

You (but not anyone else) gain a +5 competence bonus on all Balance checks while made on the *dark way*.

The *dark way* can support a maximum of 200 pounds per caster level.

Creatures that cause the total weight on the *dark way* to exceed this limit sink through it as if it weren't there.

You never sink through the *dark way* unless your own weight exceeds the spell's maximum capacity.

DECOY IMAGE

Illusion (Figment)

Level: Rgr 3

Components: V, S

Casting Time: 1 full round

Range: Long (400 ft. + 40 ft./level)

Effect: Figment that mimics you and all allies within 50 ft. of you

Duration: 10 minutes/level (D)

In order to flush ambushes, you project a duplicate image of yourself and your companions.

This spell creates an illusion complete with visual, sound, smell, texture, and temperature.

It mimics exactly what you and any of your allies within 50 feet of you do.

If the terrain differs significantly between that of the illusion and that of the characters, or if any character takes an action the illusion can't duplicate (for instance, climbing a tree if none are present for the illusory duplicate to mimic), onlookers automatically receive a saving throw.

In addition, anyone who moves out of the spell's effect disappears from the illusion.

DISGUISE UNDEAD

Illusion (Glamour)

Level: Sor/Wiz 2

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: One corporeal undead

Duration: 10 minutes/level

Saving Throw: None (harmless)

You make one undead—including clothing, armor, weapons, and equipment—look different.

You can make it seem 1 foot shorter or taller, thin, fat, or in between.

You cannot change the creature's body type.

For example, a wight could look human, humanoid, or like any other generally human-shaped bipedal creature.

Otherwise, the extent of the apparent change is up to you.

You could add or obscure a minor feature, such as a mole or a beard, or make it look like an entirely different creature.

The spell does not provide the abilities or mannerisms of the chosen form.

It does not alter the perceived tactile (touch) or audible (sound) properties of the undead or its equipment.

A battleaxe made to look like a dagger still functions as a battleaxe.

Note: Creatures get Will saves to recognize the glamor as an illusion if they interact with it (such as by touching the undead and having that sensory input not match what they see, in the case of this spell).

Focus: A cocoon of a death's head moth.

DOOMTIDE

Illusion (Pattern)

Level: Clr 4 (Beshaba)

Components: V, S, DF

Casting Time: 1 action

Range: 80 ft.

Effect: Eight 10-ft. cubes extending from the caster's location

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You fill an area with illusory black, creeping mist that vaguely resembles thousands of slender grasping tentacles. You and one creature you touch are immune to the effect of this spell and can see through it without difficulty. When you cast the spell, you decide if the effect remains stationary or moves away from you at a rate of 10 feet per round.

The mist obscures all sight, including darkvision, beyond 5 feet.

A creature within 5 feet has one-half concealment (attacks suffer a 20% miss chance).

Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

A moderate wind (11+ mph) disperses the *doomtide* in 4 rounds; a strong wind (21+ mph) disperses the mist in 1 round.

Furthermore, creatures within its area must make Will saves or be dazed for as long as they remain in the cloud. The spell does not function underwater.

KHELBEN'S SUSPENDED SILENCE

Illusion (Glamer)

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One object

Duration: Permanent or until discharged; 6 rounds (see text)

Saving Throw: None (object)

Spell Resistance: No (object)

You imbue the touched object with a magical effect.

When you touch the object and give the command word you designate, the object becomes the target of a *silence* spell.

The effect of the *silence* spell moves with the object and lasts exactly 6 rounds.

Material Component: A feather and a handful of gem dust worth 50 gp.

NET OF SHADOWS

Illusion (Shadow) [Darkness]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to one creature/level, no two of which can be more than 25 ft. apart

Duration: 3 rounds

Saving Throw: Will negates

Spell Resistance: Yes

You cause ordinary shadows to fly toward the creatures in the area, forming dark nets that cover and enfold the target or targets.

The net does not hamper movement, but a creature enfolded in a net cannot see beyond 5 feet, even with darkvision.

The folds of a net hide the creature within it, giving the creature nine-tenths concealment (attacks suffer a 40% miss chance).

The net also hampers the enfolded subject's own attacks, granting nine-tenths concealment to creatures within 5 feet and total concealment to creatures more than 5 feet away.

SHADOW HAND

Illusion (Shadow)

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 5-ft. hand

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

You create a floating Medium-size hand out of shadow material.

The shadow hand is an opaque gray color, 5 feet long, and that wide with its fingers outstretched.

It can give cover as a *Bigby's interposing hand* spell (providing only one-half cover), carry materials as *Tenser's floating disk*, strike opponents, or point or gesture as a normal hand does. The hand is AC 18 (+6 natural, +2 deflection) and has half as many hit points as you have when undamaged.

It can be damaged just as *Bigby's interposing hand* can, and makes all saving throws as if it were you.

Changing the hand's task or target is a standard action, and it can move anywhere in range.

If not given any commands, the hand follows you at your speed, maintaining the same distance from you.

The spell ends if the hand ever exceeds its range. If it is carrying items and commanded to do something else, the hand drops whatever it is holding in order to complete its task (you can order the hand to rid itself of items gently as a standard action).

Unlike *Tenser's floating disk*, it does not have to follow you at a fixed distance—you may direct where the hand goes. If commanded to attack, the hand makes a slam attack at your base attack bonus (+4 for its 18 Strength), dealing 1d6+4 points of damage, attacking from your direction. It cannot perform any special combat actions such as bull rush, grapple, or trip.

SHADOW WELL

Illusion (Shadow)

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You cause the target's shadow to become a temporary gateway to a pocket realm within the Plane of Shadow. The target must make a Will save or be pulled into the gateway; inside the pocket realm he sees a deserted, gloomy duplicate of the real world, while shadowy phantasms stalk and taunt him without causing actual harm.

When the duration ends, the victim returns to the real world and suffers a secondary fear effect.

The victim is frightened for 1d4 rounds and must flee.

On leaving the pocket realm, the subject reappears in the spot it had been in when the *shadow well* spell was cast. If this spot is filled with a solid object, the subject appears nearby.

Spells and abilities that move a creature within a plane, such as *teleport* and *dimension door*, do not help a creature escape a *shadow well* spell, although a *plane shift* spell allows it to exit to whatever plane is designated in that spell as normal (but the target is still frightened upon leaving).

SILENT PORTAL

Illusion (Glamer)

Level: Asn 1, Sor/Wiz 0

Components: S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Any single portal

Duration: 1 hour/level (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This simple cantrip negates the sound of opening and closing a single portal (door, window, gate, drawer, chest lid, and so on).

Even the squeakiest door opens without a sound when under the effect of this spell.

Silent portal covers only normal means of opening and closing the targeted portal.

Breaking a window or kicking a door in still makes noise, but opening a door that is falling off its hinges does not (since this is the normal way a door would open).

Portals composed of magical energy are not affected by this spell.

In the case of magic or even intelligent portals, spell resistance and a Will save (DC 10 + caster's ability score modifier + other modifiers as appropriate) apply.

SKULL OF SECRETS

Illusion (Shadow)

Level: Clr 4 (Cyrlic)

Components: V, S

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Intangible skull

Duration: Permanent until discharged

Saving Throw: Reflex half (see text)

Spell Resistance: Yes

You create an intangible image of a floating skull that trails black flames.

The skull and its flames are obviously an illusion and cause no damage, nor can the skull be damaged by attacks.

The skull flies at speed 40 feet (Perfect) but cannot move more than 20 feet from its point of origin.

The skull floats about aimlessly but threateningly within its available range.

You set two triggering conditions for the skull.

The first activates a message as if the skull were a *magic mouth*.

The second causes the skull to spit a tongue of flame 5 feet wide and 10 feet long that deals 1d8 points of damage per two caster levels (maximum 5d8) to the creature that triggered it.

Those affected can make Reflex saving throws for half damage.

The triggering conditions can be the same for both effects, which would cause the skull to spit flame and speak its message at the same time.

Once both triggering conditions have been met, the skull disappears.

The skull can only do each effect one time, so if it has already spoken its message, it does not speak it again if the message trigger occurs a second time.

TOWERING OAK

Illusion (Glamer)

Level: Rgr 1

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 3 rounds/level

You draw on the oak's strength to improve your ability to intimidate your enemies.

You gain a competence bonus of +10 on your Intimidate checks.

NECROMANCY

DEATH ARMOR

Necromancy

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

You are surrounded with a crackling black aura that injures creatures that contact it.

Any creature striking you with its body or handheld weapons takes 1d4 hit points of damage +1 point per 2 caster levels (maximum +5).

If the creature has spell resistance, it applies to the damage. Weapons with exceptional reach, such as longswords, do not endanger their users in this way.

Material Component: A paste made of exotic herbs, ground bones, and onyx worth 50 gp, which is applied to your body when the spell is cast.

DEATH DRAGON

Necromancy [Evil, Fear, Mind-Affecting]

Level: Clr 7

Components: V, S, DF

Casting Time: 1 full round

Range: Personal

Effect: Dragon of energy and bones

Duration: 1 round/level (D)

You summon unholy power to gird yourself in a dragon-shaped cocoon of bones and negative energy.

The cocoon gives you a +4 natural armor bonus and a +4 deflection bonus to Armor Class, plus 1 temporary hit point per caster level (maximum +20).

You are treated as armed when you make unarmed attacks, and deal damage as if your limbs were short swords.

You can use your off hand to attack, incurring the standard two-weapon fighting penalties (see Table 8–2, page 125 of the *Player's Handbook*).

The *death dragon* prevents you from casting spells with somatic, material, or focus (but not divine focus) components, but does not otherwise hinder your actions or movement.

As a standard action, you may project a cone of *fear* or make a melee touch attack to use *inflict critical wounds* on the creature touched.

DEATH PACT

Necromancy [Evil]

Level: Clr 8 (Velsharoon)

Components: V, S, M, DF, XP

Casting Time: 10 minutes

Range: Touch

Target: Willing living creature touched

Duration: Permanent until triggered

Saving Throw: None

Spell Resistance: No

This spell allows the target to enter a binding agreement with your deity that brings the target back to life if she is slain.

When this spell is cast, the target's Constitution is permanently lowered by 2 points.

In exchange for this, if she ever dies, several spells are brought into effect.

First, she is teleported to a safe location designated by you at the time of casting as if with a *word of recall* spell.

Second, the target is brought back from the dead with a *raise dead* spell with the standard loss of a level.

Finally, the target is healed with a *heal* spell.

She does not regain the 2 Constitution points when returned to life.

If a *raise dead* spell could not return the target to life (for example, if she was disintegrated or died of old age), the *death pact* cannot restore her to life.

If the spell is dispelled before the target dies, she does not regain her 2 lost Constitution points.

Material Component: A diamond worth at least 500 gp.

XP Cost: 250 XP.

FAVOR OF ILMATER

Necromancy

Level: Clr 4 (Ilmater), Pal 4

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: Willing creature

Duration: 1 minute/level or instantaneous

Saving Throw: None

Spell Resistance: Yes

This spell has two possible effects:

Divine Fortitude: The target becomes immune to subdual damage, charm effects, compulsions, and attacks that function by causing pain, and is immune to effects that would cause her to be dazed, exhausted, fatigued, nauseated, staggered, or stunned.

The target remains conscious at –1 to –9 hit points and can take a partial action each round when in that state.

If any of these effects are present on the target when this spell is cast, they are suspended for the duration (causing the target to wake if unconscious).

This variant of the spell lasts 1 minute/level.

When the spell ends, any effects suspended by the spell that would otherwise still be in effect (such as fatigue, which normally requires 8 hours of rest to abate) return. Effects with durations that expired during the duration of this spell do not resume when this spell ends.

Pact of Martyrdom: You and the target exchange hit point totals.

This variant of the spell only works if you have more hit points than the target when the spell is cast.

If the target was unconscious and dying, you become unconscious and dying.

If the target was unconscious but stabilized, you become unconscious but stabilized.

The spell only transfers actual hit points, not temporary hit points.

Clerics and paladins who don't worship Ilmater name this spell after their own deity—*favor of Torm*, for example.

GENERAL OF UNDEATH

Necromancy

Level: Clr 8 (Velsharoon)

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 day/level

You increase the number of Hit Dice of undead that you can control.

Add 10 times your caster level to your Hit Dice limit for controlling undead.

When the duration expires, you lose control of the extra undead as if you had voluntarily relinquished control of them.

HEALING STING

Necromancy

Level: Drd 3

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: You and one living creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You inflict 1d6 points of damage +1 point/level damage to a living creature and gain an equal amount of hit points.

The *healing sting* cannot give you more hit points than your normal total.

Excess hit points are lost.

Material Component: Five dried wasp bodies.

HEALING TOUCH

Necromancy

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (see text)

Spell Resistance: Yes (harmless)

You transfer some of your life essence to another creature, healing it.

You may heal up to 1d6 points per two caster levels (maximum 10d6), and must decide how many dice to roll when you cast the spell.

You take damage equal to the amount your target was healed.

This spell cannot heal a target of more than your current hit points +10, which is enough to kill you.

INFESTATION OF MAGGOTS

Necromancy

Level: Drd 3

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/2 levels

Saving Throw: Fortitude negates

Spell Resistance: Yes

With a successful melee touch attack, you infest a target with maggotlike creatures.

They deal 1d4 points of temporary Constitution damage each round.

The subject makes a new Fortitude save each round.

The spell ends if the target succeeds at its saving throw. The infestation can be removed with a *cure disease* or *heal* spell.

Material Component: A handful of dead, dried flies.

IRON BONES

Level: Sor/Wiz 4, Clr 4 As *stone bones*, except the target creature's skeleton changes to iron.

The creature gains a +5 natural armor bonus to AC.

Focus: A miniature skull made out of iron or steel.

KISS OF THE VAMPIRE

Necromancy

Level: Sor/Wiz 5

Components: V, S, M

Range: Personal

Target: You

Duration: 1 round/level

You draw upon the powers of unlife to give yourself abilities similar to those of a vampire.

You become gaunt and pale with feral red eyes, and you gain the following supernatural abilities:

- *enervation* (as a melee touch attack)
- *vampiric touch* (as a melee touch attack)
- *charm person*
- *gaseous form* (self only)
- damage reduction 10/+1

When using this spell, *inflict* spells heal you and *cure* spells hurt you.

You are treated as if you were undead for the purpose of all spells and effects.

A successful turn (or rebuke) attempt against an undead of your Hit Dice requires you to make a Will saving throw (DC 10 + cleric's Charisma modifier) or be panicked (or cowering) for 10 rounds.

A turn attempt that would destroy (or command) undead of your Hit Dice requires you to make a Will save (DC 15 + cleric's Charisma modifier) or be stunned (or *charmed* as with *charm monster*) for 10 rounds.

Any *charm* effect you create with this spell ends when the spell ends, but all other effects remain until their normal duration expires.

Material Component: A black onyx worth at least 50 gp that has been carved with the image of a fang-mouthed face.

LIFE BOLT

Necromancy

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: One ray/2 levels

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You draw forth some of your own life force to create a beam of positive energy that harms undead.

You must make a ranged touch attack to hit, and if it hits an undead creature, it deals 2d4 points of damage to it. Creating the beam deals you 1 hit point of damage.

For every two levels of experience past 1st, you can create an additional ray, up to a maximum of five rays at 9th level.

If you shoot multiple rays, you can have them strike a single creature or several creatures.
You must designate targets before you roll spell resistance or damage.
All rays must be aimed at enemies that are all within 30 feet of each other.

NATUREWATCH

Necromancy

Level: Drd 0, Hth 0, Rgr 1

Components: S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Quarter circle emanating from you to the extreme of the range

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

This is identical with *deathwatch*, but only functions on animals and plants.

In addition, it also allows you to determine a variety of other mundane information about the animals and plants (are the plants underwatered, are the animals malnourished, and so forth).

REVEILLE

Necromancy [Language-Dependent, Sonic]

Level: Brd 3

Components: V, S

Casting Time: 1 full round

Range: Touch

Target: One recently dead creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You cause a recently dead creature (within three days of its death) to reveal information about events that led up to its death.

The corpse speaks tersely in its native language, using no more than a dozen words or so in a round.

In the first round, it describes the last thing it saw.

In the second, it describes its dying wish.

In the third, it describes the wounding that killed it.

In the fourth, it tells who killed it.

In the fifth, it tells why it believes it was killed.

In the sixth and all rounds following, it answers one question to the best of its ability (as *speak with dead*).

The corpse has no more knowledge than it had when alive, nor does it retain any memory of events that occurred after its death.

All restrictions placed on the use of *speak with dead* (differing alignments allow a saving throw, no repeat uses of this spell or *speak with dead* within seven days, intact body required, and undead creatures are immune) apply to this spell as well.

SHROUD OF UNDEATH

Necromancy

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

You shroud yourself with invisible negative energy so that nonintelligent undead perceive you as a fellow undead creature, ignoring you.

Your appearance does not change, and while intelligent undead do not immediately recognize you as alive, they are likely to question whether you are actually undead.

If used in conjunction with a disguise or an illusion to appear undead, this spell gives you a +5 bonus on your Disguise check.

If you attack an undead creature while this spell is in effect, the spell immediately ends.

When using this spell, *inflict* spells heal you and *cure* spells hurt you.

You are treated as if you were undead for the purpose of all spells and effects.

A successful turn (or rebuke) attempt against an undead of your Hit Dice requires you to make a Will saving throw (DC 10 + cleric's Charisma modifier) or be panicked (or cowering) for 10 rounds.

A turn attempt that would destroy (or command) undead of your Hit Dice requires you to make a Will save (DC 15 + cleric's Charisma modifier) or be stunned (or *charmed* as with *charm monster*) for 10 rounds.

Material Component: Dust or bone fragments from any destroyed undead creature.

SKELETAL GUARD

Necromancy

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One or more finger bones

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You create a number of loyal skeletons from finger bones.

All skeletons are Medium-size with the normal *Monster Manual* statistics for their kind, except their effective Hit Dice as far as turning is concerned is equal to your class level.

These skeletons count toward the number of Hit Dice of undead you can have in your control.

You can create one skeleton per caster level.

Unlike the *animate dead* spell, these skeletons try to remain within 60 feet of you.

If you exceed this range, they become inert until you return.

Material Components: One finger bone and one onyx gem worth 50 gp per skeleton to be created.

If the finger bones come from a Medium-size creature, the skeleton that forms from that finger bone is that type of creature.

SPIDER POISON

Necromancy

Level: Asn 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous (see text)

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

Similar to the divine spell *poison*, you inflict a paralyzing poison upon the subject by making a successful melee touch attack.

The poison deals 1d6 points of temporary Strength damage immediately and another 1d6 points of temporary Strength damage 1 minute later.

Each instance of damage can be negated by a Fortitude save (DC 10 + one-half caster level + caster's Intelligence or Charisma modifier, for wizards and sorcerers, respectively).

Material Component: A poisonous spider, alive or dead.

SPIRIT WORM

Necromancy

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 1 round/level (see text)

Saving Throw: Fortitude partial

Spell Resistance: Yes

You create a lingering decay in the spirit and body of the target.

If the target fails its saving throw, it takes 1 point of temporary Constitution damage each round while the spell lasts (maximum 5 points of Constitution).

If it makes its save, it does not lose any Constitution but takes 1d2 points of damage each round while the spell lasts (maximum 5d2).

The damage remains after the spell ends.

Material Component: A piece of fire-blackened ivory or bone carved in the shape of a segmented worm.

UNDEAD LIEUTENANT

Necromancy

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One undead

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You empower the subject undead with the authority of command over other undead in your control.

The targeted undead must have an Intelligence of 5 or higher.

Other undead under your control obey the subject undead as if it were you.

You may give orders to the undead normally, superseding the orders of the subject of this spell.

UNDEAD TORCH

Necromancy

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One corporeal undead

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You cause a corporeal undead to give off cold blue energy that disrupts the life force of living creatures but has no effect on objects or undead.

The target creature does an additional 2d4 points of damage with its melee attacks.

If an attacked creature has spell resistance, the resistance is checked the first time the creature attacks it.

If it succeeds, the creature is unaffected by that casting of the *undead torch*.

If the undead creature is destroyed, the *undead torch* continues to burn at the location of its destruction until the duration ends, and creatures that come in contact with the remains take damage.

If the undead creature assumes an incorporeal state (such as a vampire assuming *gaseous form*), the spell disperses harmlessly.

Material Component: A living or dead firefly or glowworm.

UNDEATH AFTER DEATH

Necromancy [Evil]

Level: Clr 7 (Bane)

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: Willing living creature touched

Duration: Permanent until discharged

Saving Throw: None (see text)

Spell Resistance: No

You tear off a piece of a creature's life force, corrupt it with negative energy and the power of undeath, then bind it to its body to allow a blasphemous transformation should the creature later die.

The subject of this spell loses 2 points of Constitution.

When the subject dies, the corrupted life force begins a slow change in its body, causing it to animate as a crypt spawn at the next sunset (see the crypt spawn template in Chapter 7).

If its remains are destroyed, the *undeath after death* spell cannot bring it back as an undead.

If the spell is dispelled before the subject dies, it does not regain its 2 lost Constitution points.

Material Components: A piece of obsidian shaped like a heart, which is placed on the subject's chest, and a black onyx gem worth at least 50 gp per HD of the subject creature at the time the spell is cast, which is placed in the subject's mouth.

UNDEATH TO DEATH

Necromancy

Level: Sor/Wiz 6, Clr 6

Components: V, S, M/DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: Several undead creatures within a 50-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Undeath to death snuffs out the animating forces of undead creatures, killing them instantly.

The spell slays 1d4 HD worth of undead creatures per caster level (maximum 20d4).

Creatures with the fewest HD are affected first; among creatures with equal HD, those closest to the point of origin of the burst are affected first.

Material Component: The powder of a crushed diamond worth at least 500 gp.

TRANSMUTATION

ALAMANTHER'S RETURN

Transmutation [see text]

Level: Sor/Wiz 9

Components: V, S, M, XP

Casting Time: 1 full round (see text)

Range: See text

Effect: One spell or spell-like ability

Duration: See text

Saving Throw: See text

Spell Resistance: See text

You duplicate the effect of any one spell or spell-like ability you have seen.

This spell can only duplicate spells and spell-like abilities of 8th level or lower.

This duplication functions like the ability of a *wish* spell to duplicate another spell, except that it is not limited by type of spell (divine or arcane) or by what school the effect is from.

A duplicated spell or spell-like ability functions as if you had the appropriate spell prepared and were casting it yourself.

If the casting time of the spell is greater than 1 full round, add 1 full round to the casting time of *Alamancer's return*.

If the spell or ability has an XP cost, you must pay that XP cost in addition to the XP cost of this spell.

If the spell has a costly material component, you must provide that component or pay an additional XP cost equal to the gp value of that component divided by 5.

Alamancer of Aglarond, a former consort of the Simbul, created this spell.

He was eventually destroyed in one of his frequent battles against the Red Wizards of Thay.

Material Component: A silver mirror worth 50 gp.

XP Cost: 1,000 XP or more.

AMANUENSIS

Transmutation

Level: Clr 3 (Deneir), Sor/Wiz 3

Components: V, S, M (see text)

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Object or objects with writing

Duration: 10 minutes/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You cause writing from one source (such as a book) to be copied into a book, paper, or parchment.

This spell copies 250 words per minute and creates a perfect duplicate of the original.

The spell only copies nonmagical text, not illustrations or magical writings (such as spell scrolls or a *sepia snake sigil*). If the target contains normal and magical writing (such as a letter with *explosive runes*), only the normal text is copied, leaving blank space in the copied text where the magical writing would be expected.

Likewise, if the target contains text and illustration, only the text is copied.

The spell triggers (but does not copy) writing-based magic traps in the material being copied.

Blank paper, parchment, or a book must be provided for the spell to write upon.

If the target has multiple pages, the spell automatically turns to the next blank page whenever necessary.

If more pages in the target exist than blank pages are available, the spell copies the original until it runs out of blank pages.

At any time during the spell's duration you may redirect the magic to copy from another target, copy onto a different blank source, or resume a duplication that was interrupted by a shortfall of blank pages.

If this spell is used to copy a spell from a spellbook, you must provide the necessary costly materials as if you were copying it by hand (see *Arcane Magical Writings*, page 155 of the *Player's Handbook*).

The spell does not translate the copied writing.

If you do not understand the original, you have no additional ability to understand the copy.

Material Component: Materials necessary for copying spells from a spellbook (if appropriate).

AMPLIFY

Transmutation [Sonic]

Level: Brd 1

Components: V, S

Casting Time: 1 minute/level

Range: Long (400 ft. + 40 ft./level)

Area: 15-ft.-radius emanation centered on a creature, object, or point in space

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes or No (object)

You cause an amplification of all sounds within the spell's area.

This decreases the DC to hear those sounds by 20.

Those creatures within the spell's area do not notice the increased amplification.

Thus, anyone whose voice is amplified remains unaware of the increase in volume.

AURA OF GLORY

Transmutation

Level: Pal 2

Components: V, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (see text)

You channel divine power into yourself, enhancing your physical presence and augmenting your magical abilities.

For the duration of the spell, you gain a +2 sacred bonus on all Bluff, Diplomacy, Handle Animal, Intimidate, and Charisma checks to alter an NPC's attitude or turn undead. Your *aura of glory* provides an additional +2 sacred bonus on allied saves against fear.

When the spell is cast, a number of allies equal to your paladin level are healed 1 hit point as if by a *cure minor wounds* spell.

These allies must be within 10 feet of you at the time.

Your mount counts as an ally.

AURA OF VITALITY

Transmutation

Level: Drd 7

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature per 3 levels, no two of which can be more than 30 ft. apart

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

All targets receive a +4 enhancement bonus to Strength, Dexterity, and Constitution scores.

AZUTH'S EXALTED TRIAD

Transmutation

Level: Clr 6

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: Instantaneous

You alter one of your prepared spells so that you can cast it multiple times before it is expended.

The prepared spell must be of 3rd level or lower, and once the *exalted triad* is cast, you may cast the altered spell two additional times (a total of three times) before it is expended.

The altered spell functions normally and requires components or XP for each use as if you were casting three separate spells.

If you later choose to prepare a different spell in that spell slot, any extra castings provided by the *exalted triad* are lost. You cannot cast *exalted triad* more than once upon a prepared spell.

This spell was created by the clerics of Azuth.

BACKLASH

Transmutation

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Permanent or until discharged

Saving Throw: Will negates

Spell Resistance: Yes

You bestow upon the target an unusual curse: The first spell the target casts that meets the triggering conditions

rebounds on the cursed creature exactly as if affected by *spell turning*.

The *backlash* is triggered by three situations:

- The target casts an attack spell on another creature, which makes its saving throw.

- The target casts an attack spell upon a creature that is immune to that spell.

- The target casts an attack spell that is interrupted or ruined (including a failed attempt to cast defensively).

In all three cases, the triggering spell must be a spell that could be affected by *spell turning*.

If the *backlash* is triggered, the curse immediately takes its full effect upon the target of the *backlash*.

The target does not get a saving throw against the spell, nor does *spell turning* apply, but does get spell resistance.

Once triggered, the *backlash* spell ends.

A creature can be under the effects of multiple *backlash* spells at once, but only one can be triggered at a time.

The *backlash* has no effect on magic items or spell-like or supernatural abilities used by the target.

A *backlash* can be removed by any spell that negates a *bestow curse* spell.

For purposes of this spell, an "attack spell" includes any spell targeting a foe or whose area or effect includes a foe.

(Exactly who is a foe depends on the caster's perceptions).

A spell directed at an unattended object does not constitute an attack spell.

BALAGARN'S IRON HORN

Transmutation [Sonic]

Level: Brd 1, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Cone

Duration: Instantaneous

Saving Throw: None (see text)

Spell Resistance: Yes

You create a deep, resonant vibration that can shake creatures off their feet as if they were being tripped.

Make a single Strength check as if your Strength were 20.

Creatures in the area make individual opposed Dexterity or Strength checks against your roll.

Those who fail are tripped and fall prone.

Those who succeed are unaffected, but cannot make a trip attack against you in response to this spell.

Unlike a regular trip attack, you may trip any creature touching the ground, regardless of size.

You cannot use the Improved Trip feat to immediately make a melee attack against a creature you have tripped with this spell.

BATTLETIDE

Transmutation

Level: Clr 5 (Xvim/Bane)

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: You and up to one creature/level, no two of which can be more than 30 ft. apart

Duration: 1 round/level

Saving Throw: No and Will negates

Spell Resistance: Yes

You steal energy from others.

Targets other than you suffer a -2 circumstance penalty on saves, attack rolls, and damage rolls.

As long as at least one enemy is affected by the spell, you get one extra partial action each round.

If all the affected enemies free themselves from the spell (by death, entering an *antimagic field*, receiving a successful *dispel magic*, and so on), the spell ends.

BLACKSTAFF

Transmutation

Level: Sor/Wiz 8

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: Staff or quarterstaff touched

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes

Created by the renowned archmage Khelben Arunsun and shared only with those whom he trusts implicitly, *blackstaff* has three principal effects:

First, the spell gives the affected staff or quarterstaff a +4 enhancement bonus on attack and damage rolls.

Second, any creature or object struck by a successful melee attack or melee touch attack with the *blackstaff* is subject to a *dispel magic* effect.

This effect works exactly like a targeted *dispel magic* cast by the creator of the *blackstaff*.

Third, any spellcaster struck by a successful melee or melee touch attack with the *blackstaff* loses one prepared spell (or one unused spell slot, for spellcasters who do not prepare spells) of the highest spell level available.

A successful Will save negates the spell loss, but not any damage or dispel effects caused by a strike of the *blackstaff*. *Blackstaff* may be cast upon any nonmagical quarterstaff or on a magic staff in the caster's possession.

If cast on a magic staff, the wielder of the staff must decide as a free action on his turn each round whether he will use the staff's normal abilities or the effects of the *blackstaff* spell.

Nothing prevents the caster from giving a staff or quarterstaff under the effect of *blackstaff* to another character to wield after casting the spell.

Focus: A nonmagical quarterstaff or a magic staff.

BLADE THIRST

Transmutation

Level: Rgr 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One slashing weapon

Duration: 1 round/level

Saving Throw: None (object)

Spell Resistance: Yes (object)

You grant a slashing weapon a +3 enhancement bonus.

The weapon takes on a blue, fiery glow, shedding illumination as if it were a torch.

BLINDING SPITTLE

Transmutation

Level: Drd 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One missile of spit

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Using a ranged touch attack (with a -4 penalty), you spit caustic saliva into your target's eyes.

The spittle blinds your target until he can wash his eyes with water or other rinsing fluid.

This spell has no effect on creatures without eyes or that don't depend on eyes for vision.

BLINDSIGHT

Transmutation

Level: Clr 4, Drd 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell grants the Blindsight feat.

The target creature gains sensitivity to vibrations, so that it maneuvers and fights as well as a sighted creature.

The target creature's senses extend to a 30-foot radius, and the creature need not make Spot or Listen checks to notice creatures within this range.

Invisibility and darkness are irrelevant, though the creature can't discern ethereal beings.

(For details, see Blindsight, page 73 of the DUNGEON MASTER's Guide).

BLOOD FRENZY

Transmutation

Level: Drd 2

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

You enter a rage similar to, but less effective than, that of a barbarian.

Your rage gives you a +2 bonus to Strength and Constitution and a +1 morale bonus on Will saves.

You suffer a -1 penalty to AC.

The additional Constitution increases your hit points by 1 point/level, but these hit points go away when the spell ends.

Otherwise, the effect is identical with barbarian rage (see page 25 of the *Player's Handbook*).

You cannot use skills that require concentration or patience, and once the spell ends, you're fatigued for the duration of that encounter.

BODY BLADES

Transmutation

Level: Clr 2 (Loviatar)

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level

You sprout daggerlike spikes from all surfaces of your body and clothing.

The spikes appear metallic but are not actually metal, and never harm you or interfere with your movement or actions.

They allow you to deal 1d6 points of piercing damage (crit $\times 2$) with a successful grapple attack.

The spikes count as a martial weapon, and the spell grants proficiency with them.

You can also make a regular melee attack (or off-hand attack) with the spikes, and they count as a light weapon in this case.

You inflict lethal damage when grappling.

If a creature grapples you, the spikes deal 2 points of damage to your attacker.

You get a +4 bonus on Escape Artist checks to escape from a net, rope, grappler, or spell that entangles.

BRANCH TO BRANCH

Transmutation

Level: Rgr 1

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level

You gain a +10 competence bonus on Climb checks made in trees.

You can brachiate (swing via branches and vines) at your normal speed.

BRILLIANT AURA

Transmutation

Level: Drd 7

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One person per 2 levels, all of whom must be within 30 ft. of each other

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You limn your allies in a glowing nimbus, transforming their attacks into brilliant energy.

All persons affected by this aura give off light as a torch (20-foot radius).

Their weapon attacks (melee or ranged) function as if their weapons were brilliant energy weapons: They ignore nonliving matter and armor, and enhancement AC bonuses do not count against them.

The attacks cannot harm undead, constructs, or objects.

In addition, all attacks gain an enhancement bonus on damage equal to one-half the caster's level (maximum +10).

CAMOUFLAGE

Transmutation

Level: Drd 1, Hrp 1, Rgr 1

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level

You change your coloring to match the environment surrounding you.

The spell grants you a +10 competence bonus on your Hide checks.

CAST IN STONE

Transmutation

Level: Drd 9

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Personal

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Anyone meeting your gaze is permanently turned into a mindless, inert statue (as *flesh to stone*).

You may free the victim of your own *cast in stone* at any time by speaking a command word you establish during the casting.

Note: Each round, a gaze attack automatically works against one creature within range that is looking at (attacking or interacting with) the gazing creature.

Creatures can avert their eyes, which grants them a 50% chance to avoid the gaze but in turn grants the gazer one-half concealment (20% miss chance) relative to them.

Creatures can close their eyes or turn away entirely; doing so prevents the gaze from affecting them but grants the gazer total concealment (50% miss chance) relative to them.

CLAWS OF THE BEAST

Transmutation

Level: Drd 1, Rgr 2

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

Your fingers sprout claws.

Your hands become weapons that do 1d6 points of damage.

If your normal unarmed damage is greater than 1d6, the damage does not change.

You are considered armed while this spell is in effect.

CRUMBLE

Transmutation

Level: Drd 6

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One structure or construct

Duration: Instantaneous

Saving Throw: Fortitude partial (object)

Spell Resistance: Yes (object)

You bring the forces of erosion to bear on a fabricated structure such as a stone bridge, a wooden building, an iron wall, a construct, or any other object not formed by nature itself.

This inflicts 1d6 points of damage per caster level to the object (hardness does not apply), to a maximum of 15d6.

This spell does not affect living creatures.

It does, however, affect constructs.

The maximum size of the object affected depends on your level.

If you cast this spell on an object of greater size than you can affect, the spell fails.

Level	Size of Object Affected
Up to 15	Huge
16–18	Gargantuan
19–20	Colossal

CURSE OF ILL FORTUNE

Transmutation

Level: Clr 2 (Beshaba)

Components: V, S, DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

You place a temporary curse upon the target, giving her a –3 enhancement penalty on attack rolls, saving throws, ability checks, and skill checks.

Curse of ill fortune is removed by any spell that removes a *bestow curse* spell.

DARSSON'S POTION

Transmutation

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 full round

Range: Touch

Target: Flask of water touched

Duration: 1 hour/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You transform the water in a flask so that it is capable of storing a spell in the manner of a potion.

On your next turn, you or another spellcaster can cast a spell into the water, transforming the water into a potion of the appropriate type.

Only spells suitable for making potions can be used this way.

The person casting the spell to be stored must spend XP as if a potion were being created with the Brew Potion feat.

DEAFENING CLANG

Transmutation [Sonic]

Level: Pal 1 (Gaerdal Ironhand)

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Weapon touched

Duration: 1 round/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You empower the touched weapon with magic that causes it to emit a loud clang when it is struck against a hard surface, such as a floor, wall, or creature.

The item can create this noise once per round.

The clang has the effect of a thunderstone (see page 114 of the *Player's Handbook*) except that the caster and the weapon user are unaffected by the sound and the deafness lasts 1 minute.

If an attack with the weapon misses the target but was enough to make a touch attack, the weapon strikes the creature with sufficient force to activate the *deafening clang*.

DHULARK'S GLASSTRIKE

Transmutation

Level: Sor/Wiz 6

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Range: 60 ft.

Target: One creature or 4 cubic ft. of material

Duration: 1 hour/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

You transform the target into glass.

You can cast either of these two versions: *Glass Creature:* As *flesh to stone*, but the target becomes glass.

Glass Object: An object of up to 4 cubic feet in volume is affected.

Part of a larger object (such as a floor or wall) can be transformed by this spell.

Neither version of the spell affects magic items (magic items carried by a transformed creature remain intact).

When the duration ends, the target returns to its original materials.

If the target was broken or damaged while in glass form, its normal form has similar damage.

Focus: A piece of glass from a mirror.

DISTORT SPEECH

Transmutation

Level: Brd 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You distort a creature's vocalizations.

The voice of the affected target becomes warped and incomprehensible.

The subject loses the ability to cast spells with verbal components for the duration of the spell.

EARTHFAST

Transmutation

Level: Drd 2

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: One stone structure or rock formation, up to 25 cu. ft./level

Duration: 10 minutes/level (D)

Saving Throw: Fortitude negates (harmless, object)

Spell Resistance: Yes (object)

You reinforce a rock formation or stone structure.

The *earthfast* spell doubles the structure's hit points and hardness.

The spell collapses if you move beyond the range of the spell.

This does not function on constructs.

EASY CLIMB

Transmutation

Level: Rgr 3

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: Vertical path 10 ft. wide and 20 ft. tall/level

Duration: 10 minutes/level (D)

Saving Throw: None (object)

Spell Resistance: Yes (object)

You create a path of handholds and footholds up the surface of a cliff-face, tree trunk, wall, or other vertical obstacle.

This changes the surface to the equivalent of a very rough wall (DC 10 to climb).

ENERGY TRANSFORMATION FIELD

Transmutation

Level: Sor/Wiz 6

Components: V, S, M, XP

Casting Time: 4 rounds

Range: Close (25 ft. + 5 ft./2 levels)

Area: 40-ft.-radius spread

Duration: Permanent

Saving Throw: None

Spell Resistance: Yes

You create a lingering zone of transformative magic that absorbs magic energy from magic items or spellcasting in order to power another spell tied to that location.

For example, you could have an *energy transformation field* tied to a *summon monster* V spell that would summon a monster when the field had absorbed enough magic.

The field absorbs the magic of spells cast, spell-like or supernatural abilities activated, and magic items used within its dimensions.

Each source of magic provides spell levels of energy to the field equal to the spell level of the effect used.

Supernatural abilities that emulate spells provide energy equal to the spell level of the effect.

Supernatural abilities that do not emulate spells provide energy equal to the HD of the creature using the ability.

For example, a cast *fireball* spell or a charge from a wand of *fireballs* would add three spell levels to the field's store, a *potion of cure light wounds* would add one, and a *wish* from a *ring of three wishes* would add nine.

Effects that don't have a clearly defined spell level (such as the effects of most rods) use the prerequisite caster level needed to create that item (so an *immovable rod* would provide 2 spell levels every time it was activated because of its *levitate* prerequisite).

Effects that are absorbed give no indication as to where the magic went; they simply vanish.

The field only absorbs magic actually used within its area. Ongoing magical effects that enter the area, including spells cast from outside the area into the field or continually functioning items such as a +1 *mace*, are often visibly reduced, but do not have their actual effects hindered.

For example, a *continual flame* would dim slightly, but its overall magic would not be affected.

An *energy transformation field* has a single spell linked to it. When the field has absorbed spell levels equal to the spell level of its linked spell, it automatically casts that spell at a point within the field as designated by you at the time of the casting of the field.

This expends those absorbed spell levels (although unused levels remain until they are used or expire).

The cast spell functions as if cast by you in terms of duration and all level-based spell effects.

Absorbed spell levels fade at a rate of one per day if not used.

The field automatically triggers its linked spell if it has enough stored spell levels and the duration of its previous casting has expired.

If a linked spell requires concentration to maintain, the field expends one spell level for every hour of concentration (the field's concentration is only interrupted by its complete destruction).

Spells that require a target will target the living creature nearest to the *energy transformation field*.

Typical spells linked to an *energy transformation field* are *blindness/deafness*, *fireball*, *suggestion*, *summon monster*, and *wall of force*.

Spells that have a costly material component or an XP cost cannot be linked to a field, but those with a costly focus can be if the focus object is present within the field (typically sealed into a wall or in a secret compartment).

Halaster of Undermountain reputedly links *false vision* spells to thwart those who would spy on his master dungeon.

Only *Mordenkainen's disjunction*, *limited wish*, *wish*, or similar spells can destroy the *energy transformation field*.

Spells of lower level such as *dispel magic* and *greater dispelling* are absorbed by it, and an *antimagic field* prevents it from absorbing magical energy within the field but does not otherwise hamper this spell.

If two or more field spells share an overlapping area, each field has an equal chance of absorbing a spell effect in that area.

Material Component: Three drops of your blood, an eye from any humanoid, and 5,000 gp worth of powdered diamond.
XP Cost: 250 XP.

FIENDFORM

Transmutation [Evil]

Level: Sor/Wiz 6 (Red Wizard)

Components: V, M

Duration: 1 minute/level

As *polymorph self* (see *polymorph self*, page 239 of the *Player's Handbook*), except as noted above and as follows.

You may take the form of any fiendish creature, demon, or devil that can be summoned by *summon monster* I–VI.

You cannot assume multiple forms with each use of the spell, but you gain all the creature's extraordinary, spell-like, and supernatural abilities.

Your type changes to outsider, and spells and effects that harm or ward evil outsiders affect you.

A spell that would banish you to your home plane ends this spell and leaves you staggered for 1 round per caster level, but does not send you to another plane.

Material Component: A bone from any fiendish creature, half-fiendish creature, demon, or devil.

G'ELSEWHERE CHANT

Transmutation [Sonic, Teleportation]

Level: Brd 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One creature or object

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You teleport a target to a random, safe location up to 100 feet distant and visible to you.

To randomly determine the subject's destination, roll 1d8 to determine the direction, then roll 1d10 times 10 to determine the distance from the subject's previous location.

Roll direction and distance again if this new destination is outside your line of sight, within a solid object, or more than 5 feet above ground.

If your target is being held (whether an object held by a character or a character being grappled by a creature), the holding or grappling creature also receives a Will saving throw to resist.

GEMJUMP

Transmutation [Teleportation]

Level: Sor/Wiz 7

Components: V, S, F

Casting Time: 1 full round

Range: Unlimited (see text)

Target: You and objects and willing creatures totaling up to 50 lb./level (see text)

Duration: Until triggered

Saving Throw: None/Will negates (harmless, object)

Spell Resistance: No/Yes (harmless, object)

This spell teleports you to the location of a specially prepared gem.

You initially cast *gemjump* upon a rogue stone (see the next chapter), which you must touch.

At any time after you prepare the stone you can utter a command word, and instantly teleport to the location of the gem, provided you and the stone are on the same plane.

The teleport is always on target (as though you are using a *teleport without error* spell).

If the area containing the gem is too small for you, you appear in the nearest sufficiently large space.

You can transport, in addition to yourself, objects and creatures weighing up to 50 pounds per caster level.

Thus, a 15th-level wizard could transport his person and objects or creatures weighing an additional 750 pounds.

Exceeding this limit causes the spell to fail.

An unwilling creature can't be teleported by *gemjump*.

Likewise, a creature's Will save (or spell resistance) prevents items in its possession from being teleported.

Unattended, nonmagical objects receive no saving throw.

You can only have one *gemjump* spell cast on a particular rogue stone at a time, but any number of other wizards can use the same stone you're using.

Focus: A rogue stone.

GHORUS TOTH'S METAL MELT

Transmutation [Fire]

Level: Sor/Wiz 4

Components: V, S, M

Range: Close (25 ft. + 5 ft./2 levels)

Target: Metal object weighing up to 5 lb./level

Duration: 1 round

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You alter the physical properties of a metal object so that it runs like water.

The melted metal does not change temperature but flows as a liquid for 1 round and then returns to its normal solid state, usually in a form resembling a puddle.

If the object is a magic item, this renders it broken and nonfunctional, although a character with the appropriate item creation feat can repair it.

Material Component: A drop of mercury in a vial.

GREATER MAGE HAND

Transmutation

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One object or creature weighing up to 10 pounds per caster level

Duration: Concentration

Saving Throw: Will negates

Spell Resistance: Yes

You point your finger at a target and can lift it and move it at will from a distance.

As a move-equivalent action, you can move the target up to 20 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.

A creature can negate the effect against itself or against an object it possesses with a successful Will save or with spell resistance.

The target can be moved vertically, horizontally, or both.

It cannot be moved beyond your range.

An 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.

You might even be able to untie simple knots, though delicate activities such as these require Intelligence checks (DC set by the DM).

GUTSNAKE

Transmutation

Level: Sor/Wiz 4

Components: V, S, F

Casting Time: 1 action

Range: Personal

Effect: One magical snakelike tentacle

Duration: 1 round/level (D)

You sprout a 15-foot-long tentacle from your stomach that can attack enemies.

The tentacle has no eyes but ends in a pair of snapping reptilian jaws.

The tentacle is equivalent to a giant constrictor snake except that it is completely obedient to you and moves as you command it.

Attacks against the tentacle cause you no discomfort and do not disrupt your spellcasting.

If “killed”, the tentacle disappears without causing harm to you.

The tentacle does not interfere with spellcasting in any way.

As a free action on your turn, you may have the tentacle attack (as a giant constrictor), and if it successfully hits, it can constrict.

Each round the *gutsnake* is constricting a target, you may not move more than 5 feet away from the target, unless you are strong enough to drag it with you.

This is the only way in which the tentacle restricts movement.

While the snake is present, you may use its Balance and Climb skill modifiers instead of your own.

Focus: A fang from any reptile.

HARDENING

Transmutation

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One item of a volume no greater than 10 cu. ft./level (see text)

Duration: Permanent

Saving Throw: None

Spell Resistance: Yes (object)

This spell increases the hardness of materials (see Table 8–12: Substance Hardness and Hit Points, page 136 of the *Player's Handbook*).

Paper becomes harder to tear, glass becomes harder to break, wood becomes more resilient, and so on.

For every two caster levels, add 1 point of hardness to the material targeted by the spell.

This hardness increase improves only the material's resistance to damage.

Nothing else is modified by the improvement.

For example, a longsword (treat steel as iron, base hardness 10) affected by a *hardening* spell cast by a 12th-level caster would have a new hardness of 16 for purposes of ignoring damage caused by someone using the Sunder feat.

The sword's hit points, attack and damage modifiers, and other factors are not affected.

The *hardening* spell does not in any way affect resistance to other forms of transformation.

Ice still melts, paper and wood still burn, rock still becomes transmutable to mud with the proper spell, and so on.

This spell affects up to 10 cubic feet/level of the spellcaster.

If cast upon a metal or mineral, the spell's volume is reduced to 1 cubic foot/level.

HUNTER'S MERCY

Transmutation

Level: Rgr 1

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: See text

This transmutation makes a bow strike true.

Your next attack with the bow (if it is made before the end of the next round) hits and automatically threatens a critical hit.

If you don't hit in the round following the casting of this spell, the effect is wasted.

INFERNO

Transmutation [Fire]

Level: Drd 5

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

You cause one creature to burst into flames.

The subject's clothing, items, hair and flesh burn with ferocity.

The fire deals 2d6 points of damage per round until the spell ends or the subject manages to extinguish the flames.

Flammable, nonmagical items carried by the target automatically fail their saves to resist this damage.

Against creatures lacking flammable flesh, hair, clothing, and items, the spell has no effect.

After the first round, the target can take a full-round action to attempt to extinguish the flames before taking additional damage.

It takes a successful Reflex saving throw (DC 15) to extinguish the flames.

Rolling on the ground allows the character a +2 bonus.

Leaping into a lake or magically extinguishing the flames automatically smothers the flames.

Material Component: A gob of beeswax.

JAWS OF THE WOLF

Transmutation

Level: Drd 4

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or more created wolves

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

You turn small wooden carvings into wolves (one for every two caster levels) that appear between you and your opponents.

The wolves act on their own but obey your mental commands.

The wolves are normal in all respects except that they have spell resistance 13 and the special ability of frightful presence (see the *Monster Manual*).

At the end of the spell, the wolves become carvings again.

Focus: One carving of a wolf for each that you create.

KAUPAER'S SKITTISH NERVES

Transmutation

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: None (harmless)

Spell Resistance: Yes

You enhance the target's reactions in combat, granting him a +5 bonus on initiative checks.

LAERAL'S CUTTING HAND

Transmutation

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Personal

Target: Your hand

Duration: 1 round/level (D)

You alter the structure of your hand so that it becomes as hard and sharp as a blade.

Your hand gains a +2 enhancement bonus on attack and damage when making unarmed attacks, and you inflict normal damage instead of subdual damage.

You are considered armed with this hand.

You cannot use that hand to cast spells, but can otherwise use the hand normally.

Your hand's enhancement bonus does not apply to melee touch attacks.

LAUNCH BOLT

Transmutation

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One crossbow bolt in your possession

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You cast this spell on a crossbow bolt, causing it to fly at a target of your choice as if you had fired it from a light crossbow.

Any properties of the bolt (such as magical abilities, masterwork quality, and so on) or feats you possess (such as Point Blank Shot, Weapon Focus [light crossbow], and so on) apply.

LAUNCH ITEM

Transmutation

Level: Sor/Wiz 1

Components: S

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Target: One Fine item in your possession, weighing up to 10 lb.

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You cause a Fine item in your possession to fly at great speed to a target or location you specify.

The spell protects the item from any damage caused by this launching (for example, an egg would not crack from being hurled by the spell, a flask of alchemist's fire would not break from the sudden acceleration) but does not protect it from damage caused by striking the target.

This spell is normally used to launch dangerous items (flasks of acid, thunderstones, and so on) farther than you could normally throw them.

Even strange magical effects (such as the glowing bead from a *delayed blast fireball* spell) can be safely launched by this spell.

LOW-LIGHT VISION

Transmutation

Level: Asn 1, Hrp 1, Hth 1, Rgr 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes (harmless)

You give the subject creature low-light vision, the ability to see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination.

The subject retains the ability to distinguish color and detail under these conditions.

Arcane Material Component: A small candle.

LUTZAEN'S FREQUENT JAUNT

Transmutation [Teleportation]

Level: Sor/Wiz 5

Range: Close (25 ft. + 5 ft./2 levels)

Duration: 1 round/2 levels

As *dimension door*, except as noted above and that you can transfer yourself once per round as a move-equivalent action that does not provoke an attack of opportunity.

MASS CAMOUFLAGE

Transmutation

Level: Drd 4, Hrp 4, Rgr 4

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: Any number of creatures, no two of which can be more than 60 ft. apart

Duration: 10 minutes/level

As *camouflage*, except the effect is mobile with the group. The spell is broken for any individual who moves more than 60 feet from the nearest other member of the group. If only two individuals are affected, the one moving away from the other one loses its camouflage. If both are moving away from each other, they both become visible when the distance between them exceeds 60 feet.

MASS TELEPORT

Transmutation [Teleportation]

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 full round

Target: Touched objects or touched willing creatures weighing up to 100 lb./level

As *teleport* (see page 264 of the *Player's Handbook*), except as noted above.

You do not have to teleport yourself when you cast a *mass teleport* spell.

MASTER AIR

Transmutation

Level: Drd 2

Components: V, S, F

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

You sprout a pair of insubstantial feathery or batlike (your choice) wings.

You can fly at a speed of 90 feet (60 feet if you're wearing medium or heavy armor).

You can ascend at half speed and descend at double speed.

You have a maneuverability of Good.

Using *master air* requires as much concentration as walking, so you can attack or cast spells normally.

You can charge but not run, and you cannot carry aloft more weight than your maximum load (see Carrying Capacity, page 141 of the *Player's Handbook*), plus any armor you wear.

Should the spell duration expire while you are still aloft, the magic fails slowly.

You drop 60 feet per round for 1d6 rounds.

If you reach the ground in that amount of time, you land safely.

If not, you fall the rest of the distance, taking falling damage of 1d6 per 10 feet of fall.

Since dispelling a spell effectively ends it, you also fall in this way if the *master air* spell is dispelled.

Focus: A wing feather from any bird or the wing bone of any bat.

MASTER EARTH

Transmutation

Level: Drd 7

Components: V, S, F

Casting Time: 1 action

Range: Personal

Target: You

Duration: Instantaneous

You travel straight through the earth itself to a destination you choose.

The movement is instantaneous and has no distance limitations (though the location must be on the same world).

You need only think of where you want to go.

If you don't think of an exact location, the earth carries you to the periphery of the general area you imagine.

For example, if you want to go to the Shining Plains but you can't remember any specific landmarks, the earth brings you back on the surface at the nearest edge of the Shining Plains.

The earth never leaves you stranded inside it.

It always puts you back on the surface even if it cannot deliver you to your chosen destination.

It takes you as far as it can.

Underground, creature-built structures don't hinder you as long as you can move around them.

This spell only functions on the Material Plane.

Focus: The fossil of any animal.

MINOR DISGUISE

Transmutation

Level: Brd 0

Components: V, S

Casting Time: 1 action

Range: Personal

Duration: 1 hour

You use magic to make minor, cosmetic changes in your appearance.

The spell does not change the actual structure of either your features or body.

It can add color to hair, paint wrinkles on your face, give you a scar, or darken your teeth.

This spell gives you a +2 competence bonus on a single Disguise check made during its duration, and the bonus ends at the end of the spell's duration if not already used.

This bonus does not stack with the bonus from either *alter self* or *change self*.

NATURE'S BALANCE

Transmutation

Level: Drd 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

You lend some of your ability score points to your target.

You suffer a penalty of 1d4+1 points to any single ability score of your choice, and your target gains an equal enhancement bonus to the same ability score. (You don't get a saving throw to avoid the loss). If you cast this spell a second time within 1 hour, you suffer 2d10 points of damage.

ONE WITH THE LAND

Transmutation

Level: Drd 2, Hth 2, Rgr 2

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level

You forge a strong link with nature that gives you greater insight into your environment.

You gain a +2 competence bonus on Animal Empathy, Move Silently, Search, Hide, Intuit Direction, Wilderness Lore, and Handle Animal checks.

OWL'S INSIGHT

Transmutation

Level: Drd 5

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

You invest your target with a taste of the ancient wisdom inherent in nature.

The target gains an enhancement bonus to his Wisdom score equal to half your level.

QUILLFIRE

Transmutation

Level: Drd 3

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round

Your hand sprouts poisonous quills that you can use in melee or as a ranged attack.

The quills inflict 1d8 points of damage +1 point/2 levels (maximum +5).

They may be thrown as a group using a single ranged attack roll (range increment 10 feet).

The quills are poisonous (injury DC 18, 1d6 Str/1d6 Str).

RAM'S MIGHT

Transmutation

Level: Drd 0, Rgr 1

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level

You add extra power to your unarmed attacks.

Your hands harden until they are similar to a ram's horn in texture and hardness.

Your unarmed attacks inflict normal (not subdual) damage.

You are considered armed.

The hardness has no other effect; you can cast spells and manipulate objects normally.

RIGHTEOUS FURY

Transmutation

Level: Pal 3

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

Summoning the power of your deity, you charge yourself with positive energy.

This gives you 1d4 temporary hit points per caster level (maximum 10d4), a +2 natural armor bonus, a +2 enhancement bonus to Strength, a +2 enhancement bonus to Dexterity, and a +2 sacred bonus on Fortitude saves. Any undead creature striking you with its body deals you normal damage, but at the same time the attacker takes 1 point of damage from the positive energy, as if from a *cure minor wounds* spell.

SCENT

Transmutation

Level: Drd 2, Rgr 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes (harmless)

You give the target an enhanced sense of smell, equivalent to the scent ability of some monsters.

This ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell.

If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet.

Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above.

Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When a creature detects a scent, the exact location is not revealed—only its presence somewhere within range.

The creature can take a partial action to note the direction of the scent.

If it moves within 5 feet of the source, the creature can pinpoint that source.

A creature with the scent ability can follow tracks by smell, making a Wisdom check to find or follow a track.

The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent).

This DC increases or decreases depending on the strength of the quarry's odor, the number of creatures, and the age of the trail.

For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat.

Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Arcane Material Components: A sprinkle of mustard and pepper, and a drop of sweat.

SILVERBEARD

Transmutation

Level: Pal 1 (Clangeddin Silverbeard)

Components: V, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level

Your beard grows and turns to pure and magically hardened silver, increasing the armor bonus of your armor by +2.

An outfit of regular clothing counts as armor that grants an AC bonus for the purpose of this spell.

If you do not have a beard, you grow one for the duration of this spell (even if you are a creature that cannot normally grow a beard, such as an elf or a female human).

You get a +2 circumstance bonus on Diplomacy checks against dwarves.

Repeated uses of this spell eventually result in your beard turning a natural silver color (if you cannot normally grow a beard, this secondary effect does not occur).

SIMBUL'S SKELETAL DELIQUESCENCE

Transmutation

Level: Sor/Wiz 8

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 day/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

You turn the bones and hard tissue of the subject to mush, making him a strange sort of ooze-like creature.

He immediately collapses into a heap, lacking the ability to maintain his previous shape.

His Dexterity becomes 1, his speed becomes Swim 10 ft., and he loses the ability to attack, speak, carry objects, or cast spells with somatic components.

He can still use spell-like and supernatural abilities.

He cannot be flanked and is immune to critical hits.

His equipment is not affected.

This spell is normally used as a punishment or to disable opponents without killing them.

SIMBUL'S SPELL MATRIX

Transmutation

Level: Sor/Wiz 5

Components: V, S, F

Casting Time: 1 action

Range: Personal

Target: Up to four of your spells

Duration: 10 minutes/level (D)

You prepare a magical matrix that allows you to store up to four spells of up to 3rd level that you can cast individually as free actions.

You cast *Simbul's spell matrix*, and each round thereafter cast one of the spells to be stored in the matrix (the matrix closes after the fourth round and no more spells can be added, even if it is not full).

Only spells that can be altered by the Quicken Spell feat can be placed in the matrix.

Each spell placed in the matrix deals 1d6 points of damage to you, and this damage cannot be healed by any means while the matrix exists.

While the matrix spell is active, you can cast any of the spells stored in it once as a free action.

This counts as casting a quickened spell, so you cannot activate a matrix spell and cast a nonmatrix quickened spell in the same round.

Once a spell is cast from the matrix, it is gone.

Any spell in the matrix is treated as a prepared spell for dealing with effects that affect prepared spells.

A *dispel magic* spell that successfully dispels the matrix dispels all the spells in the matrix.

An *antimagic field* suspends the matrix but does not cause the first spell to fire (the matrix becomes active again when you are out of the *antimagic field*).

If you die, all spells in the matrix dissipate harmlessly.

Focus: A piece of amber with a minimum value of 500 gp.

SIMBUL'S SPELL SEQUENCER

Transmutation

Level: Sor/Wiz 7

As *Simbul's spell matrix*, except that spells of up to 5th level may be placed in the matrix.

In addition, you may decide to link two or more of the matrixed spells into a spell sequence.

Spells to be linked into a sequence must be of 2nd level or lower.

You may discharge all the spells linked into a single sequence with a free action, just as if you were casting one spell out of the *Simbul's spell matrix*.

Focus: A sapphire with a minimum value of 1,000 gp.

SIMBUL'S SPELL TRIGGER

Transmutation

Level: Sor/Wiz 9

As *Simbul's spell sequencer*, except that the spells to be held in the matrix may be as high as 7th level, and you may create a spell sequence of spells of 4th level or less.

In addition, you may designate one spell or one spell sequence held in the matrix to come into effect under a condition you dictate when casting *Simbul's spell trigger*. This function works much like a *contingency* spell.

The spell (or sequence of spells) to be brought into effect by the triggering condition must be of a type that affect your person, such as *feather fall* or *levitate*.

The conditions needed to bring the matrix spells into effect must be clear, although they can be general.

In all cases, *Simbul's spell trigger* immediately brings into effect the designated spell (or sequence of spells), which are

“cast” instantaneously when the prescribed circumstances occur.

You cannot choose to have the spell or spells not come into effect when the triggering event occurs.

Focus: A diamond with a minimum value of 1,500 gp.

SIMBUL'S SYNOSTODWEOMER

Transmutation

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 full round

Range: Personal

Target: One of your spells

Duration: 1 round

Saving Throw: None

Spell Resistance: Yes

You channel the spell energy from a spell you know into healing magic.

After you cast this spell, on your next turn you cast another spell, which is converted to positive energy.

On the round you cast the second spell, you may touch yourself or another creature, curing 1d6 hit points of damage for every spell level of the spell you cast.

If the spell you cast was prepared with a metamagic feat, you use the level of the spell slot the spell occupied.

SMELL OF FEAR

Transmutation

Level: Rgr 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

You bestow your target with an aroma that attracts predators.

The smell triples the chance of encountering wandering monsters in the area.

Attracted creatures won't necessarily attack the target to the exclusion of others; they're just attracted to the area.

SNAKEBITE

Transmutation

Level: Drd 3, Rgr 4

Components: V, S

Casting Time: 1 action

Range: Personal

Area: You

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: No

One of your arms turns into a venomous snake with a fanged, biting mouth.

The bite does 1d3 points of damage and carries a toxic venom (1d6 Con/1d6 Con).

Each instance of damage can be negated by a Fortitude save (DC 10 + one-half caster level + caster's Wisdom modifier).

If the victim fails either save, he must also make a Will save (DC as normal for spell) or be paralyzed for 1d4 rounds.

You can't hold a weapon with your transformed hand, but your other hand can be used to wield weapons or cast spells with somatic components.

Attacking with the transformed hand and a weapon incurs the standard two-weapon fighting penalties (see Table 8-2: Two-Weapon Fighting Penalties, page 125 of the *Player's Handbook*).

You can only be under the effect of one *snakebite* spell at any given time.

SONGBIRD

Transmutation

Level: Brd 0

Components: V, S

Casting Time: 1 full round

Range: Personal

Duration: Performance +1 hour or until discharged (see text)

You acquire an even greater Charisma when you perform. Anyone who hears or views your performance becomes favorably inclined toward you.

This spell grants you a +1 competence bonus on your next Charisma check to influence an NPC's attitude (for details, see NPC Attitudes, page 149 of the *DUNGEON MASTER's Guide*) or Charisma-based skill check against any one person who saw the performance.

This effect lasts for the duration of the performance and up to 1 hour immediately following.

You must begin the performance within 1 hour of casting the spell for it to have any effect.

SPEED SWIM

Transmutation

Level: Drd 1, Rgr 1, Sor/Wiz 1

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 minute/level (D)

Saving Throw: Yes (harmless)

Spell Resistance: Yes (harmless)

You give the subject creature the ability to swim at speed 30 feet (ignoring the effects of armor and encumbrance) without having to make Swim checks.

He gets a +8 racial bonus on any Swim check to perform some special action or avoid a hazard.

He can always choose to take 10, even if rushed or threatened when swimming.

He can use the run action while swimming, provided he swims in a straight line.

Focus: A miniature wooden paddle.

SPELL ENHANCER

Transmutation

Level: Sor/Wiz 4

Components: V

Casting Time: See text

Range: Personal

Effect: One of your spells

Duration: 1 round

This spell enhances the next spell you cast, making it more difficult for targets to resist.

Casting *spell enhancer* is a free action, allowing you to cast the spell to be enhanced in the same round as this spell. The saving throw DC of the enhanced spell is increased by +2.

SPELL PHYLACTERY

Transmutation

Level: Clr 5 (Mystra)

Components: V, S, DF

Casting Time: 10 minutes

Range: Touch

Target: Scroll touched

Duration: Permanent until triggered

Saving Throw: None (object)

Spell Resistance: Yes (object)

You create a set of triggering conditions for the targeted scroll so that if these conditions are met, the spell on the scroll is cast upon you as if you were spending a standard action to cast the scroll yourself.

If the scroll contains a spell that is not on your spell list, it is not cast when the triggering condition occurs and the magic of the *spell phylactery* dissipates.

Any limitations involved in your reading the scroll normally (such as a minimum ability score or requiring a caster level check) still apply, and if they are not met, the *spell phylactery* magic dissipates.

The conditions needed to bring the spell into effect must be clear, although they can be general.

For example, a *spell phylactery* with a scroll of *water breathing* might prescribe that any time you are plunged into or otherwise engulfed in water or similar liquid, the *water breathing* scroll instantly comes into effect.

If complicated or convoluted conditions are prescribed, the *spell phylactery* may fail when called on.

The scroll is activated based solely on the stated conditions, regardless of whether you want it to.

The scroll prepared with this spell must be bound to your arm or forehead (usually rolled tightly or placed in a small box for this purpose) and counts as a bracer or headband in terms of space limitations for magic items.

The spell on the scroll must be of a spell level no higher than one-third your caster level (rounded down, maximum 5th level).

The spell on the scroll must be one that affects your person, and the triggering conditions must be clear as defined in the *contingency* spell.

If another person wears the *spell phylactery*, the magic of this spell ends.

You may remove and rewear the *spell phylactery* without penalty, but if 24 hours pass without your wearing it, the magic of the *spell phylactery* ends.

The termination of this spell does not harm the spell on the scroll.

STALKING BRAND

Transmutation

Level: Rgr 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 day/level

Saving Throw: None

Spell Resistance: Yes

Your touch marks your target with a tiny symbol visible only to you and to *detect magic*.

The brand appears as you envision it, approximately an inch in diameter.

You can still see the brand, even if the subject uses magical means to change or hide her appearance.

Even spells such as *change self*, *polymorph self*, and *invisibility* do not hide the brand.

To your eyes, the mark glows a light green.

STONE BONES

Transmutation

Level: Sor/Wiz 2, Clr 2

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: Corporeal undead creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You cause the skeleton of the target corporeal undead to become thicker and as strong as stone.

This gives the target a +3 natural armor bonus to AC.

It has no effect if the creature has no skeleton (such as an undead plant or octopus) but works normally on creatures that have exoskeletons (such as insects).

Another version of this spell is rumored to exist that works on living creatures, but causes wracking pains because of the radical alteration of its skeleton.

The other version has fallen out of use because few creatures willingly subject themselves to it (except perhaps worshipers of Loviatar).

Arcane Focus: A miniature skull carved of granite.

STONE WALK

Transmutation [Teleportation]

Level: Clr 6 (Bane)

Components: V, S, M (see text)

Casting Time: 10 minutes

Range: Touch

Target: Stone touched

Duration: Permanent until discharged

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You magically link one location to another so that you or another may speak a command word at one end and be teleported to the other end.

Before you cast the spell, you must prepare the ends of the link, both of which must be areas of stone 5 feet square.

This preparation takes 1 hour, and functions for repeated castings of the spell as long as the stones are not damaged.

When the spell is cast, the stones become attuned to a command word you designate.

Any creature that speaks the command word while standing upon one of the stones is teleported without error to the other end instantaneously.

The stones function once for every four caster levels, and can carry 50 pounds per caster level each time.

Creatures that exceed the weight limitation are not transported and count as one of the uses of the spell.
Material Component: The preparation of each of the ends of the link requires a paste made from rubies and amber worth 2,500 gp.
Casting the spell requires a 2,500 gp diamond.
Activating one of the linked stones once the spell is cast does not require any material components.

STORMRAGE

Transmutation [Electricity]

Level: Clr 8 (Talos)

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

You harness the powers of wind and storm to move, protect yourself, and attack.

You gain the benefits of a *fly* spell and are protected from each direction as if surrounded by a *wind wall* spell.

You are completely unaffected by natural or magical wind (such as a hurricane or a *gust of wind* spell), easily able to hold your position and completely unaffected by other adverse effects of extreme wind (such as having to make Concentration checks because of strong winds).

Finally, you can discharge bolts of electricity from your eyes.

Your caster level is the total number of d6 worth of bolts that you can create with this spell (maximum 20d6).

You may use them all at once or divide the dice over several rounds.

For example, a 16th-level caster can fire an 8d6 bolt on one round and another 8d6 bolt on the next, fire sixteen bolts over 16 or more rounds (each doing 1d6 electricity damage), or make one large bolt that deals 16d6.

Each bolt affects only one creature.

Any bolt, regardless of its damage, has a range of 100 feet. Launching a bolt is a standard action that does not provoke an attack of opportunity and requires a ranged touch attack (you gain a +3 attack bonus if the opponent is wearing metal armor, made out of metal, or carrying a lot of metal).

STRENGTH OF STONE

Transmutation

Level: Pal 2 (Moradin)

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level You become stronger.

The spell grants an enhancement bonus to Strength of 1d4+1 points, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

The spell ends instantly if you ever lose contact with the ground.

This means you cannot jump, tumble, charge, run, or move more than your speed in a round (because these acts cause both of your feet to leave the ground) without breaking the spell.

A natural stone wall or ceiling counts as the ground for the purpose of this spell (so you could climb a cavern wall and not lose the spell).

SUPPRESS GLYPH

Transmutation

Level: Clr 6 (Deneir)

Components: V, S

Casting Time: 1 action

Range: 100 ft.

Area: 100-ft.-radius emanation centered on you.

Duration: 1 minute/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You gain an enhanced awareness of magical writing within range.

Magical writing such as a *glyph of warding*, *explosive runes*, *sepia snake sigil*, or *symbol* is covered by a blue nimbus of light (which sheds light equal to a candle).

This reveals the location of the writing but prevents it from being triggered.

You and other creatures could read a book warded by *explosive runes*, or open a drawer guarded by a *glyph of warding*, or pass through a doorway protected by a *symbol* without effect.

This spell covers and negates any active or triggered magical writing (such as a quickly scribed *symbol of fear* or a triggered symbol of death), although creatures that have already succumbed to the effects of the writing are unaffected.

Once this spell ends, all magical writing in the area can be triggered normally, and active or triggered writings resume their function if they have any duration left.

TRANSLOCATION TRICK

Transmutation

Level: Sor/Wiz 6

Components: V

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: You and one other creature

Duration: 10 minutes/level

Saving Throw: Will negates (see text)

Spell Resistance: Yes

You and the other creature switch locations (as if simultaneously using *dimension door* spells) and exchange appearances (as if using *alter self* spells to appear as each other).

Your target may resist this spell with a saving throw (the spell automatically affects you).

If you or your subject exceeds the capacity of the *dimension door* spell or if you and your subject have bodies that are so different that the *alter self* spell could not disguise you as your subject, this spell fails.

Magic that penetrates disguises (such as *true seeing*) reveals the identities of you and your subject.

Otherwise, you are considered to be disguised as the other creature and vice versa for the duration of the spell.

Actions by you or your subject (such as speaking inappropriately or attacking "allies") can force Disguise checks or alert people nearby that something is wrong.

You get a +10 bonus on Disguise checks to impersonate the subject.

When the spell ends, you and the creature revert to your true appearances in your current locations.

You do not switch locations again.

UNDEAD BANE WEAPON

Transmutation

Level: Pal 3 (Kelemvor)

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Weapon touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You give a weapon the *undead bane* property in addition to any other properties it has.

Against undead, your weapon's enhancement bonus (if any) is +2 higher than normal and it deals +2d6 points of bonus damage against undead.

The spell has no effect if cast upon a weapon that already has the *undead bane* property.

At caster level 9 (paladin level 18) and above, the weapon gains a +1 enhancement bonus if it is not already a magic weapon.

Alternatively, you can affect up to fifty arrows, bolts, or bullets.

The projectiles must be of the same type, and they have to be together, such as in the same quiver.

Projectiles (but not thrown weapons) lose their transmutation after they have been fired.

The weapon is considered blessed, which means it has special effects on certain creatures.

Any weapon affected by this spell glows with a serene gray radiance that sheds as much light as a candle.

WARNING SHOUT

Transmutation [Sonic]

Level: Pal 1 (Arvoreen)

Components: V

Casting Time: 1 action

Range: See text

Area: See text

Duration: 1 round (see text)

Saving Throw: None

Spell Resistance: No

You speak up to five words, which are magically amplified to be heard by all hearing creatures within half a mile. All within the area hear the words as loud as you spoke them.

The spell does not harm people who hear it and cannot transmit magical effects (such as a harpy's song, sonic spells, or charm effects), although a creature already affected by a magical effect (such as a *suggestion*) could respond to a nonmagical trigger word deployed by a *warning shout*.

Anyone sleeping naturally (as opposed to magically induced sleep, such as from a *sleep* spell) within the area is woken by the *warning shout*.

WEAPON OF IMPACT

Transmutation

Level: Brd 3, Clr 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One weapon or fifty blunt projectiles, all of which must be in contact with one another at the time of casting

Duration: 10 minutes/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell makes a blunt weapon have greater impact, improving its ability to deal telling blows.

This transmutation doubles the threat range of the blunt weapon.

A normal threat range of 20 becomes 19–20.

A threat range of 19–20 becomes 17–20.

The spell has no effect on piercing or slashing weapons, and it does not stack with itself.

If cast on sling bullets or other blunt projectiles, the *weapon of impact* effect on a particular projectile ends after one use, whether or not the missile strikes its intended target.

WEAPON OF THE DEITY

Transmutation

Level: Blk 4, Clr 4, Pal 4

Components: V, DF

Casting Time: 1 action

Range: Personal

Target: Your weapon

Duration: 1 round/level

You must be using your deity's favored weapon to cast this spell.

You may use the weapon as if you had proficiency with it even if you normally do not.

The weapon gains a +1 enhancement bonus on attack and damage rolls, and an additional special ability (see the list below).

A double weapon gains this enhancement bonus and special ability for only one of its two heads, as chosen by the caster.

If your deity's weapon is "unarmed strike", your hand is treated as if under the effects of a *magic fang* (or *greater magic fang*, as appropriate) spell, that hand is considered armed, the special ability functions normally, and you can touch creatures without invoking the special ability if you desire.

When your caster level reaches 9th, the enhancement bonus of the weapon increases to +2.

At 12th level, the bonus rises to +3, at 15th level it is +4, and at 18th level it is +5.

Weapon of the Deity List

Abbathor: *+1 returning dagger*
Aerdrie Faenya: *+1 shock quarterstaff*
Akadi: *+1 screaming* heavy flail*
Angharradh: *+1 spell storing longspear*
Anhur: *+1 defending falchion*
Arvoreen: *+1 defending short sword*
Auril: *+1 frost battleaxe*
Azuth: *+1 spell storing quarterstaff*

Baervan Wildwanderer: *+1 shock halfspear*
Bahgtru: *+1 keen spiked gauntlet*
Bane: *+1 shock morningstar*
Baravar Cloakshadow: *+1 ghost touch dagger*
Berronar Truesilver: *+1 mighty cleaving heavy mace*
Beshaba: *+1 keen scourge*
Brandobaris: *+1 returning dagger*
Callarduran Smoothhands: *+1 defending battleaxe*
Chauntea: *+1 keen scythe*
Clangeddin Silverbeard: *+1 throwing battleaxe*
Corellon Larethian: *+1 keen longsword*
Cyrlic: *+1 flaming longsword*
Cyrrollalee: *+1 mighty cleaving quarterstaff*
Deep Duerra: *+1 screaming* battleaxe*
Deep Sashelas: *+1 frost trident*
Deneir: *+1 spell storing dagger*
Dugmaren Brightmantle: *+1 keen short sword*
Dumathoin: *+1 mighty cleaving maul*
Eilistraee: *+1 flaming bastard sword*
Eldath: *+1 mighty cleaving light mace*
Erevan Ilesere: *+1 keen short sword*
Fenmarel Mestarine: *+1 throwing dagger*
Finder Wyvernspur: *+1 screaming* bastard sword*
Flandal Steelskin: *+1 flaming warhammer*
Gaerdal Ironhand: *+1 screaming* warhammer*
Garagos: *+1 keen longsword*
Gargauth: *+1 returning dagger*
Garl Glittergold: *+1 keen battleaxe*
Geb: *+1 mighty cleaving quarterstaff*
Ghaunadaur: *+1 corrosive* warhammer*
Gond: *+1 shock warhammer*
Gorm Gulthyn: *+1 flaming dwarven waraxe*
Grumbar: *+1 mighty cleaving warhammer*
Gruumsh: *+1 returning shortspear or longspear*
Gwaeron Windstrom: *+1 flaming greatsword*
Haela Brightaxe: *+1 flaming greatsword*
Hanali Celanil: *+1 defending dagger*
Hathor: *+1 keen short sword*
Helm: *+1 defending bastard sword*
Hoar: *+1 shock javelin*
Horus-Re: *+1 flaming khopesh*
Ilmater: *+1 shock unarmed strike*
Ilneval: *+1 keen longsword*
Isis: *+1 spell storing punch dagger*
Istishia: *+1 shock warhammer*
Jergal: *+1 ghost touch scythe*
Kelemvor: *+1 keen bastard sword*
Kiaransalee: *+1 corrosive* dagger*
Kossuth: *+1 flaming spiked chain*
Labelas Enoreth: *+1 frost quarterstaff*
Laduguer: *+1 defending warhammer*
Lathander: *+1 flaming light mace*
Lliira: Three *+1 returning shuriken*
Lolth: *+1 keen dagger*

Loviatar: +1 *shock scourge*
 Lurue: +1 *keen shortspear*
 Luthic: +1 *ghost touch claw bracer*
 Malar: +1 *keen claw bracer*
 Marthammor Duin: +1 *shock heavy mace*
 Mask: +1 *frost longsword*
 Mielikki: +1 *frost scimitar*
 Milil: +1 *keen rapier*
 Moradin: +1 *mighty cleaving warhammer*
 Mystra: Three +1 *returning chakram*
 Nephthys: +1 *defending whip*
 Nobanion: +1 *screaming* heavy pick*
 Oghma: +1 *mighty cleaving longsword*
 Osiris: +1 *ghost touch light flail*
 Red Knight: +1 *screaming* longsword*
 Rillifane Rallathil: +1 *mighty cleaving quarterstaff*
 Savras: +1 *defending dagger*
 Sebek: +1 *keen longspear, shortspear, or halfspear*
 Segojan Earthcaller: +1 *mighty cleaving club*
 Sehanine Moonbow: +1 *ghost touch quarterstaff*
 Selûne: +1 *shock heavy mace*
 Selvetarm: +1 *corrosive* heavy mace*
 Set: +1 *venomous* longspear, shortspear, or halfspear*
 Shar: +1 *returning chakram*
 Sharess: +1 *keen claw bracer*
 Shargaas: +1 *defending short sword*
 Sharindlar: +1 *shock whip*
 Shaundakul: +1 *warning* greatsword*
 Sheela Peryroyl: +1 *screaming* quarterstaff*
 Shevarash: +1 *keen longbow*
 Shiallia: +1 *mighty cleaving quarterstaff*
 Siamorphe: +1 *flaming light mace*
 Silvanus: +1 *shock maul*
 Solonor Thelandira: +1 *distance longbow*
 Sune: +1 *flaming whip*
 Talona: +1 *venomous* unarmed strike*
 Talos: +1 *shock shortspear*
 Tempus: +1 *mighty cleaving battleaxe*
 Thard Harr: +1 *keen claw bracer*
 Thoth: +1 *spell storing quarterstaff*
 Tiamat: +1 *keen heavy pick*
 Torm: +1 *screaming* greatsword*
 Tymora: Three +1 *returning shuriken*
 Tyr: +1 *keen longsword*
 Ubtao: +1 *keen heavy pick*
 Ulutiu: +1 *frost longspear*
 Umberlee: +1 *shock trident*
 Urdlen: +1 *keen claw bracer*
 Urogalan: +1 *mighty cleaving dire flail*
 Uthgar: +1 *keen battleaxe*
 Valkur: +1 *spell storing cutlass*
 Velsharoon: +1 *frost spiked gauntlet*
 Vergadain: +1 *keen longsword*
 Vhaeraun: +1 *shock short sword*

Waukeen: +1 *flaming nunchaku*
 Yondalla: +1 *defending short sword*
 Yurtrus: +1 *shock unarmed strike*

*New weapon special ability detailed in Chapter 6.

UNIVERSAL

SYMBOL

Universal [see text]

Level: Clr 8, Sor/Wiz 8

Components: V, S, M/DF (or V, S, M for carefully engraved)

This spell allows you to scribe any one of several potent runes.

Two new symbols are described below; the others appear in the symbol spell description in the *Player's Handbook*.

Death Symbol of Bane: This type of symbol was created by the worshipers of Bane and lost until that dark deity was reborn in 1372 DR.

A death symbol of Bane is always carefully engraved and never quickly scribed.

It is triggered as you designate, within the guidelines of the symbol spell.

However, a person wearing a holy symbol of Bane never triggers the spell.

A death symbol of Bane functions exactly like a symbol of death, except that any creatures within 60 feet of the death symbol of Bane that survive must make two more Fortitude saves, the first to avoid taking 1d12 points of cold damage and the second to avoid the effects of a doom spell.

This version of the symbol spell has the death and evil descriptors.

Material Component: A paste made from the symbol spell's material components and the blood of intelligent sacrificed creatures (minimum 3 Intelligence) whose Hit Dice total at least 30 that have been killed within the past year.

Once a creature's blood is used for this spell, that same creature's blood cannot be used in the material component for another death symbol of Bane.

Symbol of Spell Loss: This is another variant of the symbol spell.

When triggered, the symbol of spell loss begins to attack the minds of spellcasters within 60 feet.

Each caster must attempt a Will saving throw every round he or she is in this area.

Failure means that the highest-level spell prepared by the spellcaster (or highest-level spell slot, if the character casts spells like a sorcerer or bard) is lost.

The symbol remains until it has erased 30 levels of spells.

The symbol attacks creatures with spell-like abilities as if they had spells.

It has no effect on creatures without spells or spell-like abilities.

This version of the symbol spell is a mind-affecting spell.

MAGIC OF INCARNUM

(3.5)

ABJURATION

ESSENTIA LOCK

Abjuration

Level: Cleric 4, Incarnum 4, sorcerer/wizard 4

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

When you cast *essentia lock*, you freeze the subject's current allocation of *essentia* in place.

The target is unable to shift *essentia* to or from any soulmelds, feats, or other *essentia* receptacles he might possess, and must maintain his current allocation of *essentia* for the duration of the spell.

Creatures without *essentia* are unaffected by this spell.

Arcane Focus: A tiny padlock made of silver (10 gp).

PROTECTION FROM INCARNUM

Abjuration

Level: Blackguard 1, cleric 1, paladin 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No; see text

You ward a creature from attacks by soulmelds and incarnum creatures.

The spell forms a barrier at a distance of 1 foot around the warded creature.

The barrier is normally invisible, but it flashes electric blue when struck by an incarnum creature's natural weapon attack or an effect generated by a soulmeld.

While protected, the subject gains a +2 deflection bonus to Armor Class and a +2 resistance bonus on saves.

Both of these bonuses apply only against natural weapon attacks made by incarnum creatures or effects created by soulmelds.

A side effect of this spell is that it prevents the subject from gaining *essentia*, even if such an effect would be considered beneficial.

Such effects automatically fail if targeted on the protected subject.

SOULBANNED ZONE

Abjuration

Level: Sorcerer/wizard 8

Components: V, S

Casting Time: 1 standard action

Range: Touch

Area: 40-ft. radius emanating from the touched point

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You create an immobile area within which no incarnum can be used.

All soulmelds are suppressed within the *soulbanned zone*. *Essentia* cannot be invested or reallocated by any creature within the area; currently invested *essentia* has no effect inside the zone.

Incarnum creatures are not otherwise affected by the *soulbanned zone* (they can enter normally).

Only creatures entirely within the *soulbanned zone* are affected.

Should a creature be larger than the area enclosed by the *soulbanned zone* (or only partially within it), it can use its *essentia* incarnum-based abilities normally.

SOULMELD DISJUNCTION

Abjuration

Level: Incarnum 9, sorcerer/wizard 9

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: All soulmelds shaped on one creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell rips apart the soulmelds shaped on a particular creature, unshaping them in a burst of scattered incarnum. Make a caster level check (1d20 + caster level, maximum +25) against each of the soulmelds shaped on the chosen creature (against a DC of 11 + meldshaper level), starting with the soulmeld with the highest *essentia* investment (break ties randomly).

Add +4 to the DC if the soulmeld is bound to a chakra.

Essentia invested in unshaped soulmelds returns to its owner's *essentia* pool.

SUPPRESS MAGIC

Abjuration

Level: Cleric 2, hexblade 2, sorcerer/wizard 2

Components: V, S (E)

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One object or soulmeld

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: No

You attempt to suppress the functioning of a single magic item or soulmeld.

If you succeed on a caster level check against the item or soulmeld (against a DC of 11 + meldshaper level), the item or soulmeld loses all magical properties for the duration of the spell.

This is identical to the effect of a *dispel magic* spell targeted on an object, except for duration and your ability to invest *essentia* to improve your caster level check.

This spell has no effect on ongoing spell effects, even if those effects are on items (such as *greater magic weapon*).

Essentia: Every point of essentia invested in this spell grants you a +2 insight bonus on your caster level check to suppress the item.
If the spell fails to affect the item, the invested essentia immediately returns to your pool.

UNSHAPE SOULMELD

Abjuration

Level: Cleric 4, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You unshape (destroy) one soulmeld currently shaped on the target creature.

You can choose a specific soulmeld if you wish; otherwise, the soulmeld affected is chosen randomly from all those currently shaped on the target.

To succeed in unshaping the soulmeld, you must make a caster level check (1d20 + your caster level, maximum +15) against a DC of 11 + the meldshaper level of the soulmeld (add +4 to the DC if the soulmeld is bound to a chakra).

If the unshaped soulmeld was bound to one of the target's chakras, the target takes damage equal to 3d6 points plus 1 additional point per caster level (maximum 3d6+15).

Essentia invested in an unshaped soulmeld returns to the target's essentia pool.

If the target creature has no soulmelds shaped, this spell has no effect.

CONJURATION

CONJURE GREATER MIDNIGHT CONSTRUCT

Conjuration (Creation) [Incarnum]

Level: Sorcerer/wizard 8

As *conjure lesser midnight construct*, except as noted above and as follows.

You conjure a greater midnight construct instead of a lesser midnight construct.

Essentia: In addition to the options listed for *conjure lesser midnight construct* and *conjure midnight construct*, you gain two new options for modifying your midnight construct by investing essentia:

- **Teleportation:** Bestow the ability to teleport as a move action, with a range of 20 feet per point of essentia invested (40 feet for 2 points of essentia, 60 feet for 3 points, and so on).

- **Soulburning Aura:** Bestow a damaging aura of dark soul-energy.

The aura deals 1 point of Strength damage per point of essentia invested (Will negates, DC 10 + 1/2 construct's HD + essentia invested) to all creatures adjacent to the construct at the end of the construct's turn.

CONJURE LESSER MIDNIGHT CONSTRUCT

Conjuration (Creation) [Incarnum]

Level: Sorcerer/wizard 4

Components: V, S, M (E)

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One conjured midnight construct

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

You create a single lesser midnight construct (see page 184).

The creature appears where you designate and acts immediately, on your turn.

It attacks your opponents to the best of its ability.

As a free action, you can mentally direct it not to attack, to attack particular enemies, or to perform other actions.

The midnight construct acts normally on the last round of the spell's duration and dissipates at the end of its turn.

Midnight constructs are not summoned; they are created on the plane you inhabit, using incarnum you coalesce.

Thus, they are not subject to effects that hedge out or otherwise affect outsiders or summoned creatures.

Essentia: You can invest essentia in a midnight construct when you create it to gain one or more of the following modifications to the construct.

Every point of essentia can be invested in any one modification.

- **Combat Power:** +1 enhancement bonus on attack rolls and damage rolls per point of essentia invested.

- **Damage Reduction:** Increase the construct's DR by 2 points per point of essentia invested.

- **Land Speed Increase:** Increase the construct's land speed by 10 feet per point of essentia invested.

Material Component: A bead of dark glass.

CONJURE MIDNIGHT CONSTRUCT

Conjuration (Creation) [Incarnum]

Level: Sorcerer/wizard 6

As *conjure lesser midnight construct*, except as noted above and as follows.

You conjure a midnight construct instead of a lesser midnight construct.

Essentia: In addition to the options listed for *conjure lesser midnight construct*, you gain two new options for modifying your midnight construct by investing essentia:

- **Fly Speed:** Bestow a fly speed of 20 feet per point of essentia invested (40 feet for 2 points of essentia, 60 feet for 3 points, and so on).

- **Deadly Aura:** Bestow a damaging aura.

The aura deals 1d6 points of damage per point of essentia invested (Fort half, DC 10 + 1/2 construct's HD + essentia invested) to all creatures adjacent to the construct at the end of the construct's turn.

INCARNUM BLADESTORM

Conjuration (Creation) [Incarnum]

Level: Incarnum 7, sorcerer/wizard 7

Components: V, S, M (E)

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Cylinder (20 ft. radius, 40 ft. high)

Duration: 1 round/level

Saving Throw: Will half

Spell Resistance: No

This spell creates a whirling storm of jagged incarnum blades that inflict psychic damage on all within their area. This storm of incarnum blades deals 1d6 points of Wisdom damage to all living creatures within the area (Will half). This damage is dealt each round at the end of your turn (as well as to any creature who enters the storm). You can move the *incarnum blades* storm up to 10 feet as a move action.

Essentia: For every point of essentia you invest, the incarnum blades deal 1 additional point of Wisdom damage.

Material Component: A handful of needles.

INCARNUM WEAPON

Conjuration (Creation) [Incarnum]

Level: Cleric 5, Incarnum 5

Components: V, S (E)

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Large weapon of incarnum

Duration: 1 round/level (D)

Saving Throw: Will partial

Spell Resistance: No

An oversized weapon made of pure incarnum springs into existence and attacks opponents at a distance, as you direct it, dealing 2d6 points of damage per hit.

In addition, any living creature struck by the *incarnum weapon* takes 1 point of Wisdom drain (a successful Will save negates the Wisdom drain).

The weapon takes a form based on your alignment: battleaxe (chaotic), flail (evil), warhammer (good), or longsword (law).

Casters can choose any weapon whose alignment is not opposed to theirs (neutral casters can choose any of the four weapons).

Regardless of the weapon's form, it threatens a critical only on a 20 and deals double damage on a critical hit.

The *incarnum weapon* strikes the opponent you designate, starting with one attack in the round the spell is cast and continuing each round thereafter on your turn.

It uses your base attack bonus (possibly allowing it multiple attacks per round in subsequent rounds) plus your Wisdom modifier as its attack bonus.

It strikes as a spell, not as a weapon; for example, it can damage creatures that have damage reduction.

The weapon always strikes from your direction.

It does not get a flanking bonus or help a combatant get one.

Your feats or combat actions do not affect the weapon.

If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, it returns to you and hovers.

Each round after the first, you can use a move action to redirect the weapon to a new target.

If you do not, the weapon continues to attack the previous round's target.

On any round that the weapon switches targets, it gets one attack.

Subsequent rounds of attacking that target allow the weapon to make multiple attacks if your base attack bonus would allow it to.

An *incarnum weapon* cannot be harmed by physical attacks, but it can be affected by any effect that would affect a spell or a soulmeld.

An *incarnum weapon's* Armor Class against touch attacks is 11 (10 + size bonus for Small object).

Essentia: Every point of essentia you invest in the *incarnum weapon* adds a +1 insight bonus on the weapon's attack rolls and damage rolls and expands the weapon's critical threat range by 1.

For example, an *incarnum weapon* spell with 2 points of essentia invested would have a +2 insight bonus on attack rolls and damage rolls and would have a critical threat range of 18–20.

WALL OF INCARNUM

Conjuration (Creation) [Incarnum]

Level: Incarnum 3, sorcerer/wizard 3

Components: V, S, M (E)

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Incarnum wall whose area is up to one 5-ft. square/level

Duration: 1 minute/level (D)

Saving Throw: Will partial; see text

Spell Resistance: No

You cause a flat, vertical, opaque barrier of incarnum to spring into being.

The wall cannot be conjured so that it occupies the same space as a creature or another object, but it can be adjacent to such.

It must always be a flat plane, although you can shape its edges to fit the available space.

The *wall of incarnum* must be anchored to a surface, but this can be a floor, a ceiling, or even a wall.

The *wall of incarnum* can't be moved once it is created.

A *wall of incarnum* is 1 inch thick.

It can be dispelled, but it cannot be damaged or broken, and spells cannot pass through it.

Ethereal creatures can pass through it, but any other creature (including the caster) attempting to pass through a *wall* must succeed on a Will save or be blocked by the barrier.

Regardless of the save's result, the *wall of incarnum* deals 1d4 points of essentia damage (or Wisdom damage if the creature has no essentia) to the creature.

Essentia: Every point of essentia invested in the *wall of incarnum* increases the damage dealt on a failed Will save by 1 point.

Material Component: A tiny, shield-shaped piece of blue quartz.

DIVINATION

ADEPT SPIRIT

Divination [Incarnum]

Level: Cleric 2, sorcerer/wizard 3

Components: V, S, DF (E)

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You bestow the soul of a great ancient spellcaster on the creature touched, giving him great skill with magic. As an immediate action, the target creature can activate the *adept spirit*.

While active, the spirit's wisdom and learning provide the recipient of the spell with a +1 insight bonus to caster level and a +2 insight bonus on Will saves, Concentration checks, Intelligence checks, and Intelligence-based skill checks.

The *adept spirit* remains active for 1 minute, and then its power is expended and the spell ends.

No creature can be the target of more than one *adept spirit* spell simultaneously.

If a second is cast before the first has been discharged, the second spell dissipates to no effect.

Essentia: For every point of essentia you invest in this spell, the bonus on Will saves, Concentration checks, Intelligence checks, and Intelligence-based skill checks provided by the spirit improves by 1.

(The bonus to caster level is not improved by essentia investment).

ADEPT SPIRIT, MASS

Divination [Incarnum]

Level: Cleric 6, sorcerer/wizard 7

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to one creature/level

As *adept spirit*, except as noted above.

Each target must activate his own *adept spirit* separately.

ANIMAL SPIRIT

Divination [Incarnum]

Level: Druid 2, ranger 2

Components: V, S (E)

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You bestow a small portion of the soul-energy of the animal kingdom on the creature touched, granting him some of an animal's sensory capabilities.

As an immediate action, the target creature can activate the *animal spirit*.

While active, the spirit's keen senses provide the recipient of the spell with low-light vision and scent, as well as a +2

insight bonus on Wisdom checks and Wisdom-based skill checks.

The *animal spirit* remains active for 1 minute, and then its power is expended and the spell ends.

No creature can be the target of more than one *animal spirit* spell simultaneously.

If a second is cast before the first has been discharged, the second spell dissipates to no effect.

Essentia: For every point of essentia you invest in this spell, the bonus on Wisdom checks and Wisdom-based skill checks provided by the spirit improves by 2.

ANIMAL SPIRIT, MASS

Divination [Incarnum]

Level: Druid 6

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to one creature/level

As *animal spirit*, except as noted above.

Each target must activate his own *animal spirit* separately.

DETECT INCARNUM

Divination

Level: Bard 1, blackguard 1, cleric 1, Incarnum 1, paladin 1, sorcerer/wizard 1

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 10 min./level

Saving Throw: None

Spell Resistance: No

You can sense the presence of incarnum.

The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of incarnum (including creatures with the incarnum subtype, soulmelds, or magic items invested with essentia).

2nd Round: Number of incarnum auras (soulmelds, creatures with the incarnum subtype, and so on) in the area and the power of the most potent aura present (see the table).

3rd Round: The power and location of each aura.

If an aura is outside your line of sight, you can discern its direction but not its exact location.

The power of an incarnum aura depends on the type of creature or object that you're detecting and its Hit Dice or caster level, as shown on the table.

If an aura falls into more than one strength category, the spell indicates the stronger of the two.

DETECT INCARNUM

Creature or object		Aura Power		
		Moderate	Strong	Overwhelming
Creature with incarnum subtype (HD)	Faint	11–25	26–50	51 or higher
Creature with essentia (essentia pool)	10 or lower	3–10	11–30	31 or higher
Shaped soulmeld (meldshaper level)	2 or less	6th–11th	12th–20th	21st or higher
Essentia-invested object (caster level)	5th or lower	6th–11th	12th–20th	21st or higher

GUARDIAN SPIRIT

Divination [Incarnum]

Level: Cleric 3, ranger 3, sorcerer/wizard 4

Components: V, S, DF (E)

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You bestow a prescient unborn soul on the creature touched, giving him an uncanny ability to anticipate danger.

As an immediate action, the target creature can activate the *guardian spirit*.

While active, the spirit's prescience provides the recipient of the spell with a +2 insight bonus on Armor Class, Reflex saving throws, Dexterity checks (including initiative checks), and Dexterity-based skill checks.

The *guardian spirit* remains active for 1 minute, and then its power is expended and the spell ends.

No creature can be the target of more than one *guardian spirit* spell simultaneously.

If a second is cast before the first has been discharged, the second spell dissipates to no effect.

Essentia: For every point of essentia you invest in this spell, the bonus provided by the spirit improves by 1.

GUARDIAN SPIRIT, MASS

Divination [Incarnum]

Level: Cleric 7, sorcerer/wizard 8

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to one creature/level

As *guardian spirit*, except as noted above.

Each target must activate his own *guardian spirit* separately.

VALIANT SPIRIT

Divination [Incarnum]

Level: Bard 4, cleric 4, paladin 4

Components: V, S, DF (E)

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You bestow the soul of a great ancient hero on the creature touched, giving him great skill in battle.

As an immediate action, he can activate the *valiant spirit*.

While active, the spirit's courage provides the recipient of the spell with a +2 morale bonus on attack rolls, damage rolls, Fortitude saves, Strength checks, and Strength-based skill checks.

The *valiant spirit* remains active for 1 minute, and then its power is expended and the spell ends.

No creature can be the target of more than one *valiant spirit* spell simultaneously.

If a second is cast before the first has been discharged, the second spell dissipates to no effect.

Essentia: For every point of essentia you invest in this spell, the bonus provided by the spirit improves by 1.

VALIANT SPIRIT, MASS

Divination [Incarnum]

Level: Cleric 8

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to one creature/level

As *valiant spirit*, except as noted above.

Each target must activate his own *valiant spirit* separately.

EVOCATION

INCARNUM ARC

Evocation [Incarnum]

Level: Sorcerer/wizard 2

Components: V, S, M (E)

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Line from you to a point you designate within range

Duration: 1 round/level (D)

Saving Throw: Reflex negates

Spell Resistance: Yes

When you cast this spell, you create a drifting "lightning rod" of incarnum that appears at the point you designate within range.

Instantly, an arc of soul energy forms between you and the incarnum rod, creating a line.

At the end of your turn, any living creature in that line takes 1d6 points of damage (Reflex negates).

In subsequent rounds, incarnum arcs again between you and the rod at the end of your turn.

You can move the rod up to 20 feet by an act of will as a move action, or you can leave it in place and move yourself if you wish to change the path of the arc.

If the distance between you and the rod at the end of your turn is beyond the spell's range, no arc occurs but the spell remains active.

Essentia: Every point of essentia invested in this spell increases the damage dealt by 1d6 points (2d6 points for 1 point of essentia, 3d6 points for 2 points of essentia, and so on).

Material Component: A small brass rod.

SOULMELD BLESSING

Evocation [Incarnum]

Level: Cleric 2

Components: V, DF

Casting Time: 1 swift action

Range: 20 ft.

Targets: Up to one creature/level in a 20-ft. radius burst centered on you

Duration: Instantaneous

Saving Throw: None (harmless)

Spell Resistance: Yes (harmless)

When you cast *soulmeld blessing*, you provide each affected creature with a surfeit of essentia.

Affected creatures can immediately reallocate their essentia pool as if they had taken a swift action to do so (even though it isn't their turn and no action is required).

Essentia that cannot be reallocated with a swift action (for example, essentia invested in an incarnum feat) cannot be redistributed.

NECROMANCY

CHANNEL THE MISHTAI

Necromancy [Incarnum]

Level: Sorcerer/wizard 2

Components: V, S (E)

Casting Time: 1 round

Range: Touch

Target: One living creature

Duration: 1 minute

Saving Throw: Will negates

Spell Resistance: Yes

You invite the soul-energy of a long-departed mishtai (see the rilkan and skarn race descriptions in Chapter 1) to share a living body.

The would-be host must have an Intelligence, Wisdom, and Charisma of at least 5.

The mishtai that you channel is drawn from one particular era of the millennia of ancient mishtai history, and it possesses a particular station in the highly ordered mishtai society.

The mishtai helps or hinders but does not control the subject.

Roll 1d6 and consult the table below to determine the nature of the mishtai that shares the subject's body and its effects upon him (if the subject is a skarn or rilkan, roll 1d10 instead).

Essentia: Every point of essentia invested in this spell extends the duration by 1 minute.

Roll Mishtai Spirit (Time Period): Effect

- 1 Inbred moron of the late decadent period (Segorn Period): Take -2 penalty on all skill checks; subject must succeed on a Will save (using the spell's normal save DC) or be dazed for 1 round.
- 2 Hearty mishtai serf of the early period just after the discovery of incarnum (Tal Period): Gain +2 insight bonus on Str- and Con-based ability and skill checks; lose ability to read and write.
- 3 Mishtai noblewoman of the Golden Age of Mishtai (Sudarn Period): Gain +2 insight bonus on Cha-based ability and skill checks; take -2 penalty on Fortitude saves.
- 4 Sage of Ur-Mishtai from the postcollapse remnants of mishtai society (Geryn Period): Gain +2 insight bonus on Int-based ability and skill checks; take -1 penalty on attack rolls.
- 5 Royal scout of the Landwalker's League (Sudarn Period): Gain +2 insight bonus on Dex- and Wis-based ability and skill checks; take -2 penalty on Will saves.
- 6 Bonded wizard of the Perfect Circle guild (Sudarn Period): Gain +1 insight bonus to arcane caster level; lose 1 hit point per Hit Die.
- 7 Sarkros, mishtai knight of the Defenders of Ril (Tal Period): Gain +1 insight bonus on melee attack rolls and damage rolls; proficiency with all martial weapons.
- 8 "The Pillow Spider," famed female rogue (Sudarn Period): Gain +4 insight bonus on Hide and Move Silently checks; sneak attack +1d6.
- 9 Dallyster Harkedde, Curator of the Incarnate Fane (Segorn Period): Gain 1 point of essentia.
- 10 Mentriphiste Carre, "The Argent Paladin," Champion of the Mishtai and Martyr of the Frozen Pyre (Sudarn Period): Gain +2 insight bonus on attack rolls and damage rolls against evil creatures; immunity to fear effects.

CHANNEL THE MISHTAI, GREATER

Necromancy [Incarnum]

Level: Sorcerer/wizard 6

Duration: 1 hour

Range: Touch

As *channel the mishtai*, except as noted above and as follows. Instead of rolling randomly, you can choose which mishtai spirit to channel with this spell.

If the subject is a rilkan or skarn, you can choose any of the ten spirits; otherwise, you can choose only one of the first six listed.

You cannot attempt to channel the same spirit more than once per week.

Essentia: Every point of essentia invested in this spell extends the duration by 1 hour.

DIVEST ESSENTIA

Necromancy

Level: Assassin 2, hexblade 2, sorcerer/wizard 2

Components: V

Casting Time: 1 swift action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

By delivering a jolt of magical energy to your target, you scramble his personal essence, causing all essentia he has currently invested (with some exceptions; see below) to return to his essentia pool as if the target had set his essentia investment to 0.

This doesn't prevent the target from reinvesting essentia normally on his next turn, but it might make him vulnerable in the meantime.

Essentia invested in an incarnum feat or other receptacle that can't be reallocated by the target as a swift action can't be affected by this spell.

REND ESSENTIA

Necromancy [Evil, Incarnum]

Level: Assassin 3, hexblade 3, sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

When you cast this spell, you consume a small portion of your enemy's soul to strengthen your own personal essence and become stronger.

You deal 1d4 points of Charisma damage plus 1 additional point for every three caster levels, to a maximum of 1d4+5 points at caster level 15th.

If the target has an *essentia* pool, he instead loses *essentia* equal to the Charisma damage that would be dealt (if the damage is larger than the target's *essentia* pool, any leftover points of damage are dealt as Charisma damage).

This spell can't reduce a target's Charisma below 1.

You gain 1 point of temporary *essentia* for every point of *essentia* or Charisma damage you deal to the subject.

This temporary *essentia* remains in your pool for 1 minute, after which it dissipates.

While you have it, you can use your temporary *essentia* just like normal *essentia*.

Material Component: A black pearl worth at least 100 gp.

SOUL BLIGHT

Necromancy

Level: Assassin 2, hexblade 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

You rip away some of the target's personal essence, temporarily damaging the target's *essentia* pool.

You deal 1d4 points of *essentia* damage plus 1 additional point for every three caster levels, to a maximum of 1d4+3 points at caster level 9th.

Creatures that do not have *essentia* pools suffer no ill effects from this spell.

Material Component: A tiny crystal vial.

SOUL BOON

Necromancy [Incarnum]

Level: Cleric 3, Incarnum 2, sorcerer/wizard 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: One living creature

Duration: 1 minute

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

When you cast this spell, you invoke the power of souls unborn to reinforce the recipient's *essentia* pool.

The creature touched gains 1 point of temporary *essentia* for every three caster levels, to a maximum of 5 points of *essentia* at caster level 15th.

These temporary *essentia* points can be used just like normal *essentia* points for as long as *soul boon* lasts.

Material Component: An empty insect cocoon.

SOULBLEED

Necromancy [Evil, Incarnum]

Level: Assassin 4, blackguard 4

Components: V

Casting Time: 1 swift action

Range: Touch

Target: One melee weapon

Duration: 1 round/3 levels

Saving Throw: None (object) or Fortitude negates; see text

Spell Resistance: No (object) or yes; see text

You invest your weapon with the power to bleed away part of the victim's *essentia*.

Each time you hit a living creature with a weapon affected by *soulbleed* wounding, that creature loses 1 point of *essentia* unless it succeeds on a Fortitude save.

You don't gain the *essentia*; it is simply lost.

Spell resistance applies against this effect.

If any round of the spell's duration goes by in which no living creature is affected by the spell (either because you didn't hit a living creature or because no saving throw was failed), you take 1d6 points of damage from the spell.

No save or spell resistance is allowed to resist this effect.

This spell works only as long as you wield the weapon affected.

Any other wielder gains no benefit from the effect.

UNBIND CHAKRA

Necromancy

Level: Assassin 3, hexblade 3, sorcerer/wizard 4

Components: V, S (E)

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You temporarily sever one or more chakra binds between the target and his soulmelds and/or magic items.

This affects one chakra bind for every four caster levels, to a maximum of three binds at 12th level.

For the spell's duration, the target creature loses all benefits of the severed chakra binds.

The target also takes 1d6 points of damage per chakra bind severed.

At the time of casting, you can choose particular chakra binds to sever (such as arms or soul).

If you do not choose specific chakra binds, the DM randomly determines which chakra binds are affected.

Essentia: Every point of *essentia* you invest in this spell adds +1d6 to the damage dealt per chakra bind severed.

WRATHFUL DOOM

Necromancy [Evil, Incarnum]

Level: Sorcerer/wizard 6

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will partial

Spell Resistance: No

You turn your opponent's *essentia* against him by beckoning to dark powers that prey on soulstuff.

Each round on your turn, beginning on the round in which you cast this spell, your opponent takes damage equal to the amount of *essentia* in his *essentia* pool (up to a maximum value equal to your caster level) and is dazed for 1 round.

A successful Will save halves the damage dealt and negates the daze effect; this save must be repeated each round that the spell lasts.

TRANSMUTATION

INCARNUM APOTHEOSIS

Transmutation [Incarnum]

Level: Incarnum 8

Components: V, S (E)

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: 1 round/3 levels

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Your touch suffuses the target with incarnum.

For the duration of this spell, all soulmelds, incarnum feats, and other incarnum receptacles of the target are treated as if the maximum allowable quantity of essentia had been invested in them.

The subject is also immune to any effect that would reduce his essentia pool or unshape his soulmelds.

Essentia: Every point of essentia invested in this spell extends its duration by 1 round.

INCARNUM VIGOR

Transmutation [Incarnum]

Level: Cleric 6, druid 7, Incarnum 6

Components: V, S (E)

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You infuse the target with incarnum laced with positive energy.

He gains fast healing 1.

In addition, any spell he casts that heals hit point damage heals an additional amount to each creature affected by that spell equal to your caster level or twice the healing spell's level, whichever is lower.

For example, a cleric casting *mass cure serious wounds* would add either +14 (twice the level of the *mass cure serious wounds* spell) or the *incarnum vigor's* caster level, whichever is lower, to the healing provided to each target of the spell.

Essentia: Every point of essentia you invest in this spell increases the fast healing granted by 1 point.

OPEN GREATER CHAKRA

Transmutation

Level: Cleric 9, sorcerer/wizard 9

As *open least chakra*, except this allows you to open the subject's arms, brow, crown, feet, hands, shoulders, throat, or waist chakra.

OPEN LEAST CHAKRA

Transmutation

Level: Cleric 4, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 24 hours

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You use magical energies to pry open one chakra, allowing a creature to form a chakra bind that it otherwise could not. (The spell has no effect on chakras to which soulmelds or magic items are already bound; in other words, it does not allow you to double bind to a chakra).

You can open a creature's crown, feet, or hands chakra with this spell.

A creature benefiting from this spell can bind a soulmeld or magic item to his opened chakra just as if he had gained the ability to form a chakra bind from a feat or class feature.

OPEN LESSER CHAKRA

Transmutation

Level: Cleric 7, sorcerer/wizard 7

As *open least chakra*, except this allows you to open the subject's arms, brow, crown, feet, hands, or shoulders chakra.

MANUAL OF THE PLANES (3.0)

ABJURATION

AVOID PLANAR EFFECTS

Abjuration

Level: Clr 2, Drd 2, Sor/Wiz 3

Components: V

Casting Time: 1 action

Range: 20 ft.

Targets: One creature/level in a 20-ft.-radius burst centered on you

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes (harmless)

You gain a temporary respite from the natural effects of a specific plane.

These effects include extremes in temperature, lack of air, poisonous fumes, emanations of positive or negative energy, or other attributes of the plane itself.

Avoid planar effects provides protection from the 3d10 points of fire damage on a plane with the fire-dominant trait.

Avoid planar effects lets a character breathe water on a water-dominant plane and be immune to suffocation on an earth-dominant plane.

A character protected by *avoid planar effects* can't be blinded by the energy of a major positive-dominant plane and automatically stops gaining temporary hit points when they equal the character's normal hit point total.

Negative-dominant planes don't deal damage or bestow negative levels to characters protected by *avoid planar effects*. In addition, some effects specific to a plane are negated by *avoid planar effects*.

In the D&D cosmology, *avoid planar effects* negates the deafening effect of Pandemonium and the cold damage on the Cania layer of the Nine Hells.

You can add additional protections for a cosmology you create.

If you have an Elemental Plane of Cold, for example, *avoid planar effects* protects against the base cold damage suffered by everyone on the plane.

The effects of gravity traits, alignment traits, and magic traits aren't negated by *avoid planar effects*, nor is the special entrapping trait that some planes have (Elysium and Hades in the D&D cosmology).

The spell does not provide protection against creatures, native or otherwise, nor does it protect against spells, special abilities, or extreme and nonnatural formations within the plane.

This spell allows you to survive on the Elemental Plane of Earth, but it won't protect you if you walk into a pool of magma on that same plane.

ETHER BLAST

Abjuration

Level: Clr 4

Components: V, S, M

Casting Time: 1 action

Range: 25 ft. + 5 ft./2 levels

Area: 25 ft. + 5 ft./2 levels spherical emanation centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Upon casting this spell, you detonate a small ether cyclone on the Ethereal Plane centered on you.

Those on the Material Plane are unaffected by the blast (including you if you cast it from there).

However, all those on the Ethereal Plane within the spell's area are affected as if caught by an ether cyclone.

The cyclone lasts for the duration of the spell, and any who enter the area on the Ethereal Plane are caught by its force-winds and potentially swept away.

If you cast *ether blast* while on the Ethereal Plane, you are affected by the spell as well.

Undead are not affected by this spell, nor are big ethereal objects.

Unattended objects weighing 50 pounds or less are swept away by the Ethereal Plane.

Material Component: The tooth of a creature that uses the Ethereal Plane, such as a blink dog or an ethereal marauder, or the claw of a phase spider.

IMPROVED ALARM

Abjuration

Level: Brd 3, Sor/Wiz 3

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 25-ft.-radius emanation centered on a point in space

Duration: 8 hours/level (D)

Saving Throw: None

Spell Resistance: No

As the *alarm* spell, and in addition the spell works on creatures traveling through the area on coterminous or coexistent planes, such as the Astral Plane, the Ethereal Plane, and the Plane of Shadow.

Focus: A bell made of carved crystal, worth at least 100 gp.

IMPROVED PORTAL ALARM

Abjuration

Level: Brd 4, Sor/Wiz 4

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One interplanar gate

Duration: 8 hours/level (D)

Saving Throw: None

Spell Resistance: No

As the *portal alarm* spell, with the following additions:

- You may designate the alarm set off by the *improved portal alarm* to be mental, audible, or both.

- If a mental alarm is chosen, you receive a mental picture of all creatures that passed through the portal and which direction they passed through.

The mental image provides information as if you were standing 10 feet away from the portal.

- You may enable another creature to receive the mental alarm instead of yourself.

You must touch the creature, which receives a Will saving throw to negate the effect, if applicable.

Focus: A small leather pouch containing three brass bells.

PORTAL ALARM

Abjuration

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One interplanar portal

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

Portal alarm sounds a mental or audible alarm each time a creature of Tiny or larger size passes through the magic portal the spell is cast upon.

You decide at the time of casting whether the *portal alarm* will be mental or audible.

Mental Alarm: A mental alarm alerts you (and only you) as long as you remain within one mile of the warded area and on the same plane.

You notice a mental tremor that would awaken you from a normal sleep but does not otherwise disturb concentration (it would not interfere with spellcasting).

A *silence* spell has no effect on a mental alarm.

Audible Alarm: An audible *portal alarm* produces the sound of a hand bell, buzzer, or other similar repeating sound that can be heard quite clearly up to 60 feet away, and it pierces closed doors and extends onto other planes.

The ringing may be heard faintly up to 180 feet away and lasts for 1 round.

Creatures within the area of a *silence* spell cannot hear the ringing, and if the portal itself is within the area of a *silence* spell, no alarm is sounded.

Ethereal and astral creatures trigger the *portal alarm* if they pass through the portal.

You may set the *portal alarm* with a password, determined at the time of the casting, and this password may be discerned with the *analyze portal* spell.

Those speaking the password before passing through the portal do not set off the alarm.

Material Component: A tiny bell.

POSITIVE ENERGY PROTECTION

Abjuration

Level: Clr 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The creature warded by this spell gains partial protection from the effects of positive energy, including magical healing and regeneration.

It may be cast upon undead to offer additional protection against the turning abilities of clerics.

The *positive energy protection* spell uses negative energy to offset the effects of positive energy.

Each time the warded creature is struck by a positive energy effect, it rolls 1d20 + caster level against a DC of 11 + the HD of the originator of the effect.

For example, the DC for the level check would be 19 if an 8th-level cleric were trying to turn someone with *positive energy protection*.

If the warded creature succeeds, the positive and negative energies cancel each other with a roiling ball of darkness and a thunderclap.

The spell or effect does not function, and if the source of the positive energy effect was touching the warded creature, the source takes 2d6 points of damage.

If the warded creature fails the level check, then the positive energy effect occurs normally.

This spell may be placed on undead creatures, effectively allowing them a better chance to avoid the effects of a good cleric's turning ability.

First, determine how many creatures would be turned normally.

Those who are potentially turned get level checks to avoid the effect.

This spell offers protection from the blinding effect of the Positive Energy Plane, and warded creatures gain no temporary hit points while there.

SAFETY

Abjuration

Level: Clr 3

Components: V, S

Casting Time: 1 action

Range: Personal or touch

Target: You or creature touched

Duration: 10 minutes/level

Saving Throw: None or Will negates (harmless)

Spell Resistance: No or Yes (harmless)

The recipient of this spell can find the shortest, most direct direction to a place of safety, with safety being defined as a location where the individual is not taking immediate damage from the environment, and immediate damage is not imminent.

It does not provide the means for the subject to move in that direction.

The *safety* spell points out the shortest distance out of a poisonous cloud, or the direction one should dig to reach the surface if entombed in earth.

It does not function against the *maze* spell, for that spell does no physical damage.

Nor does it have knowledge of or provide protection against the creatures that inhabit those safe places.

In the D&D cosmology, *safety* has the following effects on specific planes: *Plane of Shadow*: Shortest route out of darklands.

Elemental Plane of Air: Nearest windproof shelter, shortest route out of smoke bank.

Elemental Plane of Earth: Nearest air pocket or open cavern.

Elemental Plane of Fire: Shortest route out of magma pools or other unusually hot places.

Elemental Plane of Water: Nearest pocket of breathable air; shortest route out of hot spot, ice pocket, or red tide.

Negative Energy Plane: Nearest doldrum area with the minor negative-dominant trait.

Positive Energy Plane: Nearest edge zone with the minor positive-dominant trait.

Limbo: Nearest area of stabilized Limbo.

Pandemonium: Nearest shelter from a windstorm.

Carceri: Shortest route out of a Minethys sandstorm.

Gehenna: Nearest flat ledge, nearest shelter from Mungoth's acidic snow.

Nine Hells: Nearest shelter from fireballs on Avernus, rockslides on Malbolge, or cold on Cania.

Acheron: Nearest shelter from Ocanthus bladestorms.

On planes you create yourself, *safety* may provide other information.

This spell is mostly used in hostile environments such as the Inner Planes to locate the nearest pocket of habitable space.

If *safety* is cast and then followed by a *plane shift* spell, the *plane shift* sends the caster to a place of relative safety on that plane.

The caster is transported to a pocket of air on the Elemental Plane of Water, for example, or a cool spot on the Elemental Plane of Fire.

SEAL PORTAL

Abjuration

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One interplanar *gate* or portal

Duration: Permanent (D)

Saving Throw: None

Spell Resistance: No

You may permanently seal an interplanar portal or *gate*.

If cast on a portal, the spell prevents any activation of it, although *seal portal* may be dispelled by a *dispel magic* spell. A *knock* spell does not function on the sealed portal, but a *chime of opening* dispels *seal portal* if *seal portal* was cast by a spellcaster of lower than 15th level.

In addition, the ability of the gatecrasher prestige class to open portals may be able to break through a sealed portal, but if the first attempt fails, the gatecrasher can't try again. Once the portal is opened, *seal portal* does not return and must be cast again.

Material Component: A silver bar worth 50 gp.

ZONE OF RESPITE

Abjuration

Level: Clr 3, Sor/Wiz 4

Components: V, S, M

Casting Time: 2 rounds

Range: Medium (100 ft. + 10 ft./level)

Area: 30 ft. cube/level

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

You create a region that is temporarily proof against interplanar intrusion.

This includes spells and abilities that use other planes, including *dimension door*, *teleport*, *plane shift*, and travel through such planes as the Astral Plane, the Ethereal Plane, and the Plane of Shadow.

Summoning and calling spells does not function within the *zone of respite*, but summoned and called creatures outside the *zone of respite* may be sent inside it.

Gate spells and other portals may not be created within the *zone of respite*, but existing portals are unaffected by the spell.

Creatures within coterminous or coexistent planes must retreat to the edges of the *zone of respite* and cannot enter the corresponding area on the coterminous or coexistent plane.
Material Component: A small amount of blood from a gorgon.

CONJURATION

ETHEREAL MOUNT

Conjuration (Creation)

Level: Brd 4, Sor/Wiz 4

Components: V, S

Casting Time: 10 minutes

Range: 0 ft.

Effect: One quasi-real mount, plus one additional mount/2 levels Duration 1 hour/level

Saving Throw: None

Spell Resistance: No

On the Ethereal Plane, you may call into being one or more quasi-real mounts made of the protomatter of the plane. These mounts only accept you and those that you designate as riders.

The mounts may appear as horses or any other commonly ridden mounts, but have a foggy, almost translucent nature, and their colors shift across the spectrum over time.

These mounts have AC 18 (–1 size, +4 natural armor, +5 Dex), and 10 hit points +1 hp per caster level.

They do not fight and have no attacks.

If reduced to 0 hit points, an *ethereal mount* melts into the ethereal fog from which it came.

An ethereal mount has a speed of 240 feet on the Ethereal Plane and can carry its rider's weight plus 10 pounds per level.

You can only cast this spell in the Ethereal Plane, and the ethereal mount never leaves the plane.

(If the Deep Ethereal is used in your cosmology, then the amount of time to reach destinations is halved while on an ethereal mount).

REVIVE OUTSIDER

Conjuration (Healing)

Level: Clr 6

Components: V, S, M, DF

Casting Time: 1 minute

Range: Touch

Targets: Dead outsider touched

Duration: Instantaneous

Saving Throw: None (see text)

Spell Resistance: Yes (harmless)

You restore life to a dead outsider as with the *raise dead* spell.

You may restore to life any creature of the outsider type of up to your level in Hit Dice, and the creature may have been dead for any length of time.

Material Components: A bit of soil, water, or other unworked, natural material from the outsider's native plane, and a diamond worth at least 500 gp.

DIVINATION

ANALYZE PORTAL

Divination

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 minute

Range: 60 ft.

Area: A quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to 1 round/level (D)

Saving Throw: See text

Spell Resistance: No

You can tell whether an area contains a magic portal.

If you study an area for 1 round, you know the sizes and locations of any portals in the area.

Once you find a portal, you can study it.

(If you find more than one portal, you can only study one at a time).

Each round you study a portal, you can discover one property of the portal, in this order:

- Any key or command word needed to activate the portal.
- Any special circumstances governing the portal's use (such as specific times when it can be activated).
- Whether the portal is one-way or two-way.
- Any of the usual properties described in the Magic Portals section of Chapter 2.
- Finally, a glimpse of the area where the portal leads.

You can look at the area where the portal leads for 1 round; the range of the caster's vision is the spell's range.

Analyze portal does not allow other divination spells or spell-like abilities to extend through the portal.

For example, you cannot also use *detect magic* or *detect evil* to study the area where the portal leads while viewing the area with *analyze portal*.

For each property, you make a caster level check (1d20 + caster level) against DC 17.

If fail, you can try again the next round.

Analyze portal has only a limited ability to reveal unusual properties, as follows:

- **Random Portals:** The spell reveals only that the portal is random and whether it can be activated now.

It does not reveal when the portal starts or stops functioning.

- **Variable Portals:** The spell reveals only that the portal is variable.

If the caster studies the portal's destination, the spell reveals only the destination to which the portal is currently set.

- **Creature-Only Portals:** The spell reveals this property.

If the caster studies the portal's destination, the spell reveals where the portal sends creatures.

If it is the kind of portal that sends creatures one place and their equipment another place, the spell does not reveal where the equipment goes.

- **Malfunctioning Portals:** The spell reveals only that the portal is malfunctioning, not what sort of malfunction the portal produces.

Material Components: A crystal lens and a small mirror.

ZONE OF REVELATION

Divination

Level: Clr 3, Sor/Wiz 4

Components: V, S, DF/M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 5-ft.-radius/level emanation

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

All creatures and objects within *zone of revelation's* area are made visible.

This includes invisible creatures as well as those in coexistent planes such as the Ethereal Plane and the Plane of Shadow.

Natives of these planes do not lose any abilities but are made simply made visible.

Zone of revelation suppresses but does not dispel *invisibility*, *etherealness*, or other spells.

Once a formerly invisible object or creature leaves the area, it becomes invisible again.

Arcane Material Component: A handful of dust from the grave clothes of an undead creature.

EVOCATION

CHAMBER

Evocation [Force]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One ethereal creature

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: Yes

You may create a translucent prison of pure crystalline force around a target on the Ethereal Plane.

You must be able to see or otherwise target the creature you wish to affect.

The target affected by the chamber cannot move on either the Ethereal Plane or its coterminous planes for the duration of the spell but is otherwise unaffected.

The target cannot move onto another plane while inside the chamber, including returning to the Material Plane. The target within the crystalline prison cannot physically attack or be attacked and is unaffected by most spells and supernatural abilities.

Gaze attacks and sonic spells may function through the walls of the crystalline prison, but the target of those attacks gains a +2 bonus on saving throws.

The target of the *chamber* may attempt to break the crystalline prison by making a Strength check (DC 10 + caster level).

A *disintegrate* spell brings down the *chamber*.

This spell only affects the Ethereal Plane, so it has no effect on planes not coexistent with the Ethereal Plane.

It has no effect on creatures on the Material Plane.

Material Component: A piece of translucent glass.

INTERPLANAR MESSAGE

Evocation [Language-Dependent]

Level: Clr 3

Components: V, S

Casting Time: 1 action

Range: See text

Target: One creature

Duration: 1 round (see text)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell allows you to send a limited message of 25 words or less to the targeted creature, who may be on another plane when the message is received.

The spell is usually used as a safety device to warn a friend that you have fallen into some trap or plane you cannot escape without help.

It can also be used for other purposes, such as signaling that the coast is clear for others to join your planar journey.

Casting the spell takes one action, during which you touch the creature you intend to communicate with.

That creature should be able to understand your language (otherwise, when the magic is activated, the creature knows that you sent the message, but has no idea what the message is).

At any time afterward, you may send a short interplanar message to that creature.

The *interplanar message* pops into the target's mind, awake or asleep, and the target is aware that the message has been delivered.

If the message arrives when the target is asleep, it may appear as a vivid dream that the target remembers upon awakening.

This spell does not obligate nor force the creature you communicate with to act.

The target cannot reply to tell you its plans or intentions.

The message reaches its target through the Astral Plane, so the spell cannot reach planes separate from (not coterminous to or coexistent with) the Astral Plane.

The creature set to receive the *interplanar message* radiates a dim magical aura.

The spell may be cast on an unwilling creature, and in this case a successful Will saving throw negates it.

REALITY MAELSTROM

Evocation

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: 5-ft.-radius/level emanation, centered on a point in space, and 10-ft.-radius/level burst centered on the same point

Duration: 1 round/level

Saving Throw: Will negates, Reflex negates

Spell Resistance: Yes

You tear a temporary hole in reality itself that sucks all loose material and living creatures into it, sending them to a random plane (see sidebar).

Everything sucked into the *reality maelstrom* goes to the same plane.

Reality maelstrom has a primary and secondary area of effect. The primary area is the hole itself: a sphere with a 5-foot radius per level of the caster.

Within that area, all unattended objects weighing 100 pounds or less are sucked into the *reality maelstrom*, as are all individuals who fail a Will saving throw.

The rip also creates a windstorm of air rushing into the tear. All unattended objects weighing 50 pounds or less within a 10-foot radius per level of the caster are drawn into the primary area of effect of the *reality maelstrom*.

Individuals within the secondary area of effect must make a Reflex saving throw.

Those who fail are sucked into the primary area of effect and must make a Will saving throw to avoid being drawn into the *maelstrom*.

Individuals who make either saving throw may move and attack as normal but must make additional saving throws every round they remain within the primary or secondary areas of effect.

A *reality maelstrom* is a one-way portal, so nothing ever emerges from the hole the spell makes.

Material Component: A golden hoop no less than 1 inch across.

RANDOM PLANAR DESTINATIONS

Spells such as *prismatic spray*, *reality maelstrom*, and items such as *amulet of the planes* and *staff of power* may send an individual to a random plane. The list of available planes varies according to the cosmology you've chosen. An example using the D&D cosmology is presented below.

Transitive Planes such as the Ethereal Plane, the Astral Plane, and the Plane of Shadow should not be considered for such random destinations.

TABLE 3-7: RANDOM PLANAR DESTINATIONS

d%	Plane
01-05	Heroic Domains of Ysgard
06-10	Ever-Changing Chaos of Limbo
11-15	Windswept Depths of Pandemonium
16-20	Infinite Layers of the Abyss
21-25	Tarterian Depths of Carceri
26-30	Gray Waste of Hades
31-35	Bleak Eternity of Gehenna
36-40	Nine Hells of Baator
41-45	Infernal Battlefield of Acheron
46-50	Clockwork Nirvana of Mechanus
51-55	Peaceable Kingdoms of Arcadia
56-60	Seven Mounting Heavens of Celestia
61-65	Twin Paradises of Bytopia
66-70	Blessed Fields of Elysium
71-75	Wilderness of the Beastlands
76-80	Olympian Glades of Arborea
81-89	Concordant Domain of the Outlands
90-91	Elemental Plane of Fire
92-93	Elemental Plane of Earth
94-95	Elemental Plane of Air
96-97	Elemental Plane of Water
98	Positive Energy Plane
99	Negative Energy Plane
00	Demiplane of the DM's choice

The layer and exact location on the particular plane is up to the DM. Transportation to a random plane does not guarantee survival there, and individuals who risk such effects should be aware of the dangers.

If an individual is someplace other than the Material Plane when randomly switching planes, simply replace the plane of origin's entry on the table with the Material Plane. Thus a *staff of power* broken on the Elemental Plane of Fire may send the wielder to the Material Plane if a 91 is rolled.

SHADOWBLAST

Evocation

Level: Clr 4, Drd 4

Components: V, S, M

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell is particularly effective against creatures native to the Plane of Shadow and those that use shadow in spells or spell-like abilities.

It clears the spell's area of any portals or weak spots between the Plane of Shadow and other planes, and it prevents access with shadow-based spells.

It appears as a flash of light in the area of effect.

Natives of the Plane of Shadow caught in a *shadowblast* are stunned for 3d6 minutes if they fail a Fortitude saving throw.

Shadow natives that are also undead or vulnerable to light take an additional 2d10 points of damage if they fail a second Fortitude save.

Creatures that fail either Fortitude save cannot use spell-like or supernatural abilities to open any portal to the Plane of Shadow for 3d6 minutes.

Shadowblast closes all portals, *gates*, and other openings to the Plane of Shadow, and any weak spots are strengthened. Creatures on the other side of a portal are unaffected by *shadowblast*.

Material Component: A handful of grave dirt, squeezed tightly and flung.

ILLUSION

SHADOW CACHE

Illusion (Shadow)

Level: Brd 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Touch

Area: 1 ft.-diameter circle

Duration: 1 minute/level (D)

Saving Throw: No

Spell Resistance: No

You can temporarily stash small items on the Plane of Shadow or permanently dispose of them there.

This spell opens a small portal to the Plane of Shadow that is invisible on the Material Plane and a small disk on the Plane of Shadow.

You can reach into the Plane of Shadow through the portal created by *shadow cache*, but only small, nonliving objects may pass entirely through the hole.

You can recover objects placed in the portal throughout the duration of the spell, or by casting another *shadow cache* later.

The shadow cache remains stationary at the point where you create it.

Items placed in the shadow cache can possibly be picked up by natives of the Plane of Shadow, and in any event are slowly moved by the morphic trait of the plane.

There is a 10% chance per day that objects placed on the Plane of Shadow with *shadow cache* are gone (either moved or taken).

After ten days, the objects are definitely gone.

The spell cannot be cast on the Plane of Shadow itself, but only on planes coexistent with the Plane of Shadow.

SHADOWFADE

Illusion (Shadow)

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: Personal and touch

Targets: You and up to one touched creature/level

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

You open a portal onto the Plane of Shadow, allowing yourself and creatures you touch to pass into that area. Unlike the *shadow walk* spell, this does not grant you the ability to open another such portal automatically, so the spell is often used as a temporary hiding place or a method of gaining access to the Plane of Shadow.

The portal remains for the duration of the spell, and other creatures may pass through it in either direction if they make a Will save.

The portal is invisible from the Material Plane and looks like a white hole on the Plane of Shadow.

As with the *shadow walk* spell, you must be in a region of heavy shadows to cast *shadowfade*.

The spell may only be cast on a plane coexistent with the Plane of Shadow, and it cannot be cast on the Plane of Shadow itself.

TRANSMUTATION

ATTUNE FORM

Transmutation

Level: Clr 3, Drd 3, Sor/Wiz 4

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: One or more living creatures touched

Duration: 2 hours/level (see text)

Saving Throw: None

Spell Resistance: No

This spell allows you to attune the affected creatures to the plane you are currently on, negating harmful and negative natural effects of that plane.

Affected creatures gain the protections listed in the *avoid planar effects* spell.

Arcane Material Component: A bit of stone or earth from your home plane.

DREAM TRAVEL

Transmutation

Level: Sor/Wiz 8

Components: V, S

Casting Time: 1 action

Range: Touch

Targets: You plus one additional creature touched per level

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

You and any creature you touch are drawn along a crystal arc of reverie to the edge of conscious thought and into the Region of Dreams.

You can take more than one creature along with you (subject to your level limit), but all must be touching each other when you cast the spell.

You physically enter the plane of Dream, leaving nothing behind.

In Dream, you move through a menagerie of thoughts, desires, and phantoms created by the minds of dreamers everywhere.

For every minute you move through Dream (which is only a single round on the Material Plane), you can “wake” to find yourself five miles displaced in the waking world. Thus, a character can use this spell to travel rapidly by physically entering where only dreams prowl, moving the desired distance, and stepping back into the waking world. You know where you will come out in the waking world. *Dream travel* can also be used to travel to other planes that contain creatures who dream, but this requires crossing into the Dreamheart, where you are subject to the vagaries of violent dream realities.

Transferring to another plane of existence requires 1d4 hours on Dream (which corresponds to 1d4×6 minutes as time is measured on most other planes).

Any creatures touched by you when *dream travel* is cast also makes the transition to the borders of unconscious thought.

They may opt to follow you, wander into other dreamscapes, or stumble back into the waking world (50% chance for either of the latter results if they are lost or abandoned by you).

Creatures unwilling to accompany you into the Region of Dreams receive a Will saving throw, negating the effect if successful.

Note: Unlike the normal rules for dreaming, items you use, spells you cast, and other consumables are still gone when you return to the waking world after being under the effect of this spell.

Likewise, items you gain and experience you accumulate while under the effect of this spell stay with you.

ELEMENTAL BODY

Transmutation [see text]

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

You can transform your body into a particular type of elemental substance.

You and your possessions appear to be made of that element, though in the same general shape and size as your normal appearance.

You gain the following abilities when you use *elemental body*:

- You have the benefits of the *attune form* spell with respect to the appropriate element.

If you choose a water body, for example, you can breathe normally on water-dominant planes.

- You are immune to poison, sleep, paralysis, and stunning, and are not subject to critical hits or flanking.

You gain darkvision with a range of 60 feet.

- Your creature type remains unchanged, so you are unaffected by spells that target elementals.

In addition, you gain the following exceptional abilities according to the type of *elemental body* chosen: **Air:** Fly at your normal speed (perfect maneuverability), air mastery (airborne creatures suffer a –1 penalty on attack and damage rolls against you).

Earth: Earth mastery (you gain a +1 attack and damage bonus if both you and your foe touch the ground), push

(you may start a bull rush maneuver without provoking an attack of opportunity), +3 natural armor bonus to AC. **Fire:** Fire immunity, burn (those you hit in melee and those who attack you with natural weapons must make a Reflex save or catch fire, with a save DC equal to that of a fire elemental of the same size).

Water: Swim at your normal speed, water mastery (you gain a +1 attack and damage bonus if both you and your opponent touch water), drench (you may use your elemental form to put out nonmagical open flames and dispel magical fire you touch as if casting *dispel magic* at your caster level).

The *elemental body* spell has the descriptor of the element you choose.

So, if you choose a body of fire, *elemental body* is a fire spell.

Material Component: A bit of the element in question from a plane other than the one where the spell is being cast.

MAKE MANIFEST

Transmutation

Level: Clr 4, Sor/Wiz 6

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You can cause one creature on a coterminous or coexistent plane, along with its personal belongings, to suddenly appear on your plane of existence.

For example, the *make manifest* spell allows you to cause a target on the Ethereal Plane to suddenly appear on the Material Plane, and vice versa.

You do not gain the ability to detect creatures on these coterminous planes with this spell.

For the duration of the spell, the target creature retains all its abilities except for those that allow it to enter other planes.

For example, a ghost brought in from the Ethereal Plane would retain its incorporeal nature, but a wizard using *ethereal jaunt* could be attacked normally.

At the end of the spell's duration, the target creature returns to whatever plane it was on before it was targeted by the spell, even if it has moved beyond the range of *make manifest*.

MASS MANIFEST

Transmutation

Level: Clr 6, Sor/Wiz 8

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 25-ft.-radius emanation centered on a point in space

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

All creatures and unattended objects on coterminous and coexistent planes within the area of *mass manifest* are instantly brought onto your plane.

For the duration of the spell, the target creature retains all its abilities except for those that allow it to enter other planes.

At the end of *mass manifest*'s duration, objects and creatures return to their plane of origin, even if they have left the spell's area.

Material Component: A handful of copper dust, cast in the air.

MIRROR WALKING

Transmutation

Level: Clr 5, Sor/Wiz 7

Components: V, S, F

Casting Time: 1 full round

Range: Touch

Targets: Creature touched, and see text

Duration: Special

Spell Resistance: Yes

You or the one you touch may pass through any mirror or reflecting surface of sufficient size onto the Plane of Mirrors.

The mirror must be large enough for the creature touched to fit through, as if it were a window or other opening.

The spell lasts until the subject passes through a mirror again, either the same mirror or a related one.

On the Plane of Mirrors, you will find other windows that represent similar mirrors tied together by some strong bond.

Frequently they were all made by the same artisan, but mirrors with particularly strong-willed owners or mirrors made at a particular historic moment may also be tied together.

When on the Plane of Mirrors, you can see through these other mirrors without being seen, allowing you to spy on others.

You can reach through the mirror to grab items that are within easy reach, or even grapple with someone within arm's reach of the mirror.

A grappled individual will be drawn onto the Plane of Mirrors and becomes a new subject of the *mirror walk* spell. For each subject, the *mirror walk* spell ends when a second mirror is passed through.

Other mirrorwalkers aren't affected.

Using the *mirror walk* spell is not without danger.

When you travel to a Plane of Mirrors, you create a mirror-self that will try to slay you and escape through the mirror to take over your life.

Focus: A mirror or other reflective surface of sufficient size to step through.

PORTAL BEACON

Transmutation

Level: Clr 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One interplanar portal

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You may alter a magic portal so it sends out a mental beacon for up to six creatures, including yourself if you choose.

These individuals must be known to you but need not be present at the time of casting.

Once you cast *portal beacon*, these creatures always knows the direction and distance to the targeted portal.

Moving to a plane other than the two connected by the portal ends *portal beacon* for that creature but leaves it intact for others.

You may have any number of *portal beacons* tuned to you without impairing other abilities or actions.

SCRAMBLE PORTAL

Transmutation

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One interplanar portal

Duration: 1 round/level

Saving Throw: None (for portal); Will negates (for users)

Spell Resistance: No

You may randomize the destination of one interplanar portal for the duration of the spell.

Anyone who passes through the portal from either side is sent to a random plane instead of the portal's intended destination unless they make a Will save.

All those who fail the save go to the same location on the same plane.

Material Component: A cracked mirror.

XORN MOVEMENT

Transmutation

Level: Sor/Wiz 5

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/level or see below

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The target of this spell may move through natural, solid material such as earth and stone such as a xorn, burrowing through the earth but leaving behind no tunnel or sign of passage.

The target cannot move through worked stone, brick, or metal.

A *move earth* spell cast on an area containing a creature using *xorn movement* will fling the target back 30 feet and stun it for 1 round (a successful Fortitude save negates the stunning).

The target of *xorn movement* is able to breathe normally while entombed in earth and natural rock.

The *xorn movement* spell lasts a minimum of 1 round/level. If the target has not emerged into a significant volume of open air (a space large enough to contain the target comfortably) for the entire duration of the spell, *xorn movement* remains in effect until the target does move into such as area.

In this fashion, characters who find themselves deep in the Elemental Plane of Earth can find their way to safety.

Focus: A scale from a xorn's hide.

MASTERS OF THE WILD

(3.0)

ABJURATION

COUNTERMOON

Abjuration

Level: Drd 3

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One lycanthrope

Duration: 12 hours

Saving Throw: Will negates (D)

Spell Resistance: Yes

This spell stops a lycanthrope from changing form, preventing both voluntary shapechanging via the alternate form ability and involuntary shapechanging because of lycanthropy.

The subject retains whatever form he or she had when the spell was cast for the duration; even death does not cause reversion to normal form until the spell ends.

Natural lycanthropes gain a +4 competence bonus on the saving throw against this spell.

Material Component: Hair, scale, or other castoff from the creature to be affected.

DAWN

Abjuration

Level: Drd 0, Rgr 1

Components: V

Casting Time: 1 action

Range: Personal

Target: All creatures within a 15-ft.-radius burst centered on you

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes

All sleeping creatures in the area awaken.

Those who are unconscious because of subdual damage wake up and become staggered (see Subdual Damage in Chapter 8 of the *Player's Handbook*).

This spell does not affect dying creatures.

INVULNERABILITY TO ELEMENTS

Abjuration

Level: Drd 9

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes

As *protection from all elements*, but the target creature becomes immune to damage from acid, cold, electricity, fire, and sonic damage while the spell is in effect.

PROTECTION FROM ALL ELEMENTS

Abjuration

Level: Drd 6

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level or until discharged

Saving Throw: None

Spell Resistance: Yes

The subject becomes invulnerable to acid, cold, electricity, fire, and sonic damage.

The spell absorbs damage the subject would otherwise take from all the above energy types, regardless of whether the source of damage is natural or magical.

This protection also extends to the subject's equipment.

When the spell has absorbed a total of 12 points of damage per caster level dealt by any combination of the above energy types, it is discharged.

Protection from all elements absorbs only damage.

The subject could still suffer unfortunate side effects, such as drowning in acid (since drowning damage comes from lack of oxygen) or becoming encased in ice.

The effects of this spell do not stack with those of *protection from elements*, *endure elements*, or *resist elements*.

If a creature is warded by *protection from all elements* and any of these other spells, *protection from all elements* absorbs damage until it is discharged.

CONJURATION

BEGET BOGUN

Conjuration (Creation)

Level: Drd 1

Components: V, S, M, XP

Casting Time: 1 action

Range: Touch

Effect: Tiny construct

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Beget bogun allows you to infuse living magic into a small mannequin that you have created from vegetable matter.

This is the final spell in the process of creating a bogun.

See the bogun's description for further details.

Material Component: The mannequin from which the bogun is created.

XP Cost: 25 XP.

☛BOGUN

Tiny Construct

Hit Dice: 2d10(11 hp)

Initiative: +3

Speed: 20 ft., fly 50 ft. (good) AC: 15 (+3 Dex, +2 size)

Attacks: Nettles +1 melee

Damage: Nettles 1d4-2 and poison

Face/Reach: 2 1/2 ft. by 2 1/2 ft./0 ft.

Special Attacks: Poison

Special Qualities: Construct traits

Saves: Fort +0, Ref +3, Will +1

Abilities: Str 7, Dex 16, Con —, Int 8, Wis 13, Cha 10

Climate/Terrain: Any (typically forest)

Organization: Solitary

Challenge Rating: 1

Treasure: None

Alignment: Any neutral (always the same as the creator)

Advancement: 3–6 HD (Tiny)

A begun is a small nature servant created by a druid.

Like a homunculus, it is an extension of its creator, sharing the same alignment and link to nature.

A begun does not fight particularly well, but it can perform any simple action, such as attacking, carrying a message, or opening a door or window.

For the most part, a begun simply carries out its creator's instructions.

Because it is self-aware and somewhat willful, however, its behavior is not entirely predictable.

On rare occasions (5% of the time), the begun may refuse to perform a particular task.

In that case, the creator must make a Diplomacy check (DC 11) to convince the creature to cooperate.

Success means the begun performs the task as requested; failure indicates that it either does exactly the opposite or refuses to do anything at all for one day (DM's option as to which).

A begun cannot speak, but the process of creating one links it telepathically with its creator.

It knows what its creator knows and can convey to him or her everything it sees and hears, up to a range of 500 yards. A begun never travels beyond this range willingly, though it can be removed forcibly.

In that case, it does everything in its power to regain contact with its creator.

An attack that destroys a begun also deals its creator 2d10 points of damage.

If the creator is slain, the begun also dies, and its body collapses into a heap of rotting vegetation.

A begun looks like a vaguely humanoid mound of compost. The creator determines its precise features, but the typical begun stands about 18 inches tall and has a wingspan of about 2 feet.

Its skin is covered with nettles and branches.

COMBAT

A begun attacks by brushing against opponents with harsh nettles that deliver an irritating poison.

Poison (Ex): Nettles, Fort save (DC 11); initial and secondary damage 1d6 temporary Dex.

The creator of a begun is immune to its poison.

Construct Traits: Immune to mind-influencing effects, poison, disease, and similar effects.

Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Although it is made of vegetable matter, a begun is not a plant and is therefore is not subject to spells that affect only plants.

CONSTRUCTION

Unlike a homunculus, a begun is created from natural materials available in any forest.

Thus, there is no gold piece cost for its creation.

All materials used become permanent parts of the begun. The creator must be at least 7th level and possess the Craft Wondrous Item feat to make a begun.

Before casting any spells, a physical form must be woven out of living (or once-living) vegetable matter to hold the magical energy.

A bit of the creator's own body, such as a few strands of hair or a drop of blood, must also be incorporated into this crude mannequin.

The creator may assemble the body personally or hire someone else to do it.

Creating the mannequin requires a Craft (basketweaving or weaving) check (DC 12).

Once the body is finished, the creator must animate it through an extended magical ritual that requires a week to complete.

The creator must labor for at least 8 hours each day in complete solitude in a forest grove; any interruption from another sentient creature undoes the magic.

If the creator is personally weaving the creature's body, that process and the ritual can be performed together.

When not actively working on the ritual, the creator must rest and can perform no other activities except eating, sleeping, or talking.

Missing even one day causes the process to fail.

At that point, the ritual must be started anew, though the previously crafted body and the grove can be reused.

On the final day of the ritual, the creator must personally cast *control plants*, *wood shape*, and *beget begun*.

These spells can come from outside sources, such as scrolls, rather than being prepared, if the creator prefers.

BOTTLE OF SMOKE

Conjuration (Creation)

Level: Drd 4, Rgr 3

Components: V, S, F

Casting Time: 10 minutes

Range: Touch

Effect: One smoky, horselike creature

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You use a tire source to create a plume of smoke, which you capture in a special bottle you're holding.

If the bottle is thereafter opened before the spell duration expires, the smoke emerges to form a vaguely horselike creature made of wisps of smoke.

It makes no sound, and anything that touches it simply passes through it.

To mount this smoke horse, the would-be rider must make a successful Ride check (DC 10) while holding the bottle in one hand.

Anyone attempting to mount without the bottle simply passes through the horse's form. Letting go of the bottle after mounting causes the rider to fall through the horse's smoky form; he or she cannot thereafter remount without the intact bottle in hand.

If the bottle is broken, the spell ends immediately and the rider (if mounted) falls to the ground.

The smoke horse has a speed of 20 feet per caster level, to a maximum of 240 feet.

It can send smoke billowing out behind it at the rider's behest, leaving behind a bank of smoke 5 feet wide and 20 feet high as it moves.

A wind that is at least severe (31+ mph, or magical wind of any kind, disperses the horse (and any smoke it has produced) instantly.

Otherwise, the bank of smoke lasts 10 minutes, starting on the turn it was laid down.

Starting or stopping the smoke trail is a free action.

The mount and the smoke trail it produces give one-half concealment (

20% miss chance) to anyone behind them.

The mount is immune to all damage and other attacks because material objects and spells simply pass through it. It cannot attack.

The rider can return the smoke horse to the bottle, and thus pause the spell, at any time by simply uncorking it (a move-equivalent action) and stoppering it again (another move-equivalent action) in the next round after the horse is inside.

If the bottle is reopened later, the spell reactivates with its remaining duration intact.

Regardless of how much duration remains unused, the spell ceases functioning one day after it is cast.

If dispelled at any time while the bottle is corked, the spell ends.

Focus: An ornate, corked bottle worth at Least 50 gp.

GREEN BLOCKADE

Conjuration (Creation)

Level: Drd 2

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 20-ft.-long, 1-ft.-thick wall of vegetation

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You raise a barrier of plant life before you.

Any creature trying to pass through this blockade must succeed at a Strength check (DC 15) to do so; success ends its movement on the other side of the wall.

Fire burns away the blockade in 1 round, or creatures with appropriate implements can chop through it in 1 minute.

REGENERATE CIRCLE

Conjuration (Healing)

Level: Drd 6

This spell is the same as *regenerate ring*, except that it grants fast healing at the rate of 3 hit points per round.

REGENERATE CRITICAL WOUNDS

Conjuration (Healing)

Level: Clr 6, Drd 5

This spell is the same as *regenerate light wounds*, except that it grants fast healing at the rate of 4 hit points per round.

REGENERATE LIGHT WOUNDS

Conjuration (Healing)

Level: Clr 1, Drd 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 10 rounds + 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With a touch of your hand, you boost the subject's life energy, granting him or her the fast healing ability for the duration of the spell.

This healing applies only to damage sustained during the spell's duration, not to that from previous injuries.

The subject heals 1 hit point per round of such damage until the spell ends and is automatically stabilized if he or she begins dying from hit point loss during that time.

Regenerate light wounds does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple *regenerate* spells do not stack, only the highest-level effect applies.

Applying a second *regenerate* spell of equal level extends the first spell's duration by the full duration of the second spell.

REGENERATE MODERATE WOUNDS

Conjuration (Healing)

Level: Clr 3, Drd 2

This spell is the same as *regenerate light wounds*, except that it grants fast healing at the rate of 2 hit points per round.

REGENERATE RING

Conjuration (Healing)

Level: Drd 3

Components: V, S

Casting Time: 1 action

Range: 20 ft.

Target: One creature/two levels, no two of which can be more than 30 ft. apart

Duration: 10 rounds + 1 round/two levels

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You invoke healing energy over a group of creatures, granting each the fast healing ability for the duration of the spell.

This healing applies only to damage sustained during the spell's duration, not to that from previous injuries.

Each subject heals 1 hit point per round of such damage until the spell ends and is automatically stabilized if he or she begins dying from hit point loss during that time.

Regenerate ring does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple *regenerate* spells do not stack; only the highest-level effect applies.

Applying a second *regenerate* spell of equal level extends the first spell's duration by the full duration of the second spell.

REGENERATE SERIOUS WOUNDS

Conjuration (Healing)

Level: Clr 5, Drd 4

This spell is the same as *regenerate light wounds*, except that it grants fast healing at the rate of 3 hit points per round.

SLIME WAVE

Conjuration (Summoning)

Level: Clr 7, Drd 7

Components: V, S, M

Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 15-ft.-radius spread
Duration: 1 round/level
Saving Throw: Reflex negates
Spell Resistance: No

You create a wave of green slime that begins at the range you choose and violently spreads to the limit of the area. The wave splashes and splatters as it passes; some slime clings to any wall or ceiling. Each creature in the area that fails its Reflex save is covered with one patch of green slime for every 5 feet of its face. Green slime devours flesh and organic materials on contact, and even dissolves metal.

A patch of green slime deals 1d6 points of temporary Constitution damage per round while it devours flesh. Against wood or metal, green slime deals 2d6 points of damage per round, ignoring the hardness of metal but not that of wood.

It does not harm stone.

On the first round of contact, the slime can be scraped off a creature (most likely destroying the scraping device), but after that it must be frozen, burned, or cut away (applying damage to the victim as well).

Extreme cold or heat, sunlight, or a *remove disease* spell destroys the green slime.

Unlike normal green slime, the slime created by this spell gradually evaporates, disappearing by the end of the duration.

Material Component: A few drops of stagnant pond water.

WOOD WOSE

Conjuration (Creation)

Level: Drd 1

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One nature servant

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

A *wood wose* is a translucent, green nature spirit that you can command to perform simple natural tasks.

It can build a campfire, gather herbs, feed an animal companion, catch a fish, or perform any other simple task that doesn't involve knowledge of technology.

It cannot, for example, open a latched chest, since it doesn't know how a latch works.

The wose can perform only one activity at a time, but it repeats the same activity if told to do so.

Thus, if you commanded it to gather leaves, it would continue to do so while you turned your attention elsewhere, as long as you remained within range.

The wose has an effective Strength score of 2, so it can lift 20 pounds or drag 100 pounds.

It can trigger traps, but the 20 pounds of force it can exert is not enough to activate most pressure plates.

Its speed is 15 feet in any direction, even up.

A *wood wose* cannot attack in any way; it is never allowed an attack roll or a saving throw.

It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks.

If you attempt to send the wose beyond the spell's range (measured from your current position), it ceases to exist.

DIVINATION

BLOODHOUND

Divination

Level: Rgr 1

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level

If you fail a Wilderness Lore check to track a creature while this spell functions, you can immediately attempt another roll against the same DC to establish the trail.

If the reroll fails, you must search for the trail for 30 minutes (if outdoors) or 5 minutes (if indoors) before trying again.

DETECT FAVORED ENEMY

Divination

Level: Rgr 3

Components: V, S, DF

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Area: Quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You can sense the presence of a favored enemy.

The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of a favored enemy in the area.

2nd Round: Types of favored enemies in the area and the number of each type.

3rd Round: The location and HD of each individual present, as though revealed by a power sight effect.

Note: Each round you can turn to detect things in a new area.

The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

POWER SIGHT

Divination

Level:

Drd 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target or Area: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You determine the number of Hit Dice (including those from class levels) a creature currently has.

if the creature has both monster Hit Dice and class levels, *power sight* reveals only the total. You cannot determine what class levels a creature has, and negative levels do not count against its HD. For example, both a 10-HD creature and a 10th-level character with 4 negative levels appear as 10-HD creatures.

SPEAK WITH ANYTHING

Divination

Level: Drd 8

Components: V, S

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: 1 minute/level

This spell grants you the effects of *Speak with animals*, *Speak with plants*, and *Tongues*, enabling you to communicate with any living creature, including unintelligent ones such as normal plants.

You can ask questions of and receive answers from any creatures, although the spell doesn't make them any more friendly or cooperative than normal.

You can make yourself understood as far as your voice carries.

You also gain the ability to speak with stone, metal, earth, water, or any other solid or semisolid object or terrain feature as though under the influence of *stone tell*.

Any such object or terrain feature can relate to you who or what has touched it, as well as what is covered or concealed behind or under it, providing complete descriptions as requested.

However, an object's perspective, perception, and knowledge may prevent it from providing the details you are looking for (DM's discretion).

This spell does not include a *Speak with dead* effect, so you cannot access the past memories of dead creatures.

Though you understand every creature and object, you may speak only one language (or rough equivalent) at a time.

ENCHANTMENT

BIG SKY

Enchantment (Compulsion) [Fear, Mind-Affecting]

Level: Drd 5

Components: V, S, DF

Casting Time: 1 action

Range: 30 ft.

Area: You and all allies and enemies within a 30-ft.-radius emanation centered on you

Duration: 1 round/level

Saving Throw: Will negates (see text)

Spell Resistance: Yes

This spell creates the sensation that the sky is filled with invisible nature spirits and sussurating voices.

This effect is a boon to you and your allies and a bane to your enemies.

You gain a +2 morale bonus on attack rolls and a +4 morale bonus on saving throws against fear effects for the duration of the spell, as does each of your allies within the area.

Each of your enemies within the area who fails a Will save behaves as if affected by a *fear* spell.

Each round, every affected enemy gets a new Will save to shake off the effects of this spell.

An enemy who makes a successful save need not make any more saving throws for the duration of the spell.

Creatures immune to fear are immune to both aspects of this spell.

DAZE ANIMAL

Enchantment [Compulsion, Mind-Affecting]

Level: Drd 0

Components: V, S, DF

Casting Time: 1 action

Components: V, S

Range: Close (25 ft. + 5 ft./2 levels)

Target: One Medium-size or smaller animal with less than 5 HD

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

This enchantment clouds the target animal's mind.

The subject is not stunned, so attackers get no special advantage against it, but it cannot move or attack.

FALSE BRAVADO

Enchantment (Compulsion) [Mind-Affecting]

Level: Drd 3

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid

Duration: 3 rounds + the subject's Constitution modifier

Saving Throw: Will negates

Spell Resistance: Yes

False bravado causes the subject to grow overconfident, believing that he or she has gained the full effects of a barbarian's rage (Constitution and Strength bonuses as well as improved Will saves).

In fact, however, the affected creature incurs all the penalties of a barbarian's rage but gains none of its advantages.

The subject suffers a -2 penalty to AC and cannot use skills or abilities that require patience and concentration, such as moving silently or casting spells.

At the end of the spell's duration, the creature is fatigued (-2 penalties to Strength and Dexterity, unable to charge or run) for the rest of that encounter.

Focus: A small mirror with a sigil of bravery painted upon it, worth at least 25 gp.

MANDRAGORA

Enchantment (Compulsion) [Mind-Affecting]

Level: Drd 6

Components: V, S, M

Casting Time: 1 action

Range: 15 ft.

Effect: All creatures in a 15-ft. radius

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

With this spell, you can trigger the insightful and baleful magic of a mandrake root.

When you pull it from its dark container, you and all other creatures within 15 feet must make a Will save against its scream.

Those who succeed gain a *true seeing* effect; those who fail behave as though affected by *confusion*.

Both effects last until the spell ends.

Material Component: A mandrake root worth at least 100 gp in a secure container with the same value.

MASS CALM

Enchantment [Compulsion, Mind-Affecting]

Level: Drd 4

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Any number of animals, beasts, and magical beasts with Intelligence 1 or 2, no two of which can be more than 30 ft. apart

Duration: 1 minute/level

Saving Throw: Will negates (see text)

Spell Resistance: Yes

This spell soothes and quiets the subjects, rendering them docile and harmless.

Animals trained to attack or guard, dire animals, legendary animals, beasts, and magical beasts are entitled to saving throws against this effect; normal animals are not.

(A druid could calm a normal bear or wolf with little trouble, but it's more difficult to affect a winter wolf, a bullette, or a trained guard dog).

The subjects remain where they are and do not attack or flee.

They are not helpless, so they defend themselves normally if attacked.

Any threat (fire, a hungry predator, or an imminent attack, for example) breaks the spell on the threatened creatures.

MASS TRANCE

Enchantment [Compulsion, Mind-Affecting]

Level: Drd 5

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Any number of animals, beasts, and magical beasts with Intelligence 1 or 2, no two of which may be more than 30 ft. apart

Duration: Concentration

Saving Throw: Will negates (see text)

Spell Resistance: Yes

Your swaying motions and music (or singing, or chanting) compel the subjects to do nothing but watch you.

Animals trained to attack or guard, dire animals, legendary animals, beasts, and magical beasts are entitled to saving throws; normal animals are not.

An affected creature can be struck (with a +2 bonus on the attack roll, as if it were stunned), but such an action breaks the spell on that creature.

EVOCATION

GREATER CALL LIGHTNING

Evocation [Electricity]

Level: Drd 6

Components: V, S

Casting Time: 10 minutes, +1 action per bolt called

Range: Long (400 ft. + 40 ft./level)

Effect: See text

Duration: 10 minutes/level

Saving Throw: Reflex half

Spell Resistance: Yes

This spell is similar to *call lightning*, except that you may call down bolts every 5 minutes.

To cast *greater call lightning*, you must be in a stormy area—a rain shower, a tornado (including a whirlwind formed by a djinn or air elemental of 7 HD or more), clouds and wind, or even hot and cloudy conditions will do.

While you are in such an area, you can call down one bolt of lightning every 5 minutes.

You need not do so immediately upon casting—other actions, even spellcasting, can be performed at any time during the spell's duration.

However, you must use a standard action to concentrate on the spell when you call each bolt.

Each bolt of lightning flashes down in a vertical stroke, striking any target point you designate that is within range (measured from your position at the time).

It takes the shortest possible unobstructed path between a nearby cloud and the target point.

Any creature within a 10-foot radius of the bolt's path or the point where it strikes is affected.

Each bolt deals 1d10 points of electrical damage per caster level (maximum 15d10).

Greater call lightning is usable only outdoors; it does not function indoors, underground, or underwater.

The spell ends if you leave the stormy area.

MIASMA

Evocation

Level: Drd 4

Components: V; S, DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: 5 rounds/level

Saving Throw: See text

Spell Resistance: Yes

By filling the subject's mouth and throat with unbreathable gas, you prevent him or her from doing much more than coughing and spitting.

The subject can hold his or her breath for 2 rounds per point of Constitution but must make a Constitution check (DC 10 +1 per previous success) each round thereafter to continue doing so.

Failure on any such check (or voluntary resumption of breathing) causes the subject to fall unconscious (0 hp).

On the next round, the subject drops to -1 hit points and is dying; on the third round, he or she suffocates (see Suffocation in Chapter 3 of the DUNGEON MASTER'S Guide).

NATURE'S AVATAR

Evocation

Level: Drd 9

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Animal touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You infuse the subject with the spirit of nature.

The affected creature gains a +10 morale bonus on attack and damage rolls and 1d8 temporary hit points per caster level, plus the effects of *haste*.

NATURE'S FAVOR

Evocation

Level: Drd 3, Rgr 2

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Animal touched

Duration: 5 rounds/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

By calling on the power of nature, you grant the target animal a +1 luck bonus on attack and damage rolls for every two caster levels you possess.

SANDBLAST

Evocation

Level: Drd 1

Components: V, S, DF

Casting Time: 1 action

Range: 10 ft.

Area: Semicircular burst of sand 10 ft. long, centered on your hands

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You fire a hail of hot sand from your fingers, dealing 1d6 points of subdual damage to creatures in the arc.

(See the illustration in the burning hands spell description in the *Player's Handbook* for details of the arc).

Any creature that fails its Reflex save is also stunned for 1 round.

THUNDERSWARM

Evocation [Electricity]

Level: Drd 9

Components: V, S

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Area: Pattern of lightning spreads similar to a *fireball* (see text)

Duration: Instantaneous

Saving Throw: None or Reflex half (see text)

Spell Resistance: Yes

Like the arcane spell *meteor swarm*, *thunderswarm* evokes blasts similar to those of the spell *fireball*, except that this spell creates balls of lightning.

When you cast it, either four large (2-foot-diameter) spheres or eight small (1-foot-diameter) spheres spring from your outstretched hand and streak in a straight line to the spot you designate.

Each sphere leaves a trail of sparks behind it.

Any creature in the straight-line path of these spheres is struck by each one and takes a total of 16d6 points of electricity damage (no save).

The spheres dissipate after dealing this damage.

If the spheres reach their destination, each bursts like an electrical *fireball* in a spread.

The patterns of their detonation and damage dealt to creatures in the area depend on the size of the spheres, as follows.

(See the *meteor swarm* spell description in the *Player's Handbook* for details on the patterns).

Large Spheres: Each large sphere has a 15-foot-radius spread and deals 4d8 points of electricity damage.

The four spheres explode with their points of origin forming either a large diamond or a large box pattern (your choice) around the spell's central point of origin.

The blasts are 20 feet apart along the sides of the pattern, creating overlapping areas of the spell's effect and exposing the center to all four blasts.

Small Spheres: Each small sphere has a 7 1/2-foot-radius spread and deals 2d6 points of electricity damage.

These spheres explode with their points of origin forming either a box-within-a-diamond pattern or a diamond-within-a-box pattern around the spell's central point of origin.

Each of the pattern's outer sides measures 20 feet long.

All four areas overlap in the center of the pattern, and two or three areas overlap in various peripheral sections.

A creature caught in one of the blasts may attempt a Reflex save for half damage.

Creatures struck by multiple blasts must save against each blast separately.

Any creature that fails a save is stunned for 1d4 rounds in addition to taking full damage.

WATERBALL

Evocation

Level: Drd 4

Components: V, S, M

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A *waterball* is a spherical burst of water that looks like a blue *fireball*.

As with a *fireball*, you point your finger and determine the range (distance and height) at which the *waterball* is to burst.

A blue, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the *waterball* at that point.

(An early impact results in an early detonation).

If you attempt to send the bead through a narrow passage, such as an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely.

(See the *fireball* spell description in the *Player's Handbook* for details of the blast pattern).

When it detonates, the *waterball* deals 1d6 points of subdual damage per caster level (maximum 10d6).

An affected creature can make a Reflex save for half damage.

Since the damage is subdual rather than energy, it is subject to damage resistance.

Objects take no damage unless they have a hardness of 0, in which case they take full damage.

If the damage caused to an interposing barrier shatters or breaks through it, the *waterball* may continue beyond it if the area permits; otherwise it stops at the barrier just as any other spell effect does.

Material Component: A full waterskin that you burst when casting the spell.

NECROMANCY

BLIGHT

Necromancy

Level: Clr 5, Drd 4

Components: V, S, DF

Casting Time: 1 action

Range: See text

Area or Target: See text

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

This spell has two versions.

To cast either version, you must touch a plant and breathe on it.

Blight Area: When you center this spell on a single normal plant, all normal plants within a 100-foot spread (including the one on which the spell was centered) immediately die. Flowers wilt, leaves fall to the ground, and foliage withers. This spell has no effect on the soil, so new growth can replace the dead plants.

This effect allows no saving throw.

Blight Plant Creature: When targeted on a single mobile or intelligent plant, such as a shambling mound or a treant, this spell deals 1d6 points of damage per caster level, to a maximum of 15d6.

The plant receives a Fortitude save for half damage.

CONTAGIOUS TOUCH

Necromancy

Level: Drd 6

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

Upon casting this spell, you must choose one disease from this list: blinding sickness, cackle fever, filth fever,

mindfire, red ache, the shakes, or slimy doom (see Disease in Chapter 3 of the *DUNGEON MASTER'S Guide* for descriptions).

Any living creature you hit with a melee touch attack during the spell's duration is affected as though by the *contagion* spell, immediately contracting the disease you have selected unless it makes a successful Fortitude save. You cannot infect more than one creature per round.

DECOMPOSITION

Necromancy

Level: Drd 2

Components: V, S, DF

Casting Time: 1 action

Range: 50 ft.

Area: All enemies within a 50-ft.-radius emanation centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

Whenever an enemy within the area suffers normal (not subdual) damage, that wound festers for an additional 1 point of damage per round thereafter for the duration of the spell.

A successful Heal check (DC 15) or the application of any *cure* spell or other healing magic (*heal*, *healing circle*, and so on) stops the festering.

Only one wound festers at a time; additional wounds suffered while the first is still festering are not subject to this effect.

Once festering has been stopped, however, any new wound suffered while the subject is within the area (before the spell expires) begins the process anew.

For example, a subject who takes 6 points of damage from an attack while within the area of a *decomposition* spell suffers 1 point of damage from festering the next round, and another 1 point on the round after that.

On the following round, that subject receives 4 points of healing from a *cure light wounds* spell, so the festering stops and the subject takes no festering damage that round.

The next round, the subject remains within the emanation and takes another 3 points of damage in battle.

The festering begins again, inflicting 1 point of festering damage on the next round.

EPIDEMIC

Necromancy

Level: Drd 9

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

Upon casting this spell, you must choose one disease from this list: blinding sickness, cackle fever, filth fever, mindfire, red ache, the shakes, or slimy doom (see Disease in Chapter 3 of the *DUNGEON MASTER'S Guide* for descriptions).

The touched creature contracts the disease you have selected immediately (no incubation period) unless it makes a successful Fortitude save.

Unlike a creature affected by *contagion*, the subject of an *epidemic* spell becomes a powerful vector for spreading the disease.

As long as the subject is afflicted with the disease, any living creature (except the caster) within 30 feet of him or her must make a Fortitude save or immediately contract the disease, regardless of its usual incubation period or method of transmission.

Anyone infected in this manner also becomes a vector for the disease and can spread it in the same manner.

The save DC drops by 1 each day after the spell is cast, regardless of when any particular creature contracted it.

A creature that makes a successful Fortitude save against this particular *epidemic* cannot contract that disease by any means for one day.

Thereafter, coming within 30 feet of an infected creature requires another save, with the same consequences for failure or success.

You are immune to any infection that originates from your own casting.

KISS OF DEATH

Necromancy

Level: Drd 5

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes (see text)

Your teeth and tongue become coated with a fast-acting, virulent poison.

Each round, you may make a melee touch attack to deliver the poison via a kiss.

The poison deals 1d10 points of temporary Constitution damage immediately and another 1d10 points of temporary Constitution damage 1 minute later.

Each instance of damage can be negated by a Fortitude save (DC 10 + one-half caster level + caster's Wisdom modifier).

If you fail to overcome a creature's spell resistance, both primary and secondary damage are negated, but only for that attack, if you use this attack against that creature again while the spell is in effect, you can try again to overcome its spell resistance.

LAST BREATH

Necromancy

Level: Drd 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None (see text)

Spell Resistance: Yes (harmless)

With this spell, you can return a dead creature to 0 hit points, provided it died within the last round.

You suffer 1d4 points of damage per Hit Die of the creature affected, and your spell resistance cannot overcome this damage.

The subject's soul must be free and willing to return (see *Bringing Back the Dead* in Chapter 10 of the *Player's Handbook*), if the subject's soul is not willing to return, the spell does not work; therefore, a subject who wants to return receives no saving throw.

Last breath cures enough damage to bring the subject's current hit points to 0.

Any ability scores damaged to 0 or below are raised to 1.

Normal poison and normal disease are cured, but magical diseases and curses are not undone.

The spell closes mortal wounds and repairs lethal damage of most kinds, but missing body parts are still missing when the creature returns to life.

None of the dead creature's equipment or possessions are affected in any way by this spell.

Coming back from the dead is an ordeal.

The subject loses one level when it returns to life, just as if it had lost a level to an energy-draining creature.

This level loss cannot be repaired by any spell.

A subject who was previously 1st level loses 1 point of Constitution instead.

A character who died with spells prepared has a 50% chance of losing any given spell upon being raised, in addition to losing spells for losing a level.

A spellcasting creature that doesn't prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell, in addition to losing spell slots for losing a level.

Last breath has no effect on a creature that has been dead for more than 1 round.

A creature that died from a death effect can't be raised by this spell, nor can constructs, elementals, outsiders, and undead creatures, *last breath* cannot bring back a creature who has died of old age.

SCARECROW

Necromancy [Fear, Mind-Affecting]

Level: Drd 0

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One animal

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

The subject becomes shaken, suffering a -2 morale penalty on attack rolls, saves, and checks for the duration of the spell.

TRANSMUTATION

ADRENALINE SURGE

Transmutation

Level: Drd 2, Sor/Wiz 2

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Your summoned creatures within a spherical emanation with a radius equal to the range, centered on you

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Each of your summoned creatures within the area receives a +4 enhancement bonus to Strength.

This effect lasts until the spell ends or the creature leaves the area.

ANIMAL REDUCTION

Transmutation

Level: Drd 2, Rgr 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One willing animal of size Small, Medium-size, Large, or Huge

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

You reduce the target animal's size by one category.

For example, a Large tiger affected by this spell becomes a Medium-size tiger.

This decrease in size allows the animal to fit better into tight spaces, such as the typical dungeon room or subterranean passage.

The size change also has a number of other effects, as given in the *Monster Manual* and summarized below.

If this spell would cause any ability score to drop to 0 or below, that score instead becomes 1 while all other effects apply normally.

Huge to Large: The subject loses 8 points of Strength, 4 points of Constitution, and 3 points of natural armor, while gaining 2 points of Dexterity, a +1 bonus to AC, and a +1 bonus on attack rolls.

Overall, this change results in a -3 penalty on melee attack rolls, a +2 bonus on ranged attack rolls, a -4 penalty on melee damage rolls, a -1 penalty to AC, and -2 hit points per Hit Die.

The subject's lace/reach becomes 5 feet by 10 feet/5 feet.

Large to Medium-Size: The subject loses 8 points of Strength, 4 points of Constitution, and 2 points of natural armor, while gaining 2 points of Dexterity, a +1 bonus to AC, and a +1 bonus on attack rolls.

Overall, this change results in a -3 penalty on melee attack rolls, a +2 bonus on ranged attack rolls, a -4 penalty on melee damage rolls, no change to AC, and -2 hit points per Hit Die.

The subject's reach becomes 5 feet by 5 feet/5 feet.

Medium-Size to Small: The subject loses 4 points of Strength and 2 points of Constitution, while gaining 2 points of Dexterity, a +1 bonus to AC, and a +1 bonus on attack rolls.

Overall, this change results in a -1 penalty on melee attack rolls, a +2 bonus on ranged attack rolls, a -2 penalty on melee damage rolls, a +2 bonus to AC, and -1 hit point per Hit Die.

The subject's face/reach becomes 5 feet by 5 feet/5 feet.

Small to Tiny: The subject loses 4 points of Strength while gaining 2 points of Dexterity, a +1 bonus to AC, and a +1 bonus on attack rolls.

Overall, this change results in a -1 penalty on melee attack rolls, a +2 bonus on ranged attack rolls, a -2 penalty on melee damage rolls, a +2 bonus to AC, and no change to hit points.

The subject's face/reach becomes 2 1/2 feet by 2 1/2 feet/0 feet.

ANIMAL TRICK

Transmutation

Level: Drd 0, Rgr 1

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One animal companion bonded to you by an *animal friendship* effect

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Your animal companion performs a trick of your choosing that it does not already know.

This trick can be any of those listed in the Animal Companions sidebar in Chapter 2 of the *DUNGEON MASTER'S Guide* or in Chapter 2 of this book.

The animal retains no knowledge of the trick after performing it.

BODY OF THE SUN

Transmutation [Fire]

Level: Drd 2, Sor/Wiz 2

Components: V, S, DF

Casting Time: 1 action

Range: 5 ft.

Area: 5-ft.-radius emanation centered on you

Duration: 1 round/level

By drawing on the power of the sun, you cause your body to emanate fire.

This fire extends 5 feet in all directions from your body, illuminating the area and doing 1d4+1 points of fire damage (Reflex save for half) to any creature it touches except you.

BRIAR WEB

Transmutation

Level: Drd 2, Rgr 2

Components: V, S, DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: Plants in a 40-ft.-radius spread

Duration: 1 minute/level

Saving Throw: See text

Spell Resistance: No

This spell causes grasses, weeds, bushes, and even trees to grow thorns and then wrap, twist, and entwine about creatures in the area, holding them fast.

Creatures that stand still are entangled but experience no other effects and take no damage.

A creature attempting an action (attack, cast a spell with a somatic component, move, or the like) takes thorn damage of 1d4 points +1 additional point per caster level and must make a successful Reflex save or be entangled (-2 penalty

on attack rolls, -4 penalty to effective Dexterity, and unable to move).

Anyone trying to cast a spell within the area must also make a Concentration check (DC 15 + spell level + damage taken) or lose the spell.

An entangled creature can try to break free and move at half normal speed by using a full-round action to make a Strength check or Escape Artist check (DC 20).

A nonentangled creature can move through the area at half speed, taking damage as described above.

Each round nonentangled creatures remain in the area, the plants attempt to entangle them.

The plants provide one-quarter cover for every 5 feet of substance between a creature in the area and an opponent—one-half for 10 feet of *briar web*, three-quarters for 15 feet, and total cover for 20 feet or more.

The DM may alter the effects of the spell somewhat, based on the nature of the available plants.

CAMOUFLAGE

Transmutation

Level: Drd 1, Rgr 1

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level

You change your coloring to match your environment, gaining a +10 competence bonus on Hide checks.

Material Component: Mud painted on your face.

CLOAK OF THE SEA

Transmutation

Level: Drd 5, Sor/Wiz 5

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched that is in contact with water

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject retains his or her form, but appears to be composed of water.

While underwater, the subject functions as if affected by *blur*, *freedom of movement*, and *water breathing* and doesn't suffer subdual damage from water pressure or hypothermia for the duration of the spell.

Outside (or even partially outside) of water, the subject gains none of these advantages except *water breathing*.

He or she may leave and reenter water without ending the spell.

CLOUDWALKERS

Transmutation

Level: Drd 7

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart

Duration: 1 hour/level (D)

Saving Throw: Reflex negates (harmless)

Spell Resistance: Yes (harmless)

You create gaseous pads of cloudstuff on the subjects' feet, allowing them to walk on the clouds.

These pads allow each subject to move straight up or down at a speed of up to 30 feet or laterally with a fly speed of 60 feet (perfect), as desired.

(Lateral movement is possible only for a subject who is already at least 90 feet off the ground).

To touch the earth again, a subject must use a standard action to shake off the cloudstuff, which ends the spell for that creature.

You may dismiss the spell, but only for all subjects at once—an act that can have significant consequences for subjects already in the air.

CREEPING COLD

Transmutation [Cold]

Level: Drd 2

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 3 rounds

Saving Throw: Fortitude half

Spell Resistance: Yes

You turn the subject's sweat to ice, creating blisters as the ice forms on and inside the skin.

The spell deals 1d6 cumulative points of cold damage per round it is in effect (that is, 1d6 on the 1st round, 2d6 on the second, and 3d6 on the third).

Only one save is allowed against the spell; if successful, it halves the damage each round.

Focus: A small glass or pottery vessel worth at least 25 gp filled with ice, snow, or water.

DARKSEED

Transmutation

Level: Drd 0

Components: V, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One normal plant or plant creature

Duration: 1 day

Saving Throw: Reflex negates

Spell Resistance: Yes

If the target fails its Reflex save, it takes 1 point of damage when the spell is cast and another every hour while it is in effect.

Hardness is ignored for damage from *darkseed*.

It would take weeks to kill a large tree with successive applications of this spell, but a small plant would die in a matter of hours.

Darkseed does not affect plant creatures with Wisdom and Charisma scores.

DRUID GROVE

Transmutation

Level: Drd 5

Components: V, S

Casting Time: At least 10 minutes (see text)

Range: Close (25 ft. + 5 ft./2 levels)

Target: One or more trees

Duration: 1 day/level or until discharged

Saving Throw: None

Spell Resistance: No

By casting *druid grove*, you reshape a living tree so that it can contain a spell.

Thereafter, you can access this stored spell at any time, as if the tree were a very large, immobile scroll.

In conjunction with *druid grove*, you can cast druid spells totaling no more than one-third of your caster level (rounded down, maximum 6th).

Instead of taking effect, these companion spells are stored in trees within the area.

Each tree can hold only one spell.

Druid grove and the companion spells must all be cast during the same uninterrupted ritual.

The 10-minute casting time noted above is the minimum for the entire ritual, if any of the companion spells take longer than 10 minutes to cast, use the actual total casting time instead.

By touching the tree that contains a companion spell (a standard action), you can activate that spell instantaneously.

You must make any decisions about its effect (such as targeting and direction) upon touching the tree.

You may have only one *druid grove* in effect at a time.

If you cast a second *druid grove* before the first expires or is fully discharged, the first is dispelled.

A tree affected by *druid grove* detects as magical, but the detection process does not harm the tree in any way.

EMBRACE THE WILD

Transmutation

Level: Drd 3, Rgr 3

Components: V, F

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level

This spell allows you to adopt the nature and some abilities of a wild animal.

You retain your own form, but you gain the natural and extraordinary senses of the creature you choose, as well as its skill ranks (though these do not stack with any ranks you already have in the same skills), for the duration of the spell.

Thus, depending on your choice of animal, you could gain blindsight, scent, and ranks in Listen, Spot, or other skills.

Embrace the wild does not grant you the animal's natural attacks, methods of locomotion, feats, or nonsensory extraordinary abilities, such as trample or improved grab.

Focus: Hide, skin, or feathers of the selected animal, or an item or component of its lair.

You must have obtained the focus from the animal yourself.

FEATHERS

Transmutation

Level: Drd 4

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One willing creatures/level

Duration: 1 hour/level (D)

Saving Throw: None (see text)

Spell Resistance: Yes (harmless)

This spell functions like *polymorph other*, except that you *polymorph* each subject into a feathered animal of Small size or smaller (your choice of species, but all subjects take the same form).

Any subject may choose to resume his or her normal form (as a full-round action); doing so ends the spell for that individual alone.

Otherwise, all subjects remain in the bird form until the spell expires or you dismiss it, restoring all affected creatures to normal form.

FIRE EYES

Transmutation

Level: Drd 0

Components: V, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Fire eyes grants the subject the ability to see through normal smoke, fire, and fog as if they weren't there.

While the spell functions, other creatures do not gain concealment from these effects with respect to the subject. This spell does not enable a subject to see through magical fog, such as *obscuring mist* and *fog cloud*.

FORESTFOLD

Transmutation

Level: Drd 4, Rgr 3

This spell grants you a +20 competence bonus on Hide and Move Silently checks.

It is otherwise the same as *camouflage*.

GREATER CREEPING COLD

Transmutation [Cold]

Level: Drd 7

Duration: See text

This spell is the same as *creeping cold*, but it adds a fourth round to the duration, during which it deals 4d6 points of damage, if the caster is at least 15th level, it adds a fifth round at 5d6 points of damage.

If the caster is at least 20th level, it adds a sixth round at 6d6 points of damage.

HAWKEYE

Transmutation

Level: Drd 1, Rgr 1

Components: V

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level

This spell gives you the ability to see accurately at long distances.

Your range increment for projectile weapons increases by 50%, and you gain a +5 competence bonus on all Spot checks.

LANGUOR

Transmutation

Level: Drd 4

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes creatures it hits to become weak and slow. A subject who fails a Will save is *slowed* as the spell and suffers a cumulative enhancement penalty to Strength equal to 1d6–1 per two caster levels (minimum additional penalty of 0, maximum of –10) each round.

If the subject's Strength drops below 1, it is helpless.

This spell does not counter *haste* nor it is countered by it, but a *hasted* creature can be brought to normal speed by languor, and a creature affected by languor can be brought to normal speed by *haste*.

LOOKINGGLASS

Transmutation

Level: Drd 9

Components: V, S, DF

Casting Time: 1 hour

Range: Medium (100 ft. + 10 ft./level)

Target: A reflective surface at least as big as a Medium-size creature

Duration: 1 day/level

Saving Throw: See text

Spell Resistance: Yes

When you cast this spell, you create one end of a path between two natural mirrored surfaces, such as pools of water or clear lakes.

If you cast a second *lookingglass* spell on a similar surface before the duration of the first expires, you can look through it as if you were using *clairvoyance*.

Within 1 minute/level of casting the second *lookingglass*, you and up to one other creature/level may step through as if affected by *teleport without error*.

This spell doesn't provide any ability to survive in the location of either *lookingglass*, so if you cast it the first spell on a lake, your allies had better be able to swim.

If the spell duration of the first *lookingglass* spell elapses before you can complete the path with a second casting, the first spell is useless.

MASS AWAKEN

Transmutation

Level: Drd 8

Components: V, S, F, XP

Casting Time: One day

Range: Medium (100 ft. + 10 ft./level)

Target: One animal or tree/tree levels, no two of which may be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

You awaken one or more trees or animals to humanlike sentience.

All *awakened* creatures must be of the same kind.

To succeed, you must make a successful Will save (DC 10 + the HD of the highest-HD target, or the HD the highest target tree has once *awakened*, whichever is greater).

Failure indicates that the spell fails for all targets.

The *awakened* animal or tree is friendly toward you.

You have no special empathy or connection with it, but it serves you in specific tasks or endeavors if you communicate your desires to it.

An *awakened* tree has characteristics as if it were an animated object (see the *Monster Manual*), except that its Intelligence, Wisdom, and Charisma scores are all 3d6.

Awakened plants gain the ability to move their limbs, roots, vines, creepers, and so forth, and they have senses similar to a human's.

An *awakened* animal has 3d6 Intelligence, a +1d3 bonus to Charisma, and +2 HD.

An *awakened* tree or animal can speak one language that you know, plus one additional language that you know per point of Intelligence bonus (if any).

XP Cost: 250 XP per creature awakened.

MIGHT OF THE OAK

Transmutation

Level: Drd 2

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell grants the quiet strength of a massive oak tree.

The subject gains a +4 enhancement bonus to Strength and suffers a –2 enhancement penalty to Dexterity.

PERSISTENCE OF THE WAVES

Transmutation

Level: Drd 2

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell bestows the smooth indomitability of waves crashing on a shore.

The subject gains a +4 enhancement bonus to Constitution and suffers a –2 enhancement penalty to Strength.

SPEED OF THE WIND

Transmutation

Level: Drd 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

With this spell, you can grant the ephemeral quickness of a sudden breeze.

The subject gains a +4 enhancement bonus to Dexterity and a -2 enhancement penalty to Constitution.

STANDING WAVE

Transmutation

Level: Drd 3

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Waves under a creature or object within range

Duration: 10 minutes/level

Saving Throw: Reflex negates

Spell Resistance: Yes

You command the waters to lift a creature or object and propel it forward.

An object so lifted may contain creatures or other objects. What the wave can lift depends on your caster level.

Caster Level	Size of Creature or Object
5th	Up to Medium-size
7th	Large
9th	Huge
11th	Gargantuan
13th	Colossal

Standing wave moves the lifted creature or object in a straight line at a speed of 60 feet over water.

The spell dissipates when the wave contacts land, lowering its burden harmlessly to shore.

TRUE REINCARNATE

Transmutation

Level: Drd 9

Components: V, S, DF, XP

Casting Time: 10 minutes

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None (see text)

Spell Resistance: Yes (harmless)

This spell is the same as *reincarnate*, except that the druid can reincarnate a creature that has been dead up to 10 years per caster level.

True reincarnate can even bring back a subject whose body has been wholly destroyed, provided that you unambiguously identify that creature in some fashion (reciting the deceased's time and place of birth or death is the most common method).

Upon completion of this spell, the subject has a new body, and all physical ills and afflictions are repaired.

Refer to the description and the table for the *reincarnate* spell (in the *Player's Handbook*) to determine the subject's new incarnation.

When rolling to determine the new form, roll twice; the returning creature can select from either of the two forms indicated.

The subject suffers neither loss of level (or Constitution point) nor loss of any prepared spells or spell slots.

You can reincarnate someone killed by a death effect or someone who has been turned into an undead creature and then destroyed, as well as someone killed by hit point loss.

XP Cost: 1,000 XP.

MINIATURES HANDBOOK (3.5)

ABJURATION

ANGELSKIN

Abjuration [Good]

Level: Pal 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Lawful good creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains damage reduction 10/evil and silver.

CONVICTION

Abjuration

Level: Clr 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell bolsters the mental, physical, and spiritual strength of the creature touched.

The spell grants the subject a +2 morale bonus on all saving throws, with an additional +1 to the bonus for every six caster levels you have (maximum +5 morale bonus at 18th level).

Material Component: A small parchment with a bit of holy text written upon it.

CONVICTION, LEGION'S

Abjuration

Level: Clr 3

Range: Medium (100 ft. + 10 ft./level)

Targets: Allies in a 20-ft.-radius burst

This spell functions like *conviction*, except that it affects multiple allies at a distance.

DEMONHIDE

Abjuration [Evil]

Level: Blk 3

Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Evil creature touched
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
 The subject gains damage reduction 10/cold iron and good.

FAVORABLE SACRIFICE

Abjuration
Level: Clr 1
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
 The subject receives the protection of a divine power commensurate with the value of the expended material component.
 Only one of the benefits listed below applies per casting of this spell; they do not stack.

Sacrifice	Benefit
1,000 gp	Damage reduction 10/magic; resistance to acid 10, cold 10, electricity 10, fire 10, sonic 10; spell resistance 10
5,000 gp	Damage reduction 15/magic; resistance to acid 15, cold 15, electricity 15, fire 15, sonic 15; spell resistance 15
25,000 gp	Damage reduction 20/magic; resistance to acid 20, cold 20, electricity 20, fire 20, sonic 20; spell resistance 20

Material Component: Gems worth a total of 1,000 gp, 5,000 gp, or 25,000 gp.

LIONHEART

Abjuration [Mind-Affecting]
Level: Pal 1
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
 The subject gains immunity to fear effects.

RIGHTEOUS AURA

Abjuration [Good, Light]
Level: Pal 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level
 You are bathed in an unearthly glow for the duration of the spell (as if a *daylight* spell had been cast on you).
 You get a +4 sacred bonus to your Charisma score.
 If you die, your body is converted into an explosive blast of energy in a 20-foot-radius burst centered where you fell, dealing 2d6 points of damage per caster level (maximum 20d6) to all nongood creatures in the burst's area.
 Good creatures in the area are healed by the same amount, and undead take double this damage.
 Spell resistance cannot prevent this damage, but a successful Reflex save reduces it to half.
 Your body is disintegrated, so you cannot be raised with a *raise dead* spell.
 Spells that do not require an intact body, such as *true resurrection*, can be used to bring you back to life as normal.

SHIELD OF FAITH, LEGION'S

Abjuration
Level: Clr 4
Range: Medium (100 ft. + 10 ft./level)
Targets: Allied creatures in a 20-ft.-radius burst
 This spell functions like *shield of faith* (see page 278 of the *Player's Handbook*), except that it affects multiple allies at a distance.

CONJURATION

ACID ORB, LESSER

Conjuration (Creation) [Acid]
Level: Sor/Wiz 1, Wmg 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One orb of acid
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
 An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage.
 You must succeed on a ranged touch attack to hit your target.
 For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

ARC OF LIGHTNING

Conjuration (Creation) [Electricity]
Level: Drd 4, Sor/Wiz 5, Wmg 5
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)

Area: A line between two creatures

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

You create natural conductivity between two creatures, and a bolt of electricity arcs between them.

This bolt deals 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and to anything in the line between them.

Both creatures must be in range, and you must be able to target them (as if this spell had them as its targets).

Draw the line from any corner in one creature's space to any corner in the other's space.

Arcane Material Component: Two small iron rods.

BALEFUL TRANSPOSITION

Conjuration (Teleportation)

Level: Sor/Wiz 2

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Two creatures of up to Large size

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Two target creatures, of which you may be one, instantly swap positions.

The creatures must be connected by a solid object, such as the ground, a bridge, or a rope.

Both targets must be within range.

Objects carried by the subject creatures (up to the creatures' maximum loads) go with them, but other creatures do not, even if they are carried.

The movement is instantaneous and does not provoke attacks of opportunity.

If either creature succeeds on its Will save, the spell is negated.

BENIGN TRANSPOSITION

Conjuration (Teleportation)

Level: Sor/Wiz 1

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Two willing creatures of up to Large size

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Two target creatures, of which you may be one, instantly swap positions.

Both targets must be within range.

Objects carried by the target creatures (up to the creatures' maximum loads) go with them, but other creatures do not, even if they are carried.

The movement is instantaneous and does not provoke attacks of opportunity.

BLADES OF FIRE

Conjuration [Fire]

Level: Rgr 2, Sor/Wiz 2, Wmg 2

Components: V

Casting Time: 1 swift action

Range: Touch

Targets: Up to two melee weapons you are wielding

Duration: 1 round

Saving Throw: None

Spell Resistance: No

Flames sheathe your melee weapons, harming neither you nor the weapons but possibly burning your opponents.

Your melee weapons each deal 1d6 points of extra fire damage.

This damage stacks with any energy damage your weapon already deals.

BLAST OF FLAME

Conjuration (Creation) [Fire]

Level: Sor/Wiz 4, Wmg 4

Components: V, S, M

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

Flames fill the area, dealing 1d6 points of fire damage per caster level (maximum 10d6) to any creature in the area that fails its saving throw.

Material Component: A bit of wick soaked in oil.

CLOSE WOUNDS

Conjuration (Healing)

Level: Clr 3, Hlr 3

Components: V

Casting Time: 1 swift action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless)

This spell cures 2d4 points of damage.

You can cast this spell with an instant utterance.

You may even cast this spell when it isn't your turn.

If you cast this spell immediately after the subject takes damage, it effectively prevents the damage.

It would keep alive someone who had just dropped to -10 hit points, for example, leaving the character at negative hit points but stable.

Used against an undead creature, *close wounds* deals damage instead of curing the creature (which takes half damage if it makes a Will saving throw).

COLD ORB, LESSER

Conjuration (Creation) [Cold]

Level: Sor/Wiz 1, Wmg 1

Effect: One orb of cold

This spell functions like *lesser acid orb*, except that it deals cold damage.

ELECTRIC ORB, LESSER

Conjuration (Creation) [Electricity]

Level: Sor/Wiz 1, Wmg 1

Effect: One orb of electricity
This spell functions like *lesser acid orb*, except that it deals electricity damage.

FIRE ORB, LESSER

Conjuration (Creation) [Fire]

Level: Sor/Wiz 1, Wmg 1

Effect: One orb of fire

This spell functions like *lesser acid orb*, except that it deals fire damage.

MORDENKAINEN'S BUZZING BEE

Conjuration (Creation)

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: A phantom bee

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

This spell causes a small but extremely loud bee to appear.

It buzzes around the head of a creature you designate.

(The creature must be within range, and you must be touching or be able to see the creature.

Once you designate a creature, the bee stays with it; you cannot designate another creature).

The bee creates an unnerving noise that disrupts the subject's concentration.

The subject takes a -10 penalty on all Move Silently and Concentration checks.

(Creatures that can't hear don't take the penalty on Concentration checks).

If the subject attempts to cast or maintain a spell, it must make a DC 10 Concentration check even if there are no other distractions.

The bee has a fly speed of 180 feet (perfect).

It remains near the subject in spite of darkness, *invisibility*, polymorphing, cover, concealment, or any other attempt at disguising or hiding.

The bee remains until the spell's duration expires or the subject moves out of range.

The bee can't be attacked, but it can be dispelled.

Material Component: A dab of honey.

PANACEA

Conjuration (Healing)

Level: Clr 4, Drd 5, Hlr 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless)

This spell channels positive energy into a creature to wipe away afflictions.

It immediately ends any of the following conditions affecting the target: blinded, *confused*, dazed, dazzled, deafened, diseased, exhausted, fatigued, frightened,

nauseated, panicked, paralyzed, shaken, sickened, and stunned.

It negates *sleep* effects and the effect of the *feblemind* spell, and ends any additional effects from poison, as the *neutralize poison* spell.

It also cures 1d8 points of damage + 1 point per caster level (up to +20).

Panacea does not remove ability damage, negative levels, or permanently drained levels.

It does not remove conditions caused by spells of 7th level or higher, or by spells or effects that cannot be dispelled.

Used against an undead creature, *panacea* deals damage instead of curing the creature (which takes half damage if it makes a Will saving throw), but it has no other effect.

REVIVIFY

Conjuration (Healing)

Level: Clr 5, Hlr 5

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

Revivify miraculously restores life to a recently deceased creature.

However, the spell must be cast within 1 round of the victim's death.

Before the soul of the deceased has completely left the body, this spell halts its journey while repairing somewhat the damage to the body.

This spell functions like *raise dead*, except that the raised creature receives no level loss, no Constitution loss, and no loss of spells.

The creature is only restored to -1 hit points (but is stable).

Material Component: Diamonds worth at least 1,000 gp.

RING OF BLADES

Conjuration

Level: Clr 3, Wmg 3

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

This spell conjures a ring of swirling metal blades around you.

The ring extends 5 feet from you, into all squares adjacent to your space.

Each round on your turn, starting when you cast the spell, the blades deal 1d6 points of damage + 1 point per caster level (up to a maximum of +10) to all creatures in the affected area.

The blades conjured by a lawful-aligned cleric are cold iron, those conjured by a chaotic-aligned cleric are silver, and those conjured by cleric who is neither lawful nor chaotic are steel.

Material Component: A small dagger.

SONIC ORB, LESSER

Conjuration (Creation) [Fire]

Level: Sor/Wiz 1, Wmg 1

Effect: One orb of sonic energy

This spell functions like *lesser acid orb*, except that it deals from 1d6 to 5d6 points of sonic damage instead of 1d8 to 5d8 points of acid damage.

DIVINATION

GUIDED ARROW

Divination

Level: Rgr 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Targets of your ranged attacks do not get bonuses to Armor Class because of cover.

You still can't hit creatures with total cover.

ENCHANTMENT

AID, LEGION'S

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 4

Range: Medium (100 ft. + 10 ft./level)

Targets: Allies in a 20-ft.-radius burst

This spell functions like *aid* (see page 196 of the *Player's Handbook*), except that it affects multiple allies at a distance and each ally gains temporary hit points equal to 1d8 + caster level (to a maximum of 1d8+20 temporary hit points at caster level 20th).

DIVINE PROTECTION

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 2, Pal 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: Allies in a 20-ft.-radius burst

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Allies gain a +1 morale bonus to their Armor Class and on saving throws.

INCITE

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 1, Clr 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

This spell incites the subject into acting.

The subject is not allowed to delay or to ready an action.

If the subject is currently delaying, it acts as soon as the spell is cast.

If the subject currently has an action readied, it may act as normal but can't later ready another action while the spell remains in effect.

INHIBIT

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 1, Clr 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

The caster inhibits his foe from acting.

The subject is forced to delay until the following round, acting immediately before the caster on the caster's initiative count.

SIGN

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 1

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

You are granted a vision that shows you how your foes will act each round and allows you to respond quickly to them. When you cast this spell, you may set your initiative check result at 20 + your initiative modifier (but only if doing so increases the result).

You know the initiative check results of all your foes while the spell is in effect, and you know which opponent will act first in case of ties.

This spell applies to all foes in your line of sight.

Material Component: A small piece of dried goat intestine or some tea leaves.

EVOCATION

BIGBY'S SLAPPING HAND

Evocation [Force]

Level: Sor/Wiz 2

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: One Tiny hand

Duration: Instantaneous

Saving Throw: None (see text)

Spell Resistance: Yes

Bigby's slapping hand causes a magical hand to appear, deliver a slap to one creature, then disappear.

The slap distracts the subject, causing it to immediately provoke attacks of opportunity from creatures threatening its square.

The spell allows no saving throw, but the slapped creature can negate the effect with a successful DC 20 Concentration check.
Focus: A leather glove.

FIRE SHIELD, LEGION'S

Evocation [Fire or Cold]

Level: Sor/Wiz 5, Wmg 5

Components: V, S, M

Range: Medium (100 ft. + 10 ft./level)

Targets: Allied creatures in a 20-ft.-radius burst

This spell functions like *fire shield* (see page 230 of the *Player's Handbook*), except as noted above.

FIREBURST

Evocation [Fire]

Level: Sor/Wiz 2, Wmg 2

Components: V, S, M

Casting Time: 1 standard action

Range: 5 ft.

Effect: Burst of fire extending 5 ft. from you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Fireburst causes a powerful explosion of flame to burst from you, damaging anyone within 5 feet of you.

All creatures within that area, except for you, take 1d8 points of fire damage per caster level (maximum 5d8).

The burst does not affect you or any creatures or objects in your space.

Material Component: A bit of sulfur.

FIREBURST, GREATER

Evocation [Fire]

Level: Sor/Wiz 5, Wmg 5

Effect: Burst of fire extending 10 ft. from you

This spell functions like *fireburst*, except that it affects creatures within 10 feet of you and deals a maximum of 15d8 points of damage to each one.

GUIDING LIGHT

Evocation [Light]

Level: Clr 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Targets: Creatures in a 5-ft.-radius burst

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: Yes

Light shines over the affected area, illuminating all targets within it.

The light grants a +1 circumstance bonus on ranged attack rolls against any target in the area.

Spellcasters in battle sometimes use this spell to designate targets for archers.

RIGHTEOUS FURY

Evocation [Good]

Level: Pal 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject's charge attacks deal double damage.

(The subject does not have to be mounted or wielding a lance).

If the subject makes more than one attack on a charge, the double damage applies only to the first attack.

SLASHING DARKNESS

Evocation

Level: Clr 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A hissing, hurtling ribbon of pure darkness flies from your hand.

A creature struck by this ray of darkness takes 1d8 points of damage per two caster levels (maximum 5d8).

An undead creature instead heals 1d8 points of damage per two caster levels (maximum 5d8).

VEIL OF SHADOW

Evocation [Darkness]

Level: Asn 2, Blk 2, Clr 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

Swirling wisps of darkness obscure your form, granting you concealment.

The 20% miss chance is active even if the attacker has darkvision.

This spell effect is suppressed in daylight or in the area of a light spell of 3rd level or higher.

See invisibility does not counter the *veil of shadow's* concealment effect, but a *true seeing* spell does.

DROW AND VEIL OF SHADOW

As an optional rule, the DM may decide that some (or all) drow have *veil of shadow* as a racial spell-like ability rather than *darkness*. In fact, some of the statistics given for drow miniatures (see Chapter 4: Stat Cards) take advantage of this optional rule. In some situations, *veil of shadow* is a more interesting ability than *darkness*—especially in miniatures battles, which slow down and are much less fun when *darkness* is in effect.

ILLUSION

INVISIBILITY, SWIFT

Illusion (Glamer)

Level: Asn 2, Brd 2

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

This spell functions like *invisibility* (see page 245 of the *Player's Handbook*), except as noted above.

NECROMANCY

CURSE OF IMPENDING BLADES

Necromancy

Level: Brd 2, Rgr 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes

The subject of the spell has a hard time avoiding attacks, sometimes even seeming to stumble into harm's way.

The subject takes a -2 penalty to AC.

The *curse* cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

Arcane Material Component: A nail through a piece of leather.

CURSE OF IMPENDING BLADES, LEGION'S

Necromancy

Level: Brd 3, Rgr 3, Sor/Wiz 3

Range: Medium (100 ft. + 10 ft./level)

Targets: Enemies in a 20-ft.-radius burst

This spell functions like *curse of impending blades*, except that it affects multiple enemies.

CURSE OF PETTY FAILING

Necromancy

Level: Clr 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes

The subject takes a -2 penalty on attack rolls and saving throws.

The *curse* cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

CURSE OF PETTY FAILING, LEGION'S

Necromancy

Level: Clr 5

Range: Medium (100 ft. + 10 ft./level)

Targets: Enemy creatures in a 20-ft.-radius burst

This spell functions like *curse of petty failing*, except that it affects multiple enemies out to medium range.

DELAY DEATH

Necromancy

Level: Clr 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject of this powerful spell is unable to die from hit point damage.

While under the protection of this spell, the normal limit of -9 hit points before a character dies is extended without limit.

A condition or spell that destroys enough of the subject's body so as to not allow *raise dead* to work, such as a *disintegrate* effect, still kills the creature, as does death brought about by ability score damage, level drain, or a death effect.

The spell does not prevent the subject from entering the dying state by dropping to -1 hit points.

It merely prevents death as a result of hit point loss.

If the subject has fewer than -9 hit points when the spell's duration expires, he or she dies instantly.

LIVING UNDEATH

Necromancy

Level: Clr 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell imparts a physical transformation upon the subject, not unlike the process that produces a zombie. While the subject does not actually become undead, its vital processes are temporarily bypassed with no seeming ill effect.

The subject becomes not subject to sneak attacks and critical hits, just as undead are.

While the spell is in effect, the subject takes a -4 penalty to its Charisma score (to a minimum of 1).

TRANSMUTATION

ALIGN FANG

Transmutation

Level: Drd 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Align fang makes a creature's natural weapons good-, evil-, lawful-, or chaotic-aligned, as you choose.

A natural weapon that is aligned can overcome the damage reduction of certain creatures, usually outsiders of the opposite alignment.

This spell has no effect on a natural weapon that is already treated as being aligned, such as the claw or bite attack of most demons.

You can't cast this spell on a manufactured weapon, such as a sword.

When you cast this spell to make a natural weapon good-, evil-, lawful-, or chaotic-aligned, *align weapon* is a good, evil, lawful, or chaotic spell, respectively.

ALIGN FANG, LEGION'S

Transmutation

Level: Drd 5

Range: Medium (100 ft. + 10 ft./level)

Targets: Allies in a 20-ft.-radius burst

This spell functions like *align fang*, except that it affects multiple allies at a distance.

ALIGN WEAPON, LEGION'S

Transmutation [see text for *align weapon*]

Level: Clr 4

Range: Medium (100 ft. + 10 ft./level)

Targets: Allies' weapons in a 20-ft.-radius burst

This spell functions like *align weapon* (see page 197 of the *Player's Handbook*), except that it affects multiple weapons or projectiles at a distance.

BLESS WEAPON, SWIFT

Transmutation

Level: Pal 1

Components: V

Casting Time: 1 swift action

Duration: 1 round

This spell functions like *bless weapon* (see page 205 of the *Player's Handbook*) except as noted above.

EXPEDITIOUS RETREAT, SWIFT

Transmutation

Level: Brd 1

Components: V

Casting Time: 1 swift action

Duration: 1 round

This spell functions like *expeditious retreat* (see page 228 of the *Player's Handbook*), except as noted above.

FLY, SWIFT

Transmutation

Level: Brd 2, Drd 3

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

This spell functions like *fly* (see page 232 of the *Player's Handbook*), except as noted above.

HASTE, SWIFT

Transmutation

Level: Rgr 2

Components: V

Casting Time: 1 swift action

Target: You

Duration: 1 round

This spell functions as *haste* (see page 239 of the *Player's Handbook*), except as noted above.

HOLY SPURS

Transmutation

Level: Pal 2

Components: V

Casting Time: 1 swift action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Your special mount

Duration: 1 round

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell increases your special mount's base land speed by 40 feet.

This adjustment is treated as an enhancement bonus.

LIGHTFOOT

Transmutation

Level: Asn 1, Rgr 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

You move with unearthly agility.

You provoke no attacks of opportunity when moving.

LION'S CHARGE

Transmutation

Level: Drd 3, Rgr 4

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

This spell grants you the pounce special ability (see page 313 of the *Monster Manual*).

QUICK MARCH

Transmutation

Level: Clr 2, Pal 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: Allies in a 20-ft.-radius burst

Duration: 1 round

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Quick march increases your allies' base land speed by 30 feet. (This adjustment is considered an enhancement bonus).

There is no effect on other modes of movement, such as burrow, climb, fly, or swim.

As with any effect that increases a creature's speed, this spell affects maximum jumping distance.

REPAIR CRITICAL DAMAGE

Transmutation

Level: Sor/Wiz 4

As *repair light damage*, except *repair critical damage* repairs 4d8 points of damage + 1 point per caster level (up to +20).

REPAIR LIGHT DAMAGE

Transmutation

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Construct touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (harmless)

When laying your hands upon a construct that has at least 1 hit point remaining, you transmute its structure to repair damage it has taken.

The spell repairs 1d8 points of damage + 1 point per caster level (up to +5).

REPAIR MINOR DAMAGE

Transmutation

Level: Sor/Wiz 0

As *repair light damage*, except *repair minor damage* repairs only 1 point of damage.

REPAIR MODERATE DAMAGE

Transmutation

Level: Sor/Wiz 2

As *repair light damage*, except *repair moderate damage* repairs 2d8 points of damage + 1 point per caster level (up to +10).

REPAIR SERIOUS DAMAGE

Transmutation

Level: Sor/Wiz 3

As *repair light damage*, except *repair serious damage* repairs 3d8 points of damage + 1 point per caster level (up to +15).

SLIDE

Transmutation

Level: Sor/Wiz 1

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You slide the subject creature along the ground a distance of 5 feet in any direction.

(If the creature is flying or otherwise not on the ground, it moves parallel to the ground).

You can't slide the subject into a space that is occupied by an ally, an enemy, or a solid object.

(If you attempt to slide the subject into such a space, the spell automatically ends).

You can slide the subject fast enough to clear small gaps in the ground, such as narrow pits.

You cannot slide the subject up or down, but you can slide it over the edge of a cliff or the like.

This movement does not provoke attacks of opportunity.

SLIDE, GREATER

Transmutation

Level: Sor/Wiz 2

Range: Medium (100 ft. + 10 ft./level)

This spell functions like *slide*, except that you can slide the subject creature 20 feet in a straight line.

SNAKE'S SWIFTNESS

Transmutation

Level: Drd 1, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject may immediately make one melee or ranged attack, even if it has already taken its action for the round. Taking this action doesn't affect the subject's normal place in the initiative order.

This is a single attack and follows the standard rules for attacking.

This spell does not allow the subject to make more than one additional attack in a round.

If the subject has already made an additional attack, due to a prior casting of this spell, from the *haste* spell, or from any other source, this spell fails.

Arcane Material Component: A few scales from a snake.

SNAKE'S SWIFTNESS, LEGION'S

Transmutation

Level: Drd 2, Sor/Wiz 3

Range: Medium (100 ft. + 10 ft./level)

Targets: Allied creatures in a 20-ft.-radius burst

This spell functions like *snake's swiftness*, except that it affects multiple allies out to medium range.

TIGER'S TOOTH

Transmutation

Level: Drd 2

Components: V

Casting Time: 1 swift action

Range: Living creature touched

Target: You

Duration: 1 round

This spell functions like *greater magic fang* (see page 250 of the *Player's Handbook*), except as noted above.

UNDENIABLE GRAVITY

Transmutation

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target: One flying creature

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

A flying creature, which can be a creature that can fly by means of the fly spell or some similar magical effect, is grounded.

If this spell is cast on a creature currently flying, that creature descends at a speed of 60 feet per round but does not fall (and thus is not subject to falling damage).

The creature can still use its fly speed to move horizontally or down, but not up.

Once it is on the ground, the subject can no longer use its fly speed.

This spell does not affect incorporeal creatures.

Material Component: A wing torn from a fly.

UNDENIABLE GRAVITY, LEGION'S

Transmutation

Level: Brd 4, Sor/Wiz 4

Range: Long (400 ft. + 40 ft./level)

Targets: Creatures in a 20-ft.-radius burst

This spell functions like *undeniable gravity*, except that it affects multiple creatures.

MONSTER MANUAL 2 (3.0)

CONJURATION

BEGET BOGUN

Conjuration (Creation)

Level: Drd 1

Components: V, S, M, XP

Casting Time: 1 action

Range: Touch

Effect: Tiny construct

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Beget bogun allows you to infuse living magic into a small mannequin that you have created from vegetable matter.

This is the final spell in the process of creating a bogun.

See the bogun's description, above, for further details.

Material Component: The mannequin from which the bogun is created.

XP Cost: 25 XP.

MONSTER MANUAL 4 (3.5)

CONJURATION

SUMMON CLOCKWORK MENDER SWARM

Conjuration (Summoning) [Lawful]

Level: Cleric 4, sorcerer/wizard 4

Effect: One swarm of clockwork menders

This spell functions like *summon monster I*, except that you summon a single clockwork mender swarm.

The swarm can be directed to attack opponents, to use its swarm repair ability, and even to use its swarm sacrifice ability.

Arcane Focus: A broken metal gear.

MONSTER MANUAL 5 (3.5)

TRANSMUTATION

EARTHBIND

Transmutation

Level: Druid 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 minute/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

You intone words of binding and point at your foe.

Yellow strings of magical energy loop about its wings, dragging it to ground.

You hinder the subject's ability to fly (whether through natural or magical means) for the duration of the spell.

If the target fails its saving throw, its fly speed (if any) becomes 0 feet.

An airborne creature subjected to this spell falls to the ground as if under the effect of a *feather fall* spell.

Even if a new effect would grant the creature the ability to fly, that effect is suppressed for the duration of the *earthbind* spell.

Earthbind has no effect on other forms of movement, or even on effects that might grant airborne movement without granting a fly speed (such as jumping or *levitate* or *air walk* spells).

MONSTERS OF FAERÛN (3.0)

TRANSMUTATION

CREATE CHOSEN ONE

Transmutation

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 hour

Range: Touch

Target: One human

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Only evil wizards can cast this spell, and the Red Wizards of Thay do not teach it to outsiders.

Casting the spell involves a series of magical rituals intended to turn a normal human (of up to 3rd level) into a maddened, murderous creature.

The victim must be bound and helpless for the spell to work.

After the casting time is completed, the victim must make a Will save or be transformed into a chosen one under the control of its creator.

CREATE CRAWLING CLAW

Transmutation [Evil]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 hour

Range: Close (25 ft. + 5 ft./2 levels)

Target: Severed left hands within a 5-foot-radius circle

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You may create a number of crawling claws up to twice your caster level.

The hands to be transformed must all be within a 5-foot-radius circle.

To begin the spell, you must cast *magic circle against good* around yourself and the claws.

The *magic circle* need not endure throughout the *create crawling claw* spell's 1-hour casting time; simply initiating the spell inside the circle is good enough.

Once created, the crawling claws will be under your direct telepathic command, so long as your instructions are very simple and you are within 100 feet.

If you leave that area, you must give the crawling claws simple standing orders beforehand.

Creating a crawling claw out of someone's hand does not preclude the use of a *resurrection* spell to bring that person back to life.

Stories are told of adventurers who were resurrected and later attacked by their own left hands.

Material Components: Clippings from a ghoul's fingernails, and a ring that someone else lost.

CREATE DARKENBEAST

Transmutation [Evil]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 hour

Range: Close (25 ft. + 5 ft./2 levels)

Target: One animal of no more than 2 HD

Duration: Instantaneous

Saving Throw: None or Will negates

Spell Resistance: Yes

The spellcaster may transform one Small or Medium-size animal with no more than 2 HD into a darkenbeast.

A target with an Intelligence score of 5 or more gets a Will save to negate the effect; targets with Intelligence of 4 or less are automatically affected.

The spell can only be cast in darkness: at night, indoors, or underground.

Its effects last until the darkenbeast is slain or until exposure to sunlight (see above) dispels the transmutation.

The transmutation can also be dispelled by a *dispel magic* spell, although such an attempt would have to overcome the darkenbeast's spell resistance.

A *sunbeam* spell automatically dispels the transmutation without needing to overcome spell resistance.

If you are going to imprint another spell on the darkenbeast, you must cast that spell immediately after the *create darkenbeast* spell is over and pass a Spellcraft check (DC 12 + level of the spell being imprinted).

The imprinted spell has no effect; it merely goes "into" the darkenbeast.

Another spellcaster using *detect magic* for 1 round can determine whether a darkenbeast has a spell imprinted.

After 3 rounds, *detect magic* and a successful Spellcraft check (DC 15 + level of imprinted spell) can identify what spell a darkenbeast has imprinted on it.

A created darkenbeast is under the caster's direct telepathic command.

There is no limit to the number of darkenbeasts a sorcerer or wizard can command, but a spellcaster can only have a number of darkenbeasts with imprinted spells equal to her caster level.

Material Components: Dried wyvern's blood smeared upon the spell's target, and a black pearl worth at least 200 gp.

ORIENTAL ADVENTURES (3.0)

ABJURATION

AIMING AT THE TARGET

Abjuration

Level: Wuj 5

Components: S

Casting Time: See text

Range: Personal

Target: You

Duration: Concentration, up to 20 minutes (D)

When you cast this spell, you increase your ability to concentrate on a spell you have already cast.

This spell is one of only two spells that you can cast while maintaining concentration on another spell (the other being *finding the center*).

This spell gives you a +10 circumstance bonus on Concentration checks you make to maintain concentration on another spell, and lasts as long as your concentration on the other spell.

Casting *aiming at the target* is a free action, like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round.

BACKBITER

Abjuration

Level: Wuj 1 (Wood)

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One Large or larger wooden-hafted weapon

Duration: 1 round/level or until discharged

Saving Throw: Will negates

Spell Resistance: Yes (object)

When you cast this spell, you place an enchantment on a Large or larger wooden-hafted weapon (such as a bo, naginata, nunchaku, three-section staff, or similar weapon). The next time that weapon is used to make a melee attack, its shaft twists around so that the weapon strikes the wielder instead.

The weapon's wielder makes a normal attack roll upon himself and deals normal damage if he hits.

He cannot choose to deal subdual damage or otherwise reduce the damage he deals, although any damage reduction he has still applies.

Once the attacker damages himself with the affected weapon, the spell is discharged.

Unattended magic weapons targeted by this spell receive a Will save; if successful, the spell has no effect.

See Attack an Object in the *Player's Handbook* for information concerning object saving throws.

Focus: A dagger.

DANCE OF THE UNICORN

Abjuration

Level: Shu 5 (Water)—Iuchi School

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

You surround yourself with a purifying swirling mist with a radius of 5 feet per caster level that washes the air clean of smoke, dust, and poisons.

Nonmagical contaminants, including inhaled poisons, are automatically negated within the cloud.

Magical effects, including *acid fog*, *cloudkill*, and green dragon breath, are negated only if your level is greater than the offending spell's caster level (or the dragon's HD).

If your level is lower than the caster level, the *dance of the unicorn* grants everyone within the mist a +4 bonus on their saving throws against the effect.

The cloud of mist leaves everything within its area damp.

DISPEL TAINT

Abjuration [Good]

Level: Shu 5 (Earth)

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Targets: You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object

Duration: 1 round/level or until discharged, whichever comes first

Saving Throw: See text

Spell Resistance: See text

Shimmering, white, holy energy surrounds you.

This power has three effects:

1. You gain a +4 deflection bonus to AC against attacks by Shadowlands creatures and creatures with a Taint score.
2. On making a successful melee touch attack against an oni or another outsider or elemental with the Shadowlands subtype, you can choose to drive that creature back to its home plane.

The creature negates the effects with a Will save (SR applies).

This use discharges and ends the spell.

3. With a touch, you can automatically dispel any one spell cast by a Tainted creature or any one maho spell.

Exception: Spells that can't be dispelled by *dispel magic* also can't be dispelled by *dispel Taint*.

Saving throws and spell resistance do not apply to this effect.

This use discharges and ends the spell.

ELEMENTAL WARD

Abjuration

Level: Nature 4, Wuj 4 (All)

Components: V, S, M

Casting Time: 1 action

Range: 60 ft.

Area: 60-ft. emanation, centered on you

Duration: 1 minute

Saving Throw: Will negates

Spell Resistance: Yes

This spell allows you to drive off elementals of a specific type by uttering a fearsome cry.

When you cast the spell, all elementals within the spell's area flee the area unless they make successful Will saving throws.

The spell ends if you try to force the barrier against an elemental that has failed its saving throw.

Material Component: A small quantity of the element opposed to the type being warded against—fire for water elementals, earth for air elementals, air for earth elementals, or water for fire elementals.

FINDING THE CENTER

Abjuration

Level: Wuj 8

Duration: 10 minutes (D)

As *aiming at the target*, except that you no longer need to maintain conscious concentration on the spell you cast before this one.

Your unconscious mind maintains the concentration required for the spell.

You can take other actions, including movement, attacks, and even spellcasting, as normal.

The only way to disrupt your concentration on the other spell while *finding the center* is still in effect is to kill you or hamper your mind in some way (as through *feeblemind*, *confusion*, *insanity*, or *dominate person*).

FORCE SHAPECHANGE

Abjuration

Level: Sha 6

Components: V, S, DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature/level

Duration: 1 round/level

Saving Throw: Will partial

Spell Resistance: Yes

With this spell, you force any shapechanger to revert into its true form.

When you cast the spell, you specify the targets you know or believe to be shapechangers.

Any shapechangers targeted by the spell must attempt Will saving throws.

If they fail their saves, they revert to their true form amid wracking pain, which causes them 3d10 points of damage. If the saving throw is successful, they retain their current form, but still suffer extreme pain, taking half damage.

The shapechanger is locked into its true form for 1 round per caster level, but the spell deals the 3d10 points of damage only when the change first occurs.

For purposes of this spell, a shapechanger is any creature with the shapechanger type or a supernatural or extraordinary ability that allows it to assume an alternate form.

A wu jen who knows *polymorph self* is not a shapechanger (since a spell is not a supernatural or extraordinary ability), but a spirit centipede is (since it has the exceptional ability to assume alternate forms, though its type is outsider).

This spell has no effect on creatures under the effect of *alter self*, *polymorph self*, or other spell effects.

INVISIBILITY TO ENEMIES

Abjuration

Level: Sha 3

Components: V, S, F

Casting Time: 1 round

Target: Creature touched

Duration: 3 rounds/level

As *invisibility to spirits*, but the warded creature is invisible to all creatures who may have hostile intentions against it.

Mindless creatures are not affected by the spell and can see the warded creature normally, since they are incapable of forming hostile intentions.

Animals and other creatures with Intelligence scores lower than 5 are also not affected, since their motivations are based on survival, not on hostile intent.

Focus: A white robe covered with handwritten symbols and verses.

INVISIBILITY TO SPIRITS

Abjuration

Level: Sha 2

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: One touched creature/level

Duration: 10 minutes/level (D)

Saving Throw: Will negates

Spell Resistance: Yes (harmless)

If a spirit fails its saving throw, it can't perceive the warded creatures and acts as though the warded creatures are not there.

The warded creatures can move freely among spirits without being noticed, although they are perfectly visible to all other types of creatures.

If a warded creature touches or attacks a spirit (even with a spell), the spell ends for all recipients.

Note: A spirit gets one saving throw against the spell.

It either sees all the warded creatures or none of them.

Material Component: Red ink, with which you write prayers and scriptures on each warded creature.

JADE AURA

Abjuration [Good]

Level: Shu 9 (Earth)—Yogo school

Components: V, S, F

Casting Time: 1 action

Range: 20 ft.

Targets: One creature/level in a 20-ft.-radius burst centered on you

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes (harmless)

A radiance of shimmering jade color surrounds the subjects, protecting them from attacks, granting them resistance to maho and other evil magic, and blinding Tainted and Shadowlands creatures when they strike the subjects.

This abjuration has four effects.

First, the warded creatures gain a +4 deflection bonus to AC and a +4 resistance bonus on saves.

Unlike *protection from Taint*, this benefit applies against all attacks, not just against attacks by Tainted creatures.

Second, the warded creatures gain SR 25 against evil spells and spells cast by maho-tsukai, oni, or other Tainted or Shadowlands creatures.

Third, the abjuration blocks possession and mental influence, just as *protection from Taint* does.

Finally, if a creature with a Taint score or the Shadowlands subtype succeeds at a melee attack against a warded creature, the offending attacker is blinded (Fortitude save negates, as *blindness/deafness*, but against *jade aura's* save DC).

Focus: A tiny statue carved from jade, representing one of the Seven Fortunes.

The statue costs at least 500 gp.

MAGIC CIRCLE AGAINST TAINT

Abjuration [Good]

Level: Shu 3 (Earth)

Area: Emanates 10 ft. from touched creature

Duration: 10 minutes/level

Spell Resistance: No (see text)

As *protection from Taint*, except that it encompasses a much larger area and its duration is longer.

Unlike *protection from Taint*, this spell has a special function that you may choose when casting the spell.

A magic circle can be focused inward rather than outward. In this case, it serves as an immobile, temporary magical prison for a called creature.

The creature cannot cross the circle's boundaries.

(See Calling in the *Player's Handbook* for more information on using this spell in conjunction with calling spells). You must beat a creature's spell resistance in order to keep it at bay (as in the third function of *protection from evil*), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' spell resistance.

If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal *protection from Taint* spell for that creature only.

This spell is not cumulative with *protection from Taint* and vice versa.

PROTECTION FROM CHARM

Abjuration

Level: Wuj 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The recipient of this spell gains a +1 resistance bonus for every three caster levels (maximum +5) on any Will saving throw against charm or compulsion effects.

Material Component: A piece of hair or other item from the body of a creature with an innate *charm* or *dominate person* ability, such as a succubus or vampire.

PROTECTION FROM SPIRITS

Abjuration

Level: Sha 2

Components: V, S, F

Casting Time: 1 round

Range: Touch

Area: Emanates 5 ft. from touched creature

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No (see text)

This spell creates a magical barrier around the subject at a distance of 5 feet.

The barrier moves with the subject and has two major effects.

First, the subject gets a +2 deflection bonus to AC and a +2 resistance bonus on saves against attacks made by spirits.

Second, the barrier prevents spirits from entering the area. This protection ends if the warded creature makes an attack against or tries to force the barrier against a blocked spirit.

Spell resistance can allow a spirit to overcome this protection and enter the circle.

Focus: A ginkgo wand with paper prayer strips attached.

PROTECTION FROM TAINT

Abjuration [Good]

Level: Shu 1 (Earth)

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No (see text)

This spell wards a creature from attacks by Shadowlands creatures and creatures with the Shadowlands Taint, from mental control, and from summoned or conjured creatures. It creates a magical barrier around the subject at a distance of 1 foot.

The barrier moves with the subject and has three major effects:

First, the subject gets a +2 deflection bonus to AC and a +2 resistance bonus on saves.

Both these bonuses apply against attacks made by creatures with the Shadowlands subtype and creatures with a Taint score.

Second, the barrier blocks any attempt to possess the warded creature (as by a *magic jar* attack) or to exercise mental control over the creature (as by a vampire's supernatural domination ability, which works similar to *dominate person*).

The protection does not prevent a vampire's domination itself, but it prevents the vampire from mentally commanding the protected creature.

If the *protection from Taint* effect ends before the domination effect does, the vampire would then be able to mentally command the controlled creature.

Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast.

This second effect works regardless of alignment.

Third, the spell prevents bodily contact by summoned or conjured creatures (see the *Monster Manual*).

This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature.

Good elementals and outsiders are immune to this effect.

The protection against contact by summoned or conjured creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature.

Spell resistance can allow a creature to overcome this protection and touch the warded creature.

SNAKE BARRIER

Abjuration

Level: Guardian 4, Sha 4

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Invisible barrier whose area is up to one 5-ft. square/level (S)

Duration: 3 rounds/level

Saving Throw: Will negates or Fortitude half (see text)

Spell Resistance: Yes

This spell creates an invisible barrier that prevents reptiles, reptilian creatures, and dragons from crossing it.

Affected creatures are aware of the barrier's presence and purpose, and reptiles that are not overtly hostile avoid the barrier and those protected by it.

Reptilian creatures with hostile intent may try to penetrate the barrier.

Affected creatures with 4 or fewer Hit Dice must make a successful Will saving throw to cross at all.

Any affected creature that crosses the barrier takes 1d4 points of damage per caster level (maximum 10d4), with a

successful Fortitude saving throw reducing the damage by half.

Intelligent reptilian creatures that encounter the barrier usually find it infuriating, and are much less likely to befriend and aid the caster.

Material Component: A shed snakeskin.

SUBSTITUTION

Abjuration

Level: Celestial 3, Fortune 3, Guardian 3, Sha 3

Components: V, S, M, F

Casting Time: 30 minutes

Range: Personal

Target: You

Duration: 1 hour/level or until discharged (D)

This spell creates a mystic connection between you and a specially prepared figure representing your deity or a spirit you revere.

For the duration of the spell, you take only half damage from all wounds and attacks (including those inflicted by special abilities) that deal you hit point damage.

The amount of damage not taken by you is taken by the figure instead.

Forms of harm that do not involve hit points, such as *charm* effects, temporary ability damage, level draining, and *disintegration*, are not affected.

If you suffer a reduction of hit points from a lowered Constitution score, the reduction is not split with the figure because it is not hit point damage.

The spell is discharged when the figure runs out of hit points (i.e. when they reach 0).

When the spell ends, subsequent damage is no longer divided between you and the figure, but damage already split is not reassigned to you.

Material Component: Offerings to a spirit you revere worth 10 gp.

Focus: A figure of a spirit you revere, made of glass, wood, stone, or iron.

The statue's hit points and cost depend on the substance of which it is made.

A glass figure has 10 hit points and costs 25 gp, a wood figure has 25 hit points and costs 250 gp, a stone figure has 50 hit points and costs 375 gp, and an iron figure has 100 hit points and costs 750 gp.

You may use this figure for multiple castings of this spell, but you cannot repair it or restore its lost hit points.

SURELIFE

Abjuration

Level: Fortune 8, Guardian 8, Wuj 8

Components: V, S, M

Casting Time: 1 round

Range: Personal

Target: You

Duration: 1 minute/2 levels

This spell allows you to protect yourself against some condition—such as being immersed in boiling oil or being buried under an avalanche—that would ordinarily cause certain death.

You can only protect yourself against a natural occurrence or condition, not against a spell or the action of a creature

(such as the breath of a dragon or the swords of a group of bandits).

You must specify the condition against which you wish to protect yourself, and the spell is effective only against that condition.

Should you be subjected to that condition during the duration of the spell, you feel no discomfort and take no damage from the condition.

However, the spell does not protect any items carried on your person.

At the end of the spell's duration, the condition has full normal effects on you if you are still subjected to it.

Material Component: An ointment of peach syrup and cinnabar.

TAINTED AURA

Abjuration [Evil]

Level: Maho 9

Components: V, S, F

Casting Time: 1 action

Range: 20 ft.

Targets: One creature/level in a 20-ft.-radius burst centered on you

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes (harmless)

A malevolent darkness surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by untainted creatures, and infecting such creatures with the Shadowlands Taint when they strike the subjects.

This abjuration has four effects:

First, the warded creatures gain a +4 deflection bonus to AC and a +4 resistance bonus on saves.

Unlike the effect of *protection from good*, this benefit applies against all attacks, not just against attacks by good creatures. Second, the warded creatures gain SR 25 against good spells and spells cast by creatures with neither a Taint score nor the Shadowlands subtype.

Third, the abjuration blocks possession and mental influence, just as *protection from good* does.

Finally, if an untainted creature succeeds at a melee attack against a warded creature, the offending attacker gains a Taint score of 1d3 (Fortitude save negates).

Focus: A fragment of an oni's body, such as a claw, tooth, or bone.

CONJURATION

ANCESTRAL VENGEANCE

Conjuration (Summoning)

Level: Ancestor 2, Sha 2

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

When you cast this spell, you call out to an ancestral spirit, listing the crimes of your target and urging your ancestor to punish the miscreant.

(The target's alignment is irrelevant to the success of the spell).
The ancestral spirit imposes this punishment in the form of a sharp blow to the target.
This attack hits automatically and deals 1d6 points of damage per two caster levels (maximum 5d6), or 1d6 points per caster level (maximum 10d6) if the target is undead.
A successful Fortitude saving throw reduces the damage by half.

BODY OUTSIDE BODY

Conjuration (Creation)
Level: Wuj 7
Components: V, S, M
Casting Time: 1 action
Range: 10 ft.
Effect: 1 duplicate/5 levels
Duration: 1 round/2 levels
Saving Throw: None
Spell Resistance: No

This spell creates one or more duplicates of you. These duplicates share all your ability scores, personality, class levels, skills, feats, and memories. They carry the same arms, armor, and equipment as you do (but only have mundane versions of your magical gear), and they cannot cast spells. The duplicates you create have one-quarter of your hit point total at the time of casting. They are obedient to you and friendly toward one another and your companions. You may order them to take any actions, even ones that you would normally not take (such as charging the dragon or jumping off a cliff). They can do anything you can, except cast spells or use spell-completion or spell-trigger items. They take damage as normal, but if one is slain, it disappears and you instantly take 10 points of damage. At the end of the spell duration, all the duplicates (and any equipment created with them) disappear without causing damage to you. The duplicates are completely indistinguishable from you.
Material Component: A few hairs from your head or beard.

GREATER SPIRIT ALLY

Conjuration (Calling) [see text]
Level: Celestial 8, Sha 8
Target: Up to 24 HD worth of spirits, no two of which can be more than 30 ft. apart when they appear
As *lesser spirit ally*, except you may call a single spirit of up to 24 HD or a number of spirits of the same type whose HD total no more than 24.
The spirits agree to help you and request your return favor together.

GREATER SPIRIT BINDING

Conjuration (Calling) [see text]
Level: Wuj 8
Components: V, S
Target: Up to 24 HD worth of spirits, no two of which can be more than 30 ft. apart when they appear

As *lesser spirit binding*, except you may call a single spirit of up to 24 HD or a number of spirits of the same type whose HD total no more than 24.
Each spirit gets a saving throw, makes independent attempts to escape, and must be persuaded to aid you individually.

HAIL OF STONE

Conjuration (Creation)
Level: Stone 2, Wuj 1 (Earth)
Components: V, S, M
Casting Time: 1 round
Range: Medium (100 ft. + 10 ft./level)
Area: Cylinder (5-ft. radius, 40 ft. high)
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes
You create a rain of stones, causing damage to creatures and objects within the area. Make a ranged attack roll (*not* a touch attack roll) on every creature and relevant object in the area. A successful hit deals 1d3 points of damage per level (maximum 5d3).
Material Component: A piece of jade worth at least 5 gp.

ICE KNIFE

Conjuration (Creation) [Cold]
Level: Wuj 2 (Water)
Components: V, S, M
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Effect: One icy missile
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: Yes
A magical shard of ice springs from your hand and speeds to its target. You must succeed at a normal ranged attack to hit. For every two caster levels, you gain a +2 bonus on the ranged attack roll. The shard deals 1d8 points of piercing damage, plus 1d8 points of cold damage and 2 points of Dexterity damage. (Creatures that are immune to cold damage take no Dexterity damage). A successful Fortitude save reduces the cold damage by half and negates the Dexterity damage. A miss creates a shower of ice crystals in a 10-foot-radius burst centered where the shard lands (see Grenadelike Weapon Attacks in the Player's Handbook). The icy burst deals 1d8 points of splash damage. A creature within the burst area can make a Reflex save to take half damage.
Material Component: A drop of water or piece of ice.

LESSER SPIRIT ALLY

Conjuration (Calling) [see text]
Level: Celestial 4, Sha 4
Components: V, S, DF
Casting Time: 10 minutes
Range: Close (25 ft. + 5 ft./2 levels)
Target: One summoned spirit of up to 8 HD

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

By casting this spell, you request the services of a spirit (of up to 8 HD) that shares your philosophical alignment. If you know an individual spirit's name, you may request that individual by speaking the name during the casting of the spell (though you might get a different creature anyway).

You may ask the spirit to perform one task for you, and the spirit may request some service in return.

The more demanding your request, the greater return favor the spirit asks for.

This bargaining takes at least 1 round, so any actions by the spirit begin in the round after it arrives.

If you agree to the service, the spirit performs the task you requested, reports back to you afterward (if possible), and returns to its home.

You are honor bound to perform the return favor.

A spirit may accept some form of payment, such as a magic item, in return for its service.

The spirit may keep it or may deliver the item to another shaman somewhere else, where it can help the spirit's cause.

Note: When you use a calling spell that calls an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

For example, *lesser spirit ally* is a fire spell when it calls a fire elemental.

LESSER SPIRIT BINDING

Conjuration (Calling) [see text]

Level: Wuj 4

Components: V, S

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels) (see text)

Target: One spirit of up to 8 HD

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Casting this spell attempts a dangerous act: to lure a spirit to a specifically prepared trap, which must lie within the spell's range.

The called spirit is held in the trap until it agrees to perform one service in return for its freedom.

To create the trap, you must use a *magic circle* spell, focused inward.

The type of spirit to be bound must be known and stated.

If it has a specific, proper, or given name, this must be used in casting the spell.

The target spirit must attempt a Will saving throw.

If the saving throw succeeds, the creature resists the spell.

If the saving throw fails, the spirit is immediately drawn to the trap (spell resistance does not keep the creature from being called).

The spirit can escape from the trap with a successful SR roll, dimensional travel, or a successful Charisma check (DC 15 + 1/2 the caster's level + the caster's Charisma modifier).

It can try each method once per day.

If it breaks loose, it can flee or attack you.

A *dimensional anchor* cast on the spirit prevents its escape via dimensional travel.

You can also employ a calling diagram (see Calling in the *Player's Handbook*) to make the trap more secure.

If the spirit does not break free of the trap, you can keep it bound for as long as you dare.

You can attempt to compel the spirit to perform a service by describing the service and perhaps offering some sort of reward.

You make a Charisma check opposed by the spirit's Charisma check.

The DM then assigns a bonus based on the service and reward, from +0 to +6.

This bonus applies to your Charisma check.

If the spirit wins the opposed check, it refuses service.

You can make new offers, bribes, and the like or offer again the old ones every 24 hours.

You can repeat this until the spirit promises to serve, until it breaks free, or until you decide to get rid of it by means of some other spell.

Impossible demands or unreasonable commands are never agreed to.

If you roll a 1 on the Charisma check, the spirit breaks free of the binding and can escape or attack you.

Once the requested service is completed, the spirit need only so inform you to be instantly sent back whence it came.

The spirit might later seek revenge.

If you assign some open-ended task that the spirit cannot complete though its own actions (such as "Wait here" or "Defend this area against attack"), the spell remains in effect for a maximum of one day per caster level, and the spirit gains an immediate chance to break free.

Note that a clever recipient can subvert some instructions. When you use a calling spell to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

For example, *lesser spirit binding* is a water spell when you cast it to call a water elemental.

REANIMATION

Conjuration (Healing)

Level: Sha 4, Wuj 7

Components: V, S, M, F/DF

Casting Time: 1 round

Range: Touch

Target: Creature touched

Duration: 1 day/level

Saving Throw: None (see text)

Spell Resistance: Yes (harmless)

You restore a semblance of life to a deceased creature.

You can animate creatures that have been dead up to one day per caster level.

In addition, the subject's soul must be free and willing to return (see Bringing Back the Dead in the *Player's Handbook*).

If the subject's soul is not willing to return, the spell does not work.

This spell cannot fully bind the soul back into the body, and the reanimated subject is in a state of half-life—neither dead nor fully alive.

The reanimated creature has 1 hit point and can take only a single move-equivalent action each round.

It cannot attack, use spells, or activate magic items.

It can speak (if it could while fully alive), but its speech is slow and slurred.

The creature's memory is cloudy and confused, and it has trouble remembering even the basic details of its past life and friends.

If left unwatched, the creature is prone to wander off randomly with no conception of where it is going or where it has been.

If wounded again, the creature can be healed, but cannot rise above 1 hit point.

It can gain temporary hit points, but cannot increase its hit point total through Constitution increase or any other means.

The creature can be killed again (and reanimated again), and it can be restored to full life through any spell that would restore a fully dead creature to life (such as *raise dead*).

As with *gentle repose*, time spent reanimated does not count against the time limit on raising the creature from the dead. The body does not decay while it is reanimated.

A reanimated creature is not undead, and cannot be turned, harmed by positive energy or holy water, or healed by negative energy.

A *greater restoration* spell fully restores the creature's memory but does not improve its physical state.

Arcane Material Component: A white shawl and incense.

Divine Material Component: A strip of white cloth inscribed with prayers and a stick of incense.

Arcane Focus: A golden amulet shaped like a phoenix.

REBUKE

Conjuration (Creation) [Sonic]

Level: Sha 2

Components: V, DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1d4+1 rounds

Saving Throw: Will negates

Spell Resistance: Yes

With a thunderous rebuke, you stun one creature of your choice within range.

If the target creature fails a Will saving throw, it is stunned for 1d4+1 rounds.

A stunned creature can't act and loses any Dexterity bonus to AC.

Attackers gain a +2 bonus to attack it.

SERVANT HORDE

Conjuration (Creation)

Level: Wuj 5

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 2d6 invisible, mindless, shapeless servants, +1 servant/level (maximum +15)

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

This spell creates a number of invisible, mindless, shapeless forces that perform simple tasks at your command.

They can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend.

They can also be used for common laboring tasks, provided that you carefully direct them.

They could serve at a banquet, help dig earthworks, row a ship, act as porters, or assist in a farmer's fields.

Each servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so, thus allowing you to command one servant to clean the floor and then turn your attention elsewhere as long as you remain within range.

Servants can open only normal doors, drawers, lids, and so forth.

They have an effective Strength score of 2 (so they can lift 20 pounds or drag 100 pounds).

They can trigger traps and such, but they can exert only 20 pounds of force, and that is not enough to activate certain pressure plates and other devices.

Their speed is 15 feet.

The servants cannot attack in any way; they are never allowed an attack roll.

They cannot be killed, but they dissipate if they take 6 points of damage from area attacks.

(They get no saves against attacks).

If you attempt to send a servant beyond the spell's range (measured from your current position), that servant ceases to exist.

Material Component: A small stick crossbar to which many lengths of knotted thread are attached.

SPIRIT ALLY

Conjuration (Calling) [see text]

Level: Celestial 6, Sha 6

Targets: Up to 16 HD worth of summoned spirits, no two of which can be more than 30 ft. apart when they appear. As *lesser spirit ally*, except you may call a single spirit of up to 16 HD or a number of spirits of the same type whose HD total no more than 16.

The spirits, as a group, agree to perform one task for you and request one favor in return.

SPIRIT BINDING

Conjuration (Calling) [see text]

Level: Wuj 6

Components: V, S

Targets: Up to 16 HD worth of spirits, no two of which can be more than 30 ft. apart when they appear. As *lesser spirit binding*, except you may call a single spirit of up to 16 HD or a number of spirits of the same type whose HD total no more than 16.

Each spirit gets a save, makes an independent attempt to escape, and must be individually persuaded to aid you.

WALL OF BONES

Conjuration (Creation)

Level: Grave 4, Maho 4, Wuj 4

Components: V, S, M

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Effect: Wall of bones whose area is up to one 10-ft. square/level (S)

Duration: 10 minutes

Saving Throw: None

Spell Resistance: No

This spell causes a wall of bones to erupt from the earth in whatever shape you desire, as long as it is solidly based on the ground.

You cannot conjure the wall so that it occupies the same space as a creature or another object.

The wall is not solid, having many small openings and gaps. Creatures behind the wall have three-quarters cover against attacks from the other side of the wall.

Creatures of Small size or smaller can slip and wriggle through the wall at a rate of 10 feet per round.

Medium-size creatures can move through it with the Escape Artist skill—a successful check (DC 20) allows the creature to move 10 feet.

A creature of any size that moves through the wall in this fashion takes 1d8 points of damage for every 10 feet traveled because of the sharp spikes and edges within the wall.

The wall is 6 inches thick per caster level.

Each 5-foot square has 10 hit points per 6 inches of thickness.

The wall takes only half damage from slashing and piercing weapons.

If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15 +2 per caster level.

The wall is composed of bones of many different types of creatures, fused in bizarre angles.

It cannot be animated by an *animate dead* spell, nor communicated with via *speak with dead*.

Material Component: A withered peach branch taken from a cemetery.

DIVINATION

COMMUNE WITH GREATER SPIRIT

Divination

Level: Celestial 5, Divination 5, Nature 5, Sha 5, Shu 5 (Water)—Kitsu School, Wuj 7

Components: V, S, M, XP

Target: One spirit

As *commune with lesser spirit*, but this spell can contact any spirit creature, whatever its Hit Dice.

You can ask one question per level, but you must ask questions that can be answered by a simple yes or no.

The answers given are correct within the limits of the spirit's knowledge.

"Unclear" is a legitimate answer, because even the greatest spirits are not necessarily omniscient.

In cases where a one-word answer would be misleading or contrary to the spirit's interests, the DM should give a short phrase (five words or less) as an answer instead.

Material Component: Incense and a small offering worth 25 gp.

XP Cost: 100 XP.

COMMUNE WITH LESSER SPIRIT

Divination

Level: Celestial 2, Nature 2, Sha 2, Shu 2 (Water)—Kitsu School, Wuj 3

Components: V, S, M

Casting Time: 10 minutes

Range: 10 ft.

Target: One lesser spirit

Duration: 1 minute/level

Saving Throw: Will negates (see text)

Spell Resistance: No

You contact a local spirit—any spirit creature with 4 or fewer HD.

You must know the identity of the spirit (which you can learn through the *trance* spell), and you must be within 10 feet of the spirit's location.

You may ask up to one question per 2 caster levels.

Unasked questions are wasted if the duration expires.

The spirit's knowledge is limited to matters within its immediate area, so the spirit of a great tree in the village could not answer questions about events outside the village.

Spirits usually answer questions literally and do not volunteer any information.

If the spirit's alignment is different from yours, the spirit gets a Will save to resist the spell.

If the spirit has been subject to *commune with lesser spirit* within the past week, the new spell fails.

Good spirits generally try to be helpful in answering questions, while evil spirits always try to distort the information they give (though they generally give literally truthful answers).

Material Component: Incense and a small offering worth 10 gp.

DETECT CURSE

Divination

Level: Sha 3

Components: V, S, M

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target or Area: One creature, one object, or a 5-ft. cube

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You determine whether a creature, object, or area has been cursed or carries a curse.

You can determine the general nature of the curse with a successful Spellcraft check (DC 20).

In scanning a cursed scroll, you could learn that the curse causes misfortune to the reader, but you could not tell the specific effects.

If you succeed at the Spellcraft check, you receive a +4 bonus to your effective level when casting *remove curse* on the item or person analyzed with this spell.

Note: The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Material Component: A small gem worth at least 10 gp.

DETECT DISEASE

Divination

Level: Sha 0

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target or Area: One creature, one object, or a 5-ft. cube

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You determine whether a creature, object, or area is infected with disease or carries disease.

You can determine the exact type of disease with a successful Wisdom check (DC 20).

A character with the Heal skill may try a Heal check (DC 20) if the Wisdom check fails, or may try the Heal check prior to the Wisdom check.

Note: The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

DETECT TAINT

Divination

Level: Shu 1 (Water)

Components: V, S, DF

Casting Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You can sense the presence of the Shadowlands Taint.

The amount of information revealed depends on how long you study a particular area or subject: *1st Round:* Presence or absence of the Taint within the area.

2nd Round: Number of Tainted creatures in the area and the strength of the strongest Tainted aura present.

If you are free of Taint, the strongest Tainted aura is "overwhelming" (see below), and the strength of the Tainted aura is at least twice your character level, you are stunned for 1 round and the spell-like ability ends.

While stunned, you can't act, you lose any Dexterity bonus to AC, and attackers gain a +2 bonus on attacks against you.

3rd Round: The strength and location of each Tainted aura. If a Tainted aura is outside your line of sight, you discern its direction but not its exact location.

Aura Strength: The strength of a Tainted aura depends on the Taint score of the creature you are detecting.

(A Shadowlands creature has a Taint score equal to half its Charisma score, +1 for undead and +2 for outsiders, such as Shadowlands oni).

Taint Score	Aura Strength
Lingering	Dim
1	Faint
2-4	Moderate
5-10	Strong
11+	Overwhelming

If an aura falls into more than one strength category, you learn the stronger of the two.

Length Aura Lingers: How long the aura lingers depends on its original strength:

Original Strength

Faint

Moderate

Strong

Overwhelming

Duration

1d6 minutes

1d6x10 minutes

1d6 hours

1d6 days

Each round, you can turn to detect things in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

DISCERN SHAPECHANGER

Divination

Level: Sha 4, Soh 4, Wuj 3

Components: V, S, M

Casting Time: 1 round

Range: Personal

Target: You

Duration: 1 round/level

With a standard action spent in concentration, you can see the true form of polymorphed, disguised, or transmuted creatures within 60 feet.

Each round, you can examine one creature you can see and determine whether it is polymorphed, disguised, or transmuted, and what its true form is.

If you look at a shapechanger in its true form, you know that it is a shapechanger, but cannot determine what other forms it might be capable of assuming.

For purposes of this spell, a shapechanger is any creature with the shapechanger type or a supernatural or extraordinary ability that allows it to assume an alternate form.

A wu jen who knows *polymorph self* is not a shapechanger (since a spell is not a supernatural or extraordinary ability), but a spirit centipede is (since it has the exceptional ability to assume alternate forms, though its type is outsider).

Material Component: A balm of honey and lotus flower, smeared on your eyelids.

DREAM SIGHT

Divination

Level: Sha 4

Components: S, M

Casting Time: 1 round

Range: See text

Target: You

Duration: 1 minute/level (D)

You fall into a deep sleep while your spirit leaves your body in incorporeal form and travels to distant locations.

Your spirit can move 100 feet per round, and can see and hear anything you could if you were in the same location.

The spirit can be blocked by any spell that wards incorporeal creatures, and it can be detected and attacked in the same way as incorporeal creatures can.

A shaman can use *commune with lesser spirit* or *commune with greater spirit* (if you are over 4th level) to contact you, you cannot see creatures protected by *invisibility to spirits*, and you are warded by a *protection from spirits* spell.

Your spirit can do nothing but move and observe—it cannot speak, attack, cast spells, or perform any other action.

At the end of the spell, your spirit instantaneously returns to your body and you wake up.
If your body is disturbed while your spirit is wandering, the spell ends immediately.
Material Component: A stick of incense worth at least 5 gp.

KNOW MOTIVATION

Divination [Mind-Affecting]

Level: Sha 2

Components: V, S, F

Casting Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: Will negates (see text)

Spell Resistance: No

You can sense the basic needs, drives, and emotions of creatures within the spell area.

Each round, you can focus your attention on one creature within the area and learn what is currently motivating its actions—for example, hunger, thirst, fear, fatigue, pain, uncertainty, rage, hatred, curiosity, hostility, friendliness, love, and so on.

Focus: A prayer written on a strip of cloth and tied around your forehead.

THAT ART THOU

Divination

Level: Brahmin 3

Components: V

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

You extend your senses to become one with all beings and objects within a 30-foot-radius sphere centered on you.

You see and feel everything sensed by every person, creature, and object in that area.

The onrush of sensory information gives you a +20 bonus on your Search, Spot, and Listen checks for the duration of the spell.

In addition, you are never considered flat-footed while the spell duration lasts, and you cannot be flanked unless every other creature within 30 feet of you is also flanked.

TRANCE

Divination

Level: Nature 1, Sha 1

Components: V, S

Casting Time: 1 round

Range: 120 ft.

Area: 120 ft. spread, centered on you

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

You place yourself in a deep trance, during which you cannot move, speak, or take any action.

In the trance, you are highly attuned to the powers and forces in the immediate area.

You can sense certain magical creatures and effects within the spell's area.

Each round you remain in the trance, you feel the presence of any one lesser spirit, greater spirit, curse, permanent magical effect, or haunting within the spell's area.

You can determine the general type of thing contacted (such as natural spirit, evil haunting), but cannot communicate with it in any way or gain any other information about it.

Using this spell does give you enough information to subsequently cast *commune with lesser spirit* or a similar spell to communicate with the spirit you desire to contact.

WARNING

Divination

Level: Guardian 2, Sha 2, Soh 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell heightens the subject's senses and awareness of danger.

The subject gains a +4 insight bonus on Listen and Spot checks and retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker.

(He still loses his Dexterity bonus to AC if immobilized).

ENCHANTMENT

ADVICE

Enchantment (Compulsion) [Mind-Affecting, Language-Dependent]

Level: Sha 5

Components: V

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 hour/level or until completed

Saving Throw: Will negates

Spell Resistance: Yes

You influence the actions of the targeted creature by offering profound and thoughtful advice grounded in your wisdom and experience.

You must word your advice in such a manner as to make it sound reasonable, even if it is not, but you are not limited to a few sentences.

If the target creature fails its saving throw, it does its best to follow your advice, carrying out the suggested course of action to the best of its ability.

If the action would place the creature in great peril or cause its death, the victim can attempt a second saving throw—this time with a +4 circumstance bonus—just before taking the final plunge to its doom.

COMPEL

Enchantment (Compulsion) [Mind-Affecting]

Level: Ancestor 8, Sha 8

Components: V, S, DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

You force the subject of the spell to change alignment, specifying the creature's new alignment.

Creatures whose alignments are listed as "always" a specific alignment, and characters who would lose class abilities if they changed to the alignment you specify, gain a +4 bonus on their saving throws against the spell.

Outsiders with an alignment-based type modifier (Chaotic, Evil, Good, or Lawful) are immune to the effects of this spell.

Alteration in alignment is mental as well as moral, and the individual changed by the spell thoroughly enjoys his new outlook.

If the subject's comrades have an alignment outlook that differs significantly from his, he may abandon them or even take actions against them.

This is up to the discretion of the DM; the spell has no effect on determining this, as it is more a matter of conscience.

Another *compel* spell, a *wish*, or a *miracle* is required to reverse the effects of the spell; the subject makes no attempt to return to the former alignment.

In fact, he views the prospect with horror and avoids it in any way possible.

Thus, if a spellcaster were to cast *compel* upon him again, causing him to revert to his former alignment or following a new one, he would again receive a saving throw as outlined above.

MENTAL STRENGTH

Enchantment (Compulsion) [Mind-Affecting]

Level: Sha 3, Soh 3

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You imbue the recipient with magical energy that fortifies her will, granting her a +8 resistance bonus on all Will saves.

Focus: The tail of a white fox.

MENTAL WEAKNESS

Enchantment (Compulsion) [Mind-Affecting]

Level: Maho 3, Sha 3

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell weakens the subject's mental resistance, giving him a -4 penalty on all Will saves.

Focus: The tail of a red fox.

SECRET SIGNS

Enchantment [Mind-Affecting]

Level: Wuij 1

Components: F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One intelligent creature

Duration: 1 round

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell allows you to communicate a simple message to one other intelligent creature within range, using nonverbal means.

You can wave a hand, place a scroll on a table, raise an eyebrow, or make any other sign, and the spell allows the target to understand your message.

You can communicate a complete thought of twenty-five words or less by means of this spell, and the target understands your message despite any barrier of language. You can use this spell even if you are bound and gagged, so long as the focus item is on your person.

Focus: A small glass cone.

TRANSFIX

Enchantment (Compulsion) [Mind-Affecting]

Level: Wuij 6

Components: V, S, M

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Area: 10-ft. burst

Duration: See text

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes humanoids of Medium-size or smaller within the area to freeze in place, standing helpless as if affected by the *hold person* spell.

When casting the spell, you must specify some condition that must be met to release the victims—"Wait here until I return", or "Stay here for all eternity!" for example.

You may specify any condition, however implausible, but the spell ends as soon as that condition is met.

For every hour the creatures are transfixed, they can attempt another saving throw.

The spell affects an area, not (directly) the creatures in it, so creatures that are removed from the area are freed from the spell's effects, and humanoids of Medium-size or smaller that enter the area must make a successful saving throw or become transfixed.

If all affected creatures are freed from the spell, the spell ends and additional creatures entering the area are not affected.

Material Component: A drop of pine resin.

EVOCATION

BO OF WATER

Evocation [Water]

Level: Shu 2 (Water)

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Effect: Bolike beam

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: Yes

A 6-foot-long staff formed of water, which you can use with proficiency, springs forth from your hands.

You wield this staff as if it were a quarterstaff.

Attacks with the *bo of water* are regular melee attacks.

The *bo* deals 1d8 points of damage +1 point per two caster levels (maximum +10).

The *bo* is considered a +1 weapon for purposes of overcoming damage reduction.

CASTIGATE

Evocation [Sonic]

Level: Fury 3, Sha 3, Soh 3

Components: V, S, DF

Casting Time: 1 action

Range: 20 ft.

Area: Creatures in a 20-ft. spread centered on you

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

By means of this spell, you deliver a blasting rebuke upon your foes.

Creatures within the area are affected based on their alignment in relation to yours.

Creatures whose alignment differs from yours in one component (lawful-neutral-chaotic or good-neutral-evil) take 2d6 points of damage.

Those whose alignment differs from yours in both components (both lawful-neutral-chaotic and good-neutral-evil) take 5d6 points of damage.

Thus, if you are lawful good, you deal 2d6 points of damage to those of lawful neutral, lawful evil, neutral good, or chaotic good alignment, and 5d6 points of damage to those of neutral, chaotic neutral, neutral evil, and chaotic evil alignment.

A successful Fortitude save reduces damage in either case by half.

Creatures of any alignment different from the caster's who fail their saving throws are deafened for 1d4 rounds.

A deafened character, in addition to the obvious effects, automatically fails Listen checks, suffers a -4 penalty on initiative, and has a 20% chance to miscast and lose any spell with a verbal (V) component that he tries to cast.

CIRCLE OF FLAME

Evocation [Fire]

Level: Shu 5 (Fire)

Components: V, S

Casting Time: 1 action

Range: 20 ft.

Area: All creatures within a 20-ft.-radius burst centered on you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Fire bursts in all directions from the point of origin, dealing 1d8 points of damage +1 point per caster level (maximum +20) to nearby creatures.

CLOUD OF TAINT

Evocation [Evil]

Level: Maho 4

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You call up raw Tainted power to smite your enemies.

The Taint takes the form of a cold, cloying cloud of greasy darkness.

Nezumi, Shinomen nagas, and creatures with the Shadowlands subtype are not harmed by the spell, and creatures with a Taint score are not fully affected.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to untainted creatures and sickens them for 1d4 rounds.

A sickened creature suffers a -2 penalty on attack rolls, weapon damage rolls, saves, skill checks, and ability checks.

A successful Fortitude save reduces damage to half and negates the sickening effect.

Sickened creatures must make an additional successful Fortitude save or gain a Taint score of 1d3.

The spell deals only half damage to creatures with Taint scores, and they are not sickened.

They can reduce the damage in half again (down to one-quarter of the roll) with a successful Fortitude save.

Such Tainted creatures automatically increase their Taint score by 1, regardless of their saving throw results.

CREEPING DARKNESS

Evocation [Darkness]

Level: Maho 4, Wuj 4

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Cloud spreads 30 ft. wide and 20 ft. high (S)

Duration: 3 rounds/level

Saving Throw: None

Spell Resistance: No

This spell creates an amorphous cloud of inky blackness.

You can shape and move the cloud as you desire during the duration of the spell if you maintain concentration on it and it remains within the range of the spell.

You can move it up to 20 feet per round.

It can seep through the smallest cracks and float through the air, as you desire.

Creatures whose visual organs are within the cloud cannot see by normal vision or darkvision.

The cloud also engulfs all sound within it, preventing creatures whose vocal organs are within the cloud from speaking or casting spells, and those whose auditory organs are within the cloud from hearing.

A moderate wind (11+ mph) disperses the cloud in 5 rounds; a strong wind (21+ mph) disperses it in 2 rounds.
Material Component: A whisker from an old black cat and a tiny bottle of smoke captured on a moonless night.

EARTHBOLT

Evocation

Level: Wuj 3 (Earth)

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 5-ft. wide path to close range (25 ft. + 5 ft./2 levels)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

With a shout, you strike the ground at your feet and create a bolt of geomantic force.

This bolt travels through the earth, causing the earth, rock, or sand to fly into the air, striking creatures along its path.

A creature caught in the area takes 1d6 points of damage per caster level (maximum 10d6).

This spell functions only if you are standing on dirt, clay, stone, or sand.

It does not function if you are on a wooden floor or other surface.

ELEMENTAL BURST

Evocation

Level: Wuj 1 (All)

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 10-ft. burst

Duration: Instantaneous

Saving Throw: Reflex half or negates (see text)

Spell Resistance: Yes

When you cast this spell, you designate a target point—an item composed of one of the five elements (wood, fire, water, stone, or air).

The item then releases the magical energy within it in a sudden, explosive burst.

The effects of the burst depend on the element that makes up the target item: *Wood, Metal, or Stone:* The item throws off sharp slivers.

Creatures within the burst take 1d8 points of damage (half with a successful Reflex save).

Fire: The fire shoots out glowing sparks, causing 1d4 points of damage (no damage with a successful Reflex save).

This is a fire effect.

Water: Water pushes out in a sharp wave, knocking creatures within the burst prone.

A successful Reflex save allows an affected creature to remain standing.

Creatures add a +4 bonus on their saving throws for each size category they are larger than Medium-size, or a -4 penalty for each size category they are smaller than Medium-size.

Creatures with more than two legs, or otherwise exceptionally stable creatures, get a +4 stability bonus. The spell does not noticeably affect the structure of the target item.

FIERY EYES

Evocation [Fire]

Level: Wuj 1 (Fire)

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 3 rounds/level

This spell causes your eyes to glow with an unnatural fire. You can determine the color of the light, from a reddish glow to brilliant yellow.

Your eyes project beams of bright light to a range of 3 feet, clearly illuminating the area.

By fixing your sight on one spot within 3 feet of your eyes for 3 rounds, you can cause combustible materials, but not other creatures, to burst into flames.

If other creatures carry or wear the affected items, however, these flames cause 1d6 points of damage to the creature immediately and may cause further damage (see *Catching on Fire* in Chapter 3 of the *DUNGEON MASTER's Guide*).

FIRE BREATH

Evocation [Fire]

Level: Flame 5, Shu 5 (Fire), Wuj 5 (Fire)

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

You gain the ability to breathe a gout of flame as a standard action, once per round for the duration of the spell.

The flame targets one creature within 15 feet of you, and you must succeed at a ranged touch attack to affect the target.

If you succeed, the target takes 1d8 points of fire damage per two caster levels (maximum 10d8).

Combustible objects may be ignited—attended or magic items must make saving throws or burst into flames.

FIRE SHURIKEN

Evocation [Fire]

Level: Wuj 2 (Fire)

Components: V, S, M

Casting Time: 1 action

Range: 50 ft.

Effect: Up to 9 fire shuriken

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This spell creates shuriken formed of magical fire that you can throw like normal shuriken (they do not burn your hands).

You are automatically considered proficient with the *fire shuriken*.

You create three fire shuriken if you are 1st to 6th level, six if you are 7th to 12th level, and nine if you are 13th level or higher.

You can throw three *fire shuriken* as a standard action, but all three must target the same creature.

If you create more than three shuriken, you can throw the remaining shuriken on subsequent rounds.

They have a range increment of 10 feet.

A single *fire shuriken* deals 1 point of normal damage and an additional 1d4 points of fire damage.

If you score a critical hit, the shuriken damage is doubled and the fire damage increases to 1d8.

Do not apply your Strength modifier to the shuriken damage.

If you are making a sneak attack, add the extra damage only to the damage of the first shuriken you throw in a round.

Material Component: A shuriken coated with pine sap and sulfur.

FIRES OF PURITY

Evocation [Fire]

Level: Shu 6 (Fire)

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes (harmless)

The creature you touch bursts into magical flames that do not harm the target, but are quite capable of harming anyone else who comes into contact with them.

The target deals an additional 1d6 points of fire damage with a successful melee attack.

Creatures hitting the target with natural weapons or unarmed attacks take 1d6 points of fire damage, and must succeed at a Reflex save (the same DC as the spell) or catch fire.

The flame burns for 1d4 rounds (see *Catching on Fire* in Chapter 3 of the *DUNGEON MASTER's Guide*).

A burning creature can take a move-equivalent action to put out the flame.

The target gains fire immunity for the duration of the spell, but takes double damage from cold except on a successful save.

ICE BLAST

Evocation [Cold]

Level: Wuj 2 (Water)

Components: S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Cone

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

When you cast this spell, you spit forth a cone of icy crystals, engulfing creatures within a cone area.

Affected creatures are covered with a thin layer of ice, taking 1d6 points of subdual damage per two caster levels (maximum of 10d6).

In addition, creatures suffer from a temporary frostbite condition, making them fatigued.

Fatigued creatures cannot run or charge and suffer a –2 effective penalty to Strength and Dexterity.

The frostbite effect lasts 3 rounds.

A successful Fortitude save negates both the subdual damage and the frostbite effect.

Material Component: A mouthful of water.

INTERNAL FIRE

Evocation (Fire)

Level: Flame 9, Wuj 9 (Fire)

Components: V, S, F

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Targets: Creatures with total HD not exceeding your level, no two of which may be more than 20 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

This spell creates a deadly raging heat in the internal organs of the targets, causing them to burst into flame from the inside.

Death occurs instantly.

A successful Fortitude save instead deals 6d6 points of damage, +1 point per caster level.

Focus: An iron brazier filled with red-hot charcoal.

JADE STRIKE

Evocation [Good]

Level: Shu 4 (Earth)

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You call up holy jade power to smite your enemies.

Only Tainted creatures, undead, and creatures with the Shadowlands subtype are harmed by the spell; other creatures are unaffected.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to undead and creatures with the Shadowlands subtype, and blinds them for 1 round.

A successful Reflex save reduces damage to half and negates the blinding effect.

The spell deals only half damage against creatures with a Taint score (and without the Shadowlands subtype), and they are not blinded.

They can reduce the damage in half again (down to one-quarter of the roll) with a successful Reflex save.

In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, grants a +2 bonus on attackers' attack rolls (they are effectively invisible), moves at half speed, and suffers a –4 penalty on most Strength- and Dexterity-based skills.

LIGHTNING BLADE

Evocation [Electricity]

Level: Wuj 2

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Effect: Swordlike blade

Duration: 1 minute or until discharged

Saving Throw: None

Spell Resistance: Yes

When you cast this spell, a sword blade of crackling electrical energy appears in the hand of the creature you touch (who must be a willing recipient).

It is the size of a normal longsword, but is virtually weightless.

It is treated as a martial weapon for purposes of determining who is proficient with its use.

The wielder can use the blade in two ways—to make a melee touch attack to deliver electrical damage, or to fire a bolt of lightning as a ranged touch attack with an absolute range of 30 feet.

Over the entire duration of the spell, the blade can deliver damage up to 1d6 per caster level (maximum 10d6).

For any given attack, the blade's wielder decides (before making an attack roll) how many dice the blade deals with a successful hit, up to the maximum damage potential remaining in the spell.

If the attack roll is successful, the blade deals the specified damage to the target.

If the attack roll misses, those dice of damage are lost.

Since the blade is immaterial, the wielder's Strength modifier does not apply to the damage, which is all electricity damage.

It can harm any creature that is harmed by electricity. The spell does not function underwater.

MASTER OF THE ROLLING RIVER

Evocation [Water]

Level: River 6, Shu 6 (Water)

Components: V, S, DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Targets: One or more creatures in a 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

When you cast this spell, you create a huge wave of water that slams into one or more targets within range.

If there is no large, natural source of water (a river, lake, or ocean) within the spell range, you can affect only one target.

If such a source of water exists within the range of the spell, the spell creates a burst centered on a location you designate.

In either case, the water deals 1d8 points of damage per two caster levels (maximum 7d8) to the target or to creatures within the area.

In addition, all affected creatures suffer a bull rush attack, forcing them to make opposed Strength checks against the wave of water.

The water has an effective Strength of 16 and is considered Medium-size (or 20 and Large if cast near water).

You designate the direction the wave pushes when you cast the spell; creatures who lose the opposed Strength check

are pushed 5 feet, plus 1 foot for every point by which the wave beats their Strength checks, in that direction.

It is possible for a wave arising from a body of water to push characters into the water.

The wave puts out torches, campfires, exposed lanterns, and other open flames if they are carried by the target or located within the area and they are of Large size or smaller.

Magical fires are targeted by a *dispel magic* effect as if you had cast that spell.

MELT

Evocation

Level: Wuj 1 (Fire)

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: A 5-ft. cube of ice or a 10-ft. cube of snow/level, or one cold creature/level

Duration: 1 minute/level or instantaneous (see text)

Saving Throw: None or Fortitude half (see text)

Spell Resistance: No or yes (see text)

This spell allows you to melt ice and snow or deal damage to cold creatures.

You can melt ice or snow as specified above, with no saving throw or spell resistance applicable.

Targeted cold creatures take 2 points of damage per caster level (maximum 10 points), half with a successful saving throw.

A creature's spell resistance applies.

Material Component: A few crystals of rock salt and a pinch of soot.

STEAM BREATH

Evocation

Level: Wuj 3 (Water)

Components: V, S, M

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This spell allows you to expel a powerful breath of superheated steam, which billows forth from your mouth and fills a cone with scalding clouds of mist.

Creatures within the cone take 1d6 points of fire damage per caster level (maximum 10d6).

The steam clouds dissipate instantly after their damage is done.

Material Component: A glowing piece of charcoal doused with water.

SWORD OF DECEPTION

Evocation

Level: Wuj 5

Components: V, S, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Pale green blade of force

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

A blade made of pale green force appears and attacks opponents at a distance, as you direct it.

It strikes the opponent you designate, starting with one attack in the round when the spell is cast and continuing each round thereafter.

It strikes as a spell, not a weapon, so, for example, it can strike incorporeal creatures.

The blade attacks with the base attack bonus of a fighter whose level is equal to your caster level, and it deals 1d4 points of damage per hit.

It threatens a critical hit on a 19–20 and deals double damage with a critical hit.

In addition, each hit on a single creature inflicts a –1 luck penalty on that creature's next saving throw roll (–2 with a critical hit).

Successive hits increase this penalty, to a maximum of –5 on a single creature.

This saving throw penalty lasts until the creature is forced to make a saving throw in a dangerous situation.

Remove curse and similar spells can cancel the penalty.

The weapon always strikes from your direction.

It does not get a flanking bonus or help a combatant get one.

Your feats (such as *Weapon Focus*) or combat actions (such as *charge*) do not affect the weapon.

If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers.

Each round after the first, you can use a standard action to switch the weapon to a new target.

If you do not, the weapon continues to attack the previous round's target.

On any round that the weapon switches targets, it gets one attack (as it does in the round when the spell is cast).

Subsequent rounds of attacking the same target allow the weapon to make multiple attacks if its base attack bonus would allow it to.

The *sword of deception* cannot be attacked or damaged.

If an attacked creature has spell resistance, the resistance is checked the first time the *sword of deception* strikes it.

If the weapon is successfully resisted, the spell is dispelled.

If not, the weapon has its normal full effect on that creature for the duration of the spell.

Focus: A miniature replica of a sword and a set of loaded dice.

TETSUBO OF EARTH

Evocation [Earth]

Level: Shu 2 (Earth)

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Effect: Tetsubolike beam

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: Yes

A 6-foot-long tetsubo formed of earth springs forth from your hands.

You wield this weapon with proficiency as if it were a greatclub.

Attacks with the *tetsubo of earth* are regular melee attacks.

The tetsubo deals 1d10 points of damage +1 point per two caster levels (maximum +10).

The tetsubo is considered a +1 weapon for purposes of overcoming damage reduction.

WHIP

Evocation

Level: Wuj 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Effect: A whip of force

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: No

This spell creates a whip formed of magical force; the spell also grants you the ability to wield this whip with proficiency.

Simply cracking the whip creates a sonic, mindaffecting effect that keeps normal animals (not beasts, magical beasts, or vermin) at bay unless they succeed at a Will saving throw.

Affected animals stay at least 30 feet away from you for the duration of the spell.

If you succeed at a normal ranged attack with the whip against any normal animal, the target animal must succeed at a Will saving throw or become frightened.

Frightened creatures suffer a –2 morale penalty on attack rolls, weapon damage rolls, and saving throws, and flee from you as well as they can.

If unable to flee, creatures may fight.

You can use the whip in combat against other opponents as if it were a normal whip.

Material Component: A small silk whip.

WORDS OF THE KAMI

Evocation [Sonic]

Level: Shu 7 (Water)

Components: V

Casting Time: 1 action

Range: 30 ft.

Area: Creatures in a 30-ft.-radius spread centered on you

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

To utter the holy words of the kami is to bring forth magic of awesome power.

Creatures with the *Shadowlands* subtype or with a Taint score suffer the following ill effects:

HD	Effect
12 or more	Deafened
Less than 12	Blinded, deafened
Less than 8	Paralyzed, blinded, deafened
Less than 4	Killed, paralyzed, blinded, deafened

The effects are cumulative.

Deafened: The creature is deafened for 1d4 rounds.

A deafened creature, in addition to the obvious effects, automatically fails Listen checks, suffers a –4 penalty on initiative, and has a 20% chance to miscast and lose any spell with a verbal (V) component that it tries to cast.

Blinded: The creature is blinded for 2d4 rounds. In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, grants a +2 bonus on attackers' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on most Strength- and Dexterity-based skill checks.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes, unable to move or act in any way.

Killed: Living creatures die.

Undead creatures are destroyed.

Creatures free of Taint and without the Shadowlands subtype, including the spellcaster, are deafened for 1d4 rounds, regardless of their Hit Dice.

YAKAMO'S ANGER

Evocation [Light]

Level: Shu 6 (Fire)

Components: V, S, DF

Casting Time: 1 action

Range: 10 feet

Area: All sighted creatures within a 10-ft.-radius burst centered on you

Duration: Instantaneous

Saving Throw: Reflex negates

Spell Resistance: No

This spell unleashes the anger of the sun deity in a blinding flash originating with you and expanding outward.

Any creature within the area of the spell that can see you must make a saving throw or be temporarily blinded.

The blindness lasts for 1 minute per caster level.

In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, grants a +2 bonus on attackers' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on Search checks and most Strength- and Dexterity-based skill checks.

Sightless creatures are not affected by *Yakamo's anger*.

YARI OF AIR

Evocation [Air]

Level: Shu 2 (Air)

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Effect: Yari-like beam

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: Yes

A 6-foot-long shaft formed of air springs forth from your hands.

You wield this shaft as if it were a yari (shortspear).

Attacks with the *yari of air* are regular melee attacks.

The yari deals 1d8 points of damage +1 point per two caster levels (maximum +10).

The yari is considered a +1 weapon for purposes of overcoming damage reduction.

ILLUSION

APPARITION

Illusion (Phantasm) [Fear, Mind-Affecting]

Level: Maho 2, Wuj 2

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes the subject's face to appear horrible and terrifying.

You can create nearly any combination of hideous features—blue skin, parrot face, elephantine nose, rotting tusks, or anything else you can imagine.

You cannot duplicate the appearance of any known creature, however.

Creatures—excluding you and your allies—who view the recipient must make successful Will saving throws or become shaken.

Shaken creatures suffer a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws.

Material Component: A miniature palette dotted with paints of assorted colors.

CHAMELEON

Illusion (Glamer)

Level: Wuj 2

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell alters the coloration of the recipient to match that of the surrounding background.

The creature gains a +10 circumstance bonus on its Hide check.

When moving through areas where the background changes gradually (such as stepping from the edge of a forest into a green field), the coloration changes immediately.

When the background changes abruptly (from forest to gray stone wall), 1 round is required to effect the change in coloration.

Material Component: The shed skin of a small lizard.

KNOW THE SHADOWS

Illusion (Glamer)

Level: Shu 2 (Air)

Components: S, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

You bend surrounding shadows and blend them to yourself, making yourself one with the darkness.

As long as you remain within 10 feet of some kind of shadow (except your own shadow) or within at least moderate darkness, your ability to hide is greatly enhanced. You can hide yourself from view in the open without anything to hide behind, even while being observed, and you gain a +20 circumstance bonus on Hide checks. Unlike *invisibility*, this spell's effects do not end when you attack, though you cannot hide and attack at the same time. You are clearly visible while attacking (and thus do not gain a +2 bonus on your attack for being invisible, nor is your target denied its Dexterity bonus to AC), but you can use a move-equivalent action to hide again after attacking (or hide as part of a move action), and you still gain the +20 circumstance bonus on your Hide check. Your opponent can ready an action to attack you when you come into view to attack.

NECROMANCY

BLOOD OF FIRE

Necromancy

Level: Maho 5, Sha 5

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Targets: Up to four creatures

Duration: Instantaneous

Saving Throw: Reflex negates (see text)

Spell Resistance: Yes

When you cast this spell, you cut a mystic pattern into one palm with a knife and enchant your own blood.

The spell creates one missile of blood per three caster levels (maximum of five missiles).

You can then send these missiles of blood streaking from the upturned palm, which explode on impact.

You can choose a separate target for each missile, but you must make a ranged touch attack for each missile.

A direct hit deals 2d8 points of damage with no saving throw allowed.

Creatures within 5 feet of a creature struck by a missile must make successful Reflex saves or take the same damage.

(Missiles that miss their target do not cause damage to any creature).

Material Component: Your blood.

Cutting the pattern in your palm deals 2 points of damage to you.

GHOST LIGHT

Necromancy [Fear, Mind-Affecting]

Level: Grave 1, Maho 1, Wuj 1

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: One Medium-size or smaller ghostly light

Duration: Concentration

Saving Throw: Will negates

Spell Resistance: Yes

With this spell, you create a ghostly green radiance anywhere within range that shines with the brightness of a torch.

You can use the light to illuminate some object, or you can shape it in any form of Medium-size or smaller.

You can control the movement of the light as long as you maintain concentration on the spell.

Thus, you can shape the light into a human form and make it seem to walk or fly, for example.

You can also change the shape of the light at any time during the spell's duration.

The light is imbued with unearthly power, and causes fear in creatures within 30 feet of its location.

Creatures in this area must make successful Will saving throws or become shaken, suffering a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws.

Material Component: A bit of phosphorus.

HEART RIPPER

Necromancy

Level: Maho 4, Wuj 4

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: 1d4 + 1/level living creatures in a 20-ft. cube

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

With the sweep of a hand, you send invisible bolts of force surging toward the targets.

If a target has fewer than 5 Hit Dice and it fails its saving throw, the unleashed power caves in the creature's chest and drives its heart from the body, instantly killing the creature.

This spell affects creatures with the fewest Hit Dice first and then affects those with the next lowest Hit Dice, and so on, until reaching the maximum given above or until it has targeted all creatures within the 20-foot cube.

Undead, constructs, oozes, and other creatures with no anatomy or no heart are unaffected by the spell, as are all creatures with more than 5 Hit Dice.

KISS OF THE TOAD

Necromancy

Level: Maho 2, Wuj 2

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: Instantaneous (see text)

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

Your touch becomes poisonous, inflicting poison upon a creature you touch with a successful melee touch attack.

The poison deals 1d6 points of temporary Constitution damage immediately and another 1d6 points of temporary Constitution damage 1 minute later.

Each instance of damage can be negated by a Fortitude save (DC 10 + 1/2 caster's level + caster's Intelligence modifier).

Focus: A tattoo of a toad on your skin.

PAIN

Necromancy

Level: Maho 4, Wuj 4

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Targets: Creatures with total HD not exceeding your level, no two of which may be more than 20 ft. apart

Duration: 1 round/2 levels

Saving Throw: Fortitude partial

Spell Resistance: Yes

The target creatures are struck by wracking pains and agony.

While the spell lasts, affected creatures suffer a -4 penalty on attack rolls, skill checks, and ability checks.

A successful Fortitude save reduces this penalty to -2.

Material Component: A live leech.

POSSESS ANIMAL

Necromancy

Level: Nature 3, Sha 3

Components: V, S, M

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One animal

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

By casting this spell, you project your spirit into the body of an animal, forcing the animal to behave as you direct it.

Your own body lies lifeless for the duration of the spell.

The animal must be a normal animal (not a beast, magical beast, vermin, or other monster type) and must have fewer Hit Dice than your level.

The animal's soul remains in its body, but it has no control over that body while your spirit is there.

While in the animal's body, you keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities.

The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities.

You can't choose to activate the body's extraordinary or supernatural abilities.

For every 2 points of damage taken by the animal body while you are possessing it, you take 1 point of damage as well.

If the animal body is killed while you are possessing it, you must make a Fortitude save (DC 10) or die as well.

If your body is destroyed while your spirit is in the animal's body, you die at the end of the spell's duration.

Material Component: A bowl of incense and a morsel of food appealing to the animal.

POSSESS

Necromancy

Level: Sha 5

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

As *possess animal*, but you can take over the body of any creature.

The possessed creature retains no memory of actions performed during the possession or knowledge of who possessed it.

Material Component: A bowl of incense.

SPIRIT SELF

Necromancy

Level: Wuj 5

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/2 levels (D)

This spell allows you to send your spirit outside your body in an incorporeal form, while maintaining some semblance of life in your physical body.

Your spirit has a speed of 90 feet, but it cannot move more than 200 feet from your body.

Your spirit can be blocked by any spell that wards incorporeal creatures, and it can be detected and attacked in the same way as incorporeal creatures can.

A shaman can use *commune with lesser spirit* or *commune with greater spirit* (if you are higher than 4th level) to contact you, you cannot see creatures protected by *invisibility to spirits*, and you are warded by a *protection from spirits* spell.

Your spirit can cast spells that have only verbal components, but it cannot otherwise attack or affect the physical world.

Your body, meanwhile, assumes a half-awake state.

In your spirit form, you can issue commands to your body as long as you are within 5 feet of it.

It can take only simple actions—walking, talking (in a slow, slurred fashion), or eating.

It is not helpless, but it can only take partial actions.

It loses its Dexterity bonus to AC (if any), and foes gain a +2 bonus on attack rolls against it.

Damage taken by either your spirit or your body is subtracted from your hit point total.

If either your spirit or your body is destroyed, you die.

If your body moves more than 200 feet from you, and your spirit is unable to follow (because of a *protection from spirits* spell or some other reason), you die.

If you are otherwise prevented from returning to your body at the expiration of the spell, you die.

Material Component: A small prayer wheel.

SWORD OF DARKNESS

Necromancy [Evil]

Level: Maho 7, Wuj 7

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Blade of negative energy

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

A blade made of pure negative energy appears and attacks opponents at a distance, as you direct it.

It strikes the opponent you designate, starting with one attack in the round when the spell is cast and continuing each round thereafter.

It strikes as a spell, not a weapon, so, for example, it can strike incorporeal creatures.

The blade attacks with your base attack bonus and bestows one negative level per hit.

It threatens a critical hit on a 19–20 and bestows two negative levels with a critical hit.

If the subject has at least as many negative levels as HD, he dies.

Each negative level gives a creature the following penalties: –1 competence penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of spells or special abilities).

Additionally, a spellcaster loses one spell or spell slot from her highest available level.

Negative levels stack.

Assuming the subject survives, he regains lost levels after a number of hours equal to your caster level.

Usually, negative levels have a chance of permanently draining the subject's levels, but the negative levels from the *sword of darkness* don't last long enough to do so.

If the sword strikes an undead creature, it gives that creature 5 temporary hit points per two caster levels (maximum 25 temporary hit points) for 1 hour.

The weapon always strikes from your direction.

It does not get a flanking bonus or help a combatant get one.

Your feats (such as Weapon Focus) or combat actions (such as charge) do not affect the weapon, but your lack of proficiency does not hinder it either.

If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers.

Each round after the first, you can use a standard action to switch the weapon to a new target.

If you do not, the weapon continues to attack the previous round's target.

On any round that the weapon switches targets, it gets one attack (as it does in the round when the spell is cast).

Subsequent rounds of attacking the same target allow the weapon to make multiple attacks if its base attack bonus would allow it to.

The *sword of darkness* cannot be attacked or damaged.

If an attacked creature has spell resistance, the resistance is checked the first time the *sword of darkness* strikes it.

If the weapon is successfully resisted, the spell is dispelled.

If not, the weapon has its normal full effect on that creature for the duration of the spell.

Material Component: A katana or long sword worth at least 100 gp, which is shattered against a stone while casting the spell.

WHEN TWO BECOME ONE

Necromancy

Level: Shu 3 (Water)—Iuchi School

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level (D)

When you cast this spell, your spirit enters the body of your horse (which you must be riding when you cast the spell) and merges with the horse's own.

Your own body hunkers low on the horse's back and holds on tight for the duration of the spell; it is a part of the body you and your steed share, but not a particularly useful part. As a joint creature, you and your mount share all your skills, feats, and abilities.

You make all checks, saves, and attack rolls using the better base number (yours or your horse's) and the better ability score modifier.

You retain your own Intelligence, Wisdom, Charisma, memory, personality, level and class, alignment, and extraordinary and supernatural abilities.

You gain your horse's Strength, Dexterity, Constitution, speed, natural armor and weapons, and extraordinary abilities.

Opponents can attack either your body or your mount's. Your body uses the mount's Dexterity bonus to AC, not subject to the maximum Dexterity bonus for your armor type, with your own size modifier, armor bonus, and magical bonuses.

Your mount's body uses its own Dexterity bonus, size modifier, armor bonus, natural armor bonus, and any magical bonuses derived from items on your body other than armor (such as an *amulet of natural armor* or *ring of protection*).

You and your mount share a pool of hit points equal to your combined total hit points.

When an opponent hits either your body or your mount's, the damage is subtracted from this combined pool.

Neither you nor your mount becomes disabled or dying until all these combined hit points are exhausted.

When the spell ends, you divide the hit points remaining in the pool as you choose between you and your mount.

WITHERING PALM

Necromancy

Level: Maho 7, Wuj 7

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

A touch from your hand can cause the target's body to weaken and wither.

With a successful melee touch attack, you deal 1 point of temporary Strength damage and 1 point of temporary Constitution damage per two caster levels to the target.

If you score a critical hit, the damage from the hit is actually permanent ability drain.

TRANSMUTATION

ACCURACY

Transmutation

Level: Wuj 1

Components: V, S, M

Casting Time: 1 round + 1 round/level

Range: Touch

Target: One thrown weapon/level, all of which must be in contact with one another at the time of casting; or a single projectile weapon

Duration: 10 minutes/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

When you cast this spell, you enchant one or more thrown weapons or one projectile weapon (bow, crossbow, sling, or the like) to improve the chance of hitting distant targets. For the duration of the spell, the range increment for the affected thrown weapons or single projectile weapon is doubled.

Material Component: Ink, written in a mystical character on each weapon affected by the spell.

ANIMATE FIRE

Transmutation

Level: Flame 3, Wuj 3 (Fire)

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to a 3-ft. cube of fire

Duration: Concentration, up to 1 round/level (D)

As *animate wood*, but you can only animate a Small or smaller quantity of fire.

Animated fire deals fire damage equal to its slam damage (with no Strength penalty), has the burn special attack of a fire elemental (save DC 11), and the fire subtype.

Material Component: A handful of charcoal, sulfur, and soda ash.

ANIMATE WATER

Transmutation

Level: River 2, Wuj 2 (Water)

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to a 5-ft. cube of water

Duration: Concentration, up to 1 round/level (D)

As *animate wood*, but you can only animate a Small or smaller quantity of water.

Material Component: A small vial of pure spring water mixed with cinnabar oil.

ANIMATE WOOD

Transmutation

Level: Wood 1, Wuj 1 (Wood)

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One Small or smaller wooden object

Duration: Concentration, up to 1 round/level (D)

Saving Throw: None

Spell Resistance: No

You imbue a Small or smaller object made of wood with mobility and a semblance of life.

The animated wood then attacks whomever or whatever you initially designate.

Statistics for animated objects are found in the *Monster Manual*.

The spell cannot animate objects carried or worn by a creature.

Material Component: A mixture of powdered cinnabar and ground peach pit.

ATTRACTION

Transmutation

Level: Sha 1, Soh 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 2 rounds/level

Saving Throw: Will negates

Spell Resistance: Yes

When you cast this spell, a mystical aura surrounds the subject creature, drawing attacks to the creature and making successful attacks more effective.

The subject takes an additional +1 point of damage per caster level (max +5) from each melee or ranged attack that deals damage to it.

This spell does not increase damage from spells.

CLOUD CHARIOT

Transmutation

Level: Wuj 8 (Water)

Components: V, S, M

Casting Time: 1 action

Range: Personal and touch

Target: You and one other Medium-size or smaller willing creatures/four levels

Duration: 10 minutes (D)

Saving Throw: None

Spell Resistance: No

This spell allows you to soar on a magic chariot formed of cloud.

When you cast the spell, you and any willing allies you are touching lift into the air on a small cloud and then fly away in whatever direction you desire.

You fly at the incredible speed of 10 miles per minute, so that over the spell's duration you can cover a distance of 100 miles.

You and your passengers feel none of the effects of this swift movement, and the ride is perfectly steady and calm—even in the worst weather.

At the end of the spell, the cloud settles gently to the ground and disappears.

Material Component: A small ball of cotton.

COBRA'S BREATH

Transmutation

Level: Maho 1, Wuj 1 (Water)

Components: S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: Instantaneous

Your saliva changes into a virulent poison that you then spit forth in a 10-foot cone.

Creatures within the cone must make a successful Fortitude saving throw or take 1d3 points of temporary Constitution damage.

(There is no secondary damage).

The poison does not affect you.

Material Component: A cobra's fang.

CREATE SPRING

Transmutation

Level: Sha 2

Components: V, S, F

Casting Time: 1 round

Range: Touch

Effect: A spring of water

Duration: Permanent

Saving Throw: None

Spell Resistance: No

A spring of water bubbles forth from the natural rock or earth you touch.

The spring cannot arise from creatures, plants, or artificial constructions such as buildings.

The spring puts forth six gallons of water per hour.

The water is fresh, clear (at the source), and cool.

No more than one spring may be created every 100 yards.

Focus: A bamboo cane.

DANCING BLADE

Transmutation

Level: Wuj 4 (Metal)

Components: V, S, M

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One sword

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

When you cast this spell, you cause the target sword to hover and fight in the air, defending the character you designate.

The sword must be either unattended or in the possession of the willing ally who will benefit from the spell.

The sword fights using that character's base attack bonus and its base damage, with no adjustment for Strength or other ability scores.

If the character is not proficient with the sword, the sword suffers a -4 penalty on its attack rolls.

The sword stays within 5 feet of the character you designate, and drops to the ground if that character is dying or dead.

Controlling the sword requires no concentration, and the character can fight with another weapon at the same time.

The *dancing blade* prevents two opponents from receiving a flanking bonus against the character, though additional opponents can still gain a flanking bonus.

Material Component: A tiny stick puppet.

DECAPITATING SCARF

Transmutation

Level: Wuj 7 (Metal)

Saving Throw: Fortitude partial

As *iron scarf*, but if you succeed with your ranged attack roll, the scarf wraps around the target's neck.

The target may then attempt a Fortitude saving throw; failure indicates that you are able to yank the scarf and decapitate the victim.

This spell works only against creatures with heads, and decapitation is only effective against living creatures (except vampires).

Oozes and many aberrations have no heads and are thus immune to this spell.

Constructs and most undead are not harmed by the removal of their heads, so the spell is ineffective against them.

Living creatures that make successful Fortitude saves take 1d4 points of damage per caster level (maximum 20d4) before freeing themselves from the *decapitating scarf*.

ENTANGLING SCARF

Transmutation

Level: Wuj 2 (Metal)

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: One creature

Duration: 2 rounds/level

Saving Throw: Reflex negates

Spell Resistance: No

This spell is similar to *iron scarf*, but you use the scarf to entangle a foe instead of dealing damage.

As with *iron scarf*, you seize a silk scarf and lash it toward one creature within range, and the scarf magically extends to reach the target and wrap around it.

You must have a line of sight to the target.

You make a ranged attack roll on the target.

If you hit, the target must make a successful saving throw or become entangled.

An entangled creature suffers a -2 penalty on attack rolls and a -4 penalty to effective Dexterity.

The entangled creature cannot move.

A creature capable of spellcasting that is bound by this spell

must make a Concentration check (DC 15) to cast a spell.

An entangled creature can slip free with an Escape Artist check (DC 20), or the scarf can be burst with a Strength check (DC 26).

Focus: A silk scarf.

FATIGUE

Transmutation

Level: Maho 4, Sha 4, Soh 4

Components: S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: See text

Saving Throw: Fortitude negates

Spell Resistance: Yes

The subject becomes fatigued, suffering an effective penalty of -2 to Strength and Dexterity.

A fatigued character cannot run or charge and becomes exhausted by doing something that would normally cause fatigue.

If the subject is already fatigued when you cast the spell, it becomes exhausted, moving at half normal speed and suffering an effective penalty of -6 to Strength and Dexterity.

The subject can negate the effects of the spell through normal rest.

The creature must rest for 8 hours to remove the fatigue.

FIRE WINGS

Transmutation [Fire]

Level: Shu 3 (Fire), Wuj 3 (Fire)

Components: V, S, M, F

Casting Time: 1 round

Range: Personal

Target: You

Duration: 10 minutes/level

This spell transforms your arms into wings of brilliant fire, resembling those of a phoenix.

The flame does not damage you or any items you carry.

Since your arms are transformed, you cannot hold items in your hands or cast spells while using the *fire wings*, but rings, bracers, and other items worn on your arms when you cast the spell still function normally.

The wings allow you to fly at a speed of 60 feet, with good maneuverability.

You can charge but not run while flying, and you cannot carry more than a light load aloft.

If the spell duration expires while you are aloft, you fall normally.

You can make unarmed attacks with the *fire wings*, but you are not considered proficient with them and thus suffer a -4 penalty on your attack rolls.

A successful unarmed strike deals 2d6 points of fire damage in addition to your normal unarmed attack damage.

The wings can be extinguished (and the spell canceled) by a *quench* spell, immersion in water, or a wind of hurricane or greater force.

Material Component: The feather of a bird, which you must burn when you cast the spell.

Focus: A golden amulet shaped like a phoenix.

GIANT SIZE

Transmutation

Level: Hero 8, Wuj 7

Components: V, S, M

Casting Time: 1 round

Range: Personal

Target: You

Duration: 1 minute

When you cast this spell, your body assumes truly gigantic proportions.

The spell causes you to grow to Huge or larger size, depending on your caster level.

Your Strength, Dexterity, Constitution, natural armor, and size modifier to AC and attacks all change based on your new size, as shown on the table below.

Caster Level	Size	Str	Dex	Con	Natural Armor	AC/Attack Modifier
15-16	20 ft. (Huge)	+16	-2	+4	+3	-2
17-18	40 ft. (Gargantuan)	+24	-2	+8	+7	-4
19-20	72 ft. (Colossal)	+32	-2	+12	+12	-8

The only equipment that changes size with you is ordinary, mundane clothing, so you may not be able to use weapons or magic items effectively in your giant form.

Material Component: The scale of a dragon or hairs from the head of a giant.

HORSE'S NOSE

Transmutation

Level: Shu 2 (Water)—Iuchi School

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level (D)

You gain the Scent special ability (fully described in Chapter 3 of the *Dungeon Master's Guide*).

You can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

You can detect opponents by sense of smell within 30 feet.

If the opponent is upwind, the range is 60 feet; if it is downwind, the range is only 15 feet.

Strong and overpowering scents increase the range (as noted in the DMG).

You can note a creature's presence; determining the direction of the scent requires a move-equivalent action, and you can pinpoint the creature's location if you move to within 5 feet of it.

You can make a Wisdom check to find or follow a track by scent.

The typical DC for a fresh trail is 10.

Modifiers to the DC are listed in the DMG.

Water ruins the trail.

You can identify familiar odors just like you identify familiar sights.

However, an odor is not necessarily familiar to you if your only previous exposure to it was while you were not under the influence of *horse's nose*.

You only recognize odors that you could detect normally (without the aid of this spell).

IRON SCARF

Transmutation

Level: Metal 1, Wuj 1 (Metal)

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

When you cast this spell, you seize a silk scarf and lash it toward one creature within range.

You must have a line of sight to the target.

You make a ranged attack roll on the target as the scarf magically extends and becomes as hard as iron on impact.

If you hit, the target takes 1d8 points of damage +1 per caster level (maximum +5).

Focus: A silk scarf.

MAGNETISM

Transmutation

Level: Metal 3, Wuj 3 (Metal)

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: No

This spell allows you to draw iron or steel objects to yourself by projecting a magnetic ray at any object within range.

The magnetic ray draws objects toward you with an effective Strength score of 30.

Each round the spell lasts, you can target one item with a ranged touch attack.

If you hit an item that another creature is holding (such as a weapon), you and the creature holding the item must make opposed rolls, as if you were making a normal disarm attempt.

You add your base attack bonus and the ray's Strength bonus (+10) to your roll.

Your opponent uses a melee attack roll, modified by +4 if she is using a weapon in two hands.

If the weapon is larger or smaller than your size, your opponent gets an additional +/-4 per size category difference.

If you win the opposed roll, the weapon flies from your opponent's hand to your own.

If you hit an attended item, such as a weapon at someone's belt, the creature wearing the item can make a Reflex save to keep hold of the item.

If you hit an unattended item that is not secured or too heavy for the ray to lift, it flies to your hand.

If the item is secured in some way, you can make a Strength check (using the Strength bonus of the ray) to break or burst whatever is securing it.

Material Component: A piece of lodestone.

METAL SKIN

Transmutation

Level: Wuj 5 (Metal)

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

This spell transforms the skin of the recipient into a gleaming metallic surface.

The recipient's natural armor bonus becomes +8 (unless it was already better than +8), but the creature also becomes somewhat slow and stiff, suffering a -2 penalty to effective Dexterity for the duration of the spell.

Material Component: A small piece of rhinoceros hide.

MINUTE FORM

Transmutation

Level: Wuj 8

Components: V, S, M

Casting Time: 1 round

Range: Personal

Target: You

Duration: 1 minute

When you cast this spell, your body becomes very small.

The spell causes you to shrink to Tiny or smaller size, depending on your caster level.

Your Strength, Dexterity, Constitution, and size modifier to AC and attacks all change based on your new size, as shown on the table below.

Caster Level	Size	Str	Dex	Con	AC/Attack Modifier
15-16	18 in. (Tiny)	-8	+4	-2	+2
17-18	9 in. (Diminutive)	-10	+6	-2	+4
19-20	3 in. (Fine)	-10	+8	-2	+8

None of your ability scores can be reduced below 1 by this spell.

The only equipment that changes size with you is ordinary, mundane clothing, so you may not be able to use weapons or magic items effectively in your minute form.

Material Component: A flea.

POISON NEEDLES

Transmutation

Level: Wuj 4 (Metal)

Target: One creature

Saving Throw: Fortitude negates (see text)

As *rain of needles*, but the needles drip with poison.

You can attack only one target, and you must succeed on a normal ranged attack to harm the target.

If you hit, the target suffers the effect of the poison needles. You can choose one of the following effects:

- 1d8 points of temporary Constitution damage immediately and another 1d8 points of temporary Constitution damage 1 minute later.

Each instance of damage can be negated by a successful Fortitude save (DC 10 + 1/2 caster's level + caster's Intelligence modifier).

- Paralysis for 2d6 minutes, negated by a successful Fortitude save (DC 10 + 1/2 caster's level + caster's Intelligence modifier).

- 1d10 points of temporary Dexterity damage immediately and another 1d10 points of temporary Dexterity damage 1 minute later.

Each instance of damage can be negated by a successful Fortitude save (DC 10 + 1/2 caster's level + caster's Intelligence modifier).

RAIN OF NEEDLES

Transmutation

Level: Wuj 2 (Metal)

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to one creature/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

When you cast this spell, you hurl a needle in the direction of one target.

The spell multiplies this single needle into a hail of needles that deal damage to the targets you select.

You make a normal ranged attack against each target separately, suffering no penalty for lack of proficiency.

The needles, combined, do 1d4 points of damage per caster level (maximum 5d4), but you can divide this damage up among the targets you select.

Thus, a 4th-level wu jen can target a single creature with an attack that deals 4d4 points of damage if successful, two creatures for 2d4 points of damage each, four creatures for

1d4 points of damage each, or some other division of the damage dice.

Material Component: A long metal needle.

REMOVE FATIGUE

Transmutation

Level: Sha 4, Soh 4

Components: S

Casting Time: 10 minutes

Range: Touch

Target: Up to one living creature touched per two levels

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The creatures you touch gain the benefits of 8 hours of restful sleep.

If a subject was fatigued, the fatigue and its penalties are removed.

If a subject was already well rested, it does not need to rest or sleep during the next 24 hours.

Arcane spellcasters must still rest their minds for 8 hours in order to prepare or ready their spells.

SCALES OF THE LIZARD

Transmutation

Level: Wuj 1

Components: V, S, F

Casting Time: 1 action

Range: Personal

Target: You

Duration: 2 rounds/level

When you cast this spell, your skin toughens and shimmers as if covered with scales.

You gain a +2 natural armor bonus to AC.

This bonus increases to +3 at 3rd level, +4 at 6th level, and +5 at 12th level and up.

Since the AC bonus is a natural armor bonus, it does not stack with any natural armor you may already have.

Focus: A tattoo of a lizard on your skin.

SMOKE LADDER

Transmutation

Level: Wuj 1 (Fire)

Components: V, S, F

Casting Time: 1 round

Range: Touch

Effect: A ladder of smoke, up to 10 ft. long/level

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

Using this spell, you can mold and shape ordinary smoke into a misty ladder.

Reaching into the smoke given off by a fire, you cast the spell while shaping the ladder.

The ladder weighs virtually nothing, and you can easily handle a *smoke ladder* of any length.

Furthermore, the ladder is always steady and rigid; it need not be supported or leaned against an object.

You simply place it in the desired position and climb.

You can extend the spell's duration by casting the spell again on the *smoke ladder*.

Focus: A large fire of green wood.

SNAKE DARTS

Transmutation

Level: Wuj 4

Components: V, S, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Targets: One or two creatures

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

When you cast this spell, your snake tattoos (the spell's focus) transform into real snakes that fly from you to the target or targets you select, striking like darts and injecting poison into the victims.

The snakes always hit, and deal 2d6 points of damage from the impact alone.

The poison deals 1d6 points of temporary Constitution damage immediately and another 1d6 points of temporary Constitution damage 1 minute later.

Each instance of ability damage can be negated by a successful Fortitude save (DC 10 + 1/2 caster's level + caster's Intelligence modifier).

After striking the targets, the snakes fly back to you.

You must swallow the living snakes before you can cast the spell again; doing so is a standard action that causes you no harm.

When you swallow the snakes, the tattoos reappear on your arms.

Focus: Two snake tattoos on your skin, usually one coiled around each forearm.

SPIRIT NEEDLE

Transmutation

Level: Wuj 6 (Metal)

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One spirit creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

When you cast this spell, you hurl a long needle at a spirit creature, making a normal ranged attack against the spirit. The needle can hit incorporeal and even ethereal creatures, though it has no enhancement bonus.

If you hit, the spirit becomes corporeal and is held in place, unable to move for the duration of the spell (though it can still take nonmovement actions, including attacks).

The spirit takes no damage from the needle, but it becomes much more vulnerable to further attacks, losing any Dexterity bonus to AC and giving attackers a +4 bonus on attack rolls, in addition to losing the protective benefits of incorporeality.

The spirit cannot remove the needle that pins it in place, but another creature can remove it by using the aid another action.

A pinned spirit is unable to use any supernatural or spell-like ability to alter its substance (such as *gaseous form*, *ethereal jaunt*, or becoming incorporeal again) or transport itself (including *dimension door* and *teleport*).

Focus: A long metal needle.

SUMMONING WIND

Transmutation

Level: Wuj 5

Components: V, S

Casting Time: 10 minutes

Range: Ten miles/level

Target: Up to ten creatures/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You send a message or sound on the wind to a number of specific creatures that you identify while casting the spell. The specific identity of each recipient need not be known, but you must be able to distinguish them by their position or some feature other than race or character class.

For example, you could send the message to the soldiers of your palace guard or to the governors of all the provinces in the empire.

The *summoning wind* travels to each recipient, provided that it can find a way from you to their locations.

(It can't pass through walls, for instance).

The *summoning wind* is as gentle and unnoticed as a zephyr until it reaches the recipients.

It then delivers its whisper-quiet message or other sound and dissipates.

You can prepare the spell to bear a message of up to twenty-five words, cause the spell to deliver other sounds for 1 round, or merely have the *summoning wind* seem to be a faint stirring of the air.

You can likewise cause the *summoning wind* to move as slowly as one mile per hour or as quickly as one mile per 10 minutes.

When the spell reaches its objective, it swirls and remains until the message is delivered.

As with *magic mouth*, *summoning wind* cannot speak verbal components, use command words, or activate magical effects.

This spell is commonly used to rally troops, send warnings, or disseminate proclamations.

SUSTAIN

Transmutation

Level: Sha 4, Soh 4

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: Up to one living creature touched/two levels

Duration: 6 hours/level

Saving Throw: None

Spell Resistance: Yes (harmless)

The recipients of the spell can go without food or water for the duration of the spell, feeling no hunger and suffering no ill effects from the deprivation.

An affected creature can eat or drink normally without difficulty.

When the spell ends, the creatures must resume normal eating and drinking habits, but do not feel any adverse effects from the missed meals.

The size of the creature is not a factor; a tiny lizard and a dragon are both fully nourished by the spell.

If a target of the spell is suffering from hunger and thirst, the spell relieves the creature as if it had eaten one healthy meal for every 6 hours of the spell's duration.

Material Component: A flask of warm sake and a rice cake.

SWIM

Transmutation

Level: Wuj 2 (Water)

Components: V, S, M

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 3 rounds/level

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell gives the recipient the ability to swim with the ease of a fish, though it does not impart the ability to breathe water.

The creature can swim at its normal (land) speed without making Swim checks, so long as it is not carrying more than a light load.

It gains a +8 competence bonus on any Swim checks to perform some special action or avoid a hazard, though it still suffers the normal penalty for weight carried (-1 per 5 pounds carried).

It can always choose to take 10, even if rushed or threatened when swimming.

The creature can use the run action while swimming, provided it swims in a straight line.

If the creature is carrying more than a light load, it still gains the +8 competence bonus on Swim checks, but it must make Swim checks to move (including the normal penalty for weight carried).

The other benefits of the spell still apply.

Material Component: A goldfish scale.

TERRA COTTA LION

Transmutation

Level: Wuj 5 (Earth)

As *terra cotta warrior*, but the spell animates a statuette of a foo lion (a celestial dire lion) into a Huge animated object. Like a *terra cotta warrior*, a *terra cotta lion* has improved speed (30 feet) and a hardness of 6.

It has none of the special attack forms described in the *Monster Manual*.

Focus: A *terra cotta* statue of a foo lion, up to 1 foot tall and costing 10 gp.

If the *terra cotta lion* remains intact at the end of the spell, the statuette can be reused.

Otherwise, it must be repaired or replaced.

TERRA COTTA WARRIOR

Transmutation

Level: Wuj 3 (Earth)

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: One statuette

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Terra cotta statues are popular items of decoration and devotion.
This spell turns an innocuous statuette, no more than 6 inches tall, into a full-sized warrior, ready to fight your foes. The statuette becomes a Medium-size animated object, as described in the *Monster Manual*.

The statuette has a speed of 40 feet and a hardness of 6. It has none of the special attack forms described in the *Monster Manual*.

Focus: A terra cotta statue of a warrior, up to 6 inches tall and costing 1 gp.

If the terra cotta warrior remains intact at the end of the spell, the statuette can be reused.

Otherwise, it must be repaired or replaced.

THORNSKIN

Transmutation

Level: Wuj 3 (Wood)

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

When you cast this spell, you become so completely attuned to the element of wood that your skin sprouts thorns all over.

These thorns do not damage you, but they both increase the damage you can deal with an unarmed attack and make you a dangerous person to grab.

When you make a successful unarmed attack, you deal 1d6 points of normal, not subdual, piercing damage.

If you already deal extra damage, because you are a multiclassed monk or for any other reason, your damage increases by one die type: 1d6 to 1d8, 1d8 to 1d10, 1d10 to 1d12, 1d12 to 1d20, 1d20 to 2d12.

If you have another form of natural attack, such as a claw attack, use 1d6 or your claw damage, whichever is better.

A creature that hits you with a natural weapon or unarmed attack, including an attempt to grapple, takes 1d4 points of piercing damage.

Material Component: A thorn.

TOMB OF JADE

Transmutation

Level: Shu 7 (Earth)

Components: V, S, M, DF

Casting Time: 1 round

Range: Touch

Target: Shadowlands creature touched

Duration: Concentration

Saving Throw: Fortitude partial

Spell Resistance: Yes

When you cast this spell, you attempt to draw out the impure substance of a Tainted creature and replace it with your own pure substance.

The spell is draining for you to cast, but it is deadly to creatures that are infected with the Shadowlands Taint.

You can only cast this spell on a Shadowlands creature (a creature with the Shadowlands subtype or with a Taint score).

When you touch the creature, it must make a Fortitude saving throw.

If it succeeds, it is unaffected by the spell.

If it fails, its skin turns to jade and it is immobilized, standing helpless.

The creature is aware and breathes normally, but cannot take any physical actions, even speech.

It can, however, execute purely mental actions (such as using a spell-like ability).

The effect is similar to that of *hold person*.

Each round you maintain the spell, the creature must attempt another Fortitude save.

If it fails the save, it takes 1d6 points of permanent Constitution drain.

Each round you maintain the spell, however, you take 1d6 points of subdual damage.

If you fall unconscious, or if the creature succeeds at its Fortitude save, the spell ends.

Material Component: A finger of jade worth at least 50 gp.

VULNERABILITY

Transmutation

Level: Sha 6

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell lowers the subject's damage reduction value by 5/+1.

Thus, if you successfully cast *vulnerability* on a dragon with damage reduction 15/+2, its damage reduction becomes 10/+1.

For every three caster levels beyond 11th, the damage reduction decreases by an additional 5/+1: 10/+2 at 14th, 15/+3 at 17th, and 20/+4 at 20th.

WATER TO POISON

Transmutation

Level: Maho 4, Wuj 4 (Water)

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: 1 pint of water/three levels

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell transforms a volume of water into an equal volume of ingested poison.

The saving throw DC of the poison is the same as the spell's DC would be (15 + your Intelligence modifier).

The poison's initial damage is 1 point of temporary Constitution damage, and its secondary damage is 1d8 points of temporary Constitution damage.

A single swallow of poison is enough to cause this effect, but drinking more does not increase the effect.

Material Component: The fang of a poisonous snake.

WEAPON BLESS

Transmutation

Level: Fury 1, Sha 1, Soh 1

Components: V, S, F

Casting Time: 10 minutes

Range: Touch

Target: Weapon touched

Duration: Permanent until discharged

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You prepare one weapon for combat against a particular foe. While casting the spell, you write the identity of the foe on the weapon, along with spirit invocations to give the weapon power.

Although you do not need to know the exact name of the intended victim, you must still identify the creature specifically.

You cannot, for example, bless a weapon for use against “a kappa”, but you can bless it for use against “the kappa who lives in Ch’i Sheng’s pond”.

The first time the blessed weapon is used against the target creature, its wielder gains a +5 enhancement bonus on the first attack roll and a +5 bonus on damage if the first attack is successful.

After the first attack, or if the weapon is used against another foe before it is used against the target creature, the writings on the blade disappear and the spell effect ends.

Focus: A writing brush and ink.

WOOD ROT

Transmutation

Level: Maho 5, Wuj 5 (Wood)

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One nonmagical wooden object (or the volume of the object within 3 ft. of the touched point) or one plant creature

Duration: See text

Saving Throw: None

Spell Resistance: No

Any wood item or plant creature you touch becomes instantaneously rotted, decayed, and worthless, effectively destroyed.

If the item is so large that it cannot fit within a 3-foot radius (a large wooden door), a 3-foot-radius volume of the wood is rotten and destroyed.

Wooden magic items are immune to this spell.

You may employ *wood rot* in combat with a successful melee touch attack.

Wood rot used in this way instantaneously destroys 1d6 points of Armor Class gained from wooden armor or shields (up to the maximum amount of protection the armor offered).

Weapons in use by an opponent targeted by the spell are more difficult to grasp.

You must succeed at a melee touch attack against the weapon.

A wooden or wooden-hafted weapon that is hit is destroyed.

Note: Striking at an opponent’s weapon provokes an attack of opportunity.

Also, you must touch the weapon and not the other way around.

Against plant creatures, *wood rot* instantaneously deals 3d6 points of damage +1 per caster level (maximum +15) per successful attack.

The spell lasts for 1 round per level, and you can make one melee touch attack per round.

Material Component: A live termite.

PLANAR HANDBOOK (3.5)

ABJURATION

AVOID PLANAR EFFECTS

Abjuration

Level: Cleric 2, druid 2, sorcerer/wizard 3

Components: V

Casting Time: 1 standard action

Range: 20 ft.

Targets: One creature/level in a 20-ft.-radius burst centered on you

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes (harmless)

You gain a temporary respite from the natural effects of a specific plane.

These effects include extremes in temperature, lack of air, poisonous fumes, emanations of positive or negative energy, or other attributes of the plane itself.

Avoid planar effects provides protection from the 3d10 points of fire damage that characters normally take when on a plane with the fire-dominant trait.

Avoid planar effects allows a character to breathe water on a water-dominant plane and ignore the threat of suffocation on an earth-dominant plane.

A character protected by *avoid planar effects* can’t be blinded by the energy of a major positive-dominant plane and automatically stops gaining temporary hit points when they equal the character’s full normal hit point total.

Negative-dominant planes don’t deal damage or bestow negative levels to characters protected by *avoid planar effects*. In addition, some effects specific to a plane are negated by *avoid planar effects*.

In the D&D cosmology, *avoid planar effects* negates the deafening effect of Pandemonium and the cold damage on the Cania layer of the Nine Hells.

The DM can add additional protections for a cosmology he creates.

If the campaign has an Elemental Plane of Cold, for example, *avoid planar effects* protects against the base cold damage dealt to everyone on the plane.

The effects of gravity traits, alignment traits, and magic traits aren’t negated by *avoid planar effects*, nor is the special entrapping trait that some planes (such as Elysium and Hades) have.

The spell does not provide protection against creatures, native or otherwise, nor does it protect against spells, special abilities, or extreme and nonnatural formations within the plane.

This spell allows you to survive on the Elemental Plane of Earth, but it won’t protect you if you walk into a pool of magma on that same plane.

MANTLE OF CHAOS

Abjuration [Chaos]

Level: Cleric 3

Components: V, S, M/DF

Casting Time: 1 standard action

Target: You

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: Yes

Flickering yellow chaotic energy surrounds you.

This power grants you spell resistance 12 + caster level against spells with the lawful descriptor.

MANTLE OF EVIL

Abjuration [Evil]

Level: Blackguard 3, cleric 3

This spell functions like *mantle of chaos*, except that you are surrounded by dark wavering unholy energy, and *mantle of evil* grants spell resistance against spells with the good descriptor.

MANTLE OF GOOD

Abjuration [Good]

Level: Cleric 3, paladin 3

This spell functions like *mantle of chaos*, except that you are surrounded by shimmering white holy energy, and *mantle of good* grants spell resistance against spells with the evil descriptor.

MANTLE OF LAW

Abjuration [Law]

Level: Cleric 3, paladin 3

This spell functions like *mantle of chaos*, except that you are surrounded by constant blue lawful energy, and *mantle of law* grants spell resistance against spells with the chaotic descriptor.

PLANAR BUBBLE

Abjuration

Level: Cleric 7, sorcerer/wizard 7

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Area: 10-ft.-radius emanation from touched creature

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: No; see text

This spell creates an area around the target creature that emulates its native planar environment.

Thus, a character hailing from the Material Plane would have normal gravity, temperature, magic, and so on.

This spell cast on a native of the Plane of Shadow would make the area around her have normal gravity, a mild neutral alignment, enhanced shadow spells, and impeded light spells.

Material Components: A sprinkling of silver dust.

PLANAR TOLERANCE

Abjuration

Level: Cleric 4, druid 4, ranger 4, sorcerer/wizard 3

Duration: 1 hour/level

As *avoid planar effects*, except the effects last longer (as noted above, 1 hour per level instead of 1 minute per level).

PROTECTION FROM NEGATIVE ENERGY

Abjuration

Level: Cleric 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The warded creature gains partial protection against negative energy effects.

Subtract 10 from the hit point damage dealt by any negative energy effect (such as an *inflict* spell) that affects the warded creature.

Negative energy effects that don't directly deal hit point damage (such as energy drain) affect the target normally.

PROTECTION FROM POSITIVE ENERGY

Abjuration

Level: Cleric 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Undead creature touched

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The warded creature gains partial protection against positive energy effects.

Subtract 10 from the hit point damage dealt by any positive energy effect (such as a *cure* spell) that affects the warded creature.

Positive energy effects that don't deal hit point damage to the target (such as turning) affect the target normally.

RESIST PLANAR ALIGNMENT

Abjuration

Level: Cleric 1, druid 1, paladin 1, ranger 1, sorcerer/wizard 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This abjuration grants a creature limited protection from a plane's alignment traits.

When the subject visits a plane with an alignment trait, this spell grants it immunity to penalties on its Charisma check that mildly aligned planes impose on visitors of opposed alignments.

The Charisma, Wisdom and Intelligence check penalties associated with strongly aligned planes are halved while this spell's duration lasts.

SEAL PORTAL

Abjuration

Level: Sorcerer/wizard 6

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One interplanar gate or portal

Duration: Permanent (D)

Saving Throw: None

Spell Resistance: No

You can permanently seal an interplanar portal or gate.

If cast on a portal, the spell prevents any activation of it, although *seal portal* may be dispelled by a *dispel magic* spell.

A *knock* spell does not function on the sealed portal, but a *chime of opening* dispels *seal portal* if *seal portal* was cast by a spellcaster of lower than 15th level.

In addition, the ability of the gatecrasher prestige class (see *Manual of the Planes*) to open portals may be able to break through a sealed portal, but if the first attempt fails, the gatecrasher can't try again.

Once the portal is opened, *seal portal* does not remain in effect and must be cast again.

Material Component: A silver bar worth 50 gp.

CONJURATION

ABYSSAL ARMY

Conjuration (Summoning) [Chaotic, Evil]

Level: Cleric 9, sorcerer/wizard 9

Components: V, S

Casting Time: 10 minutes

Range: Medium (100 ft. + 10 ft./level)

Effect: Two or more summoned creatures, no two of which can be more than 30 ft. apart

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

This spell summons a pack of demons from the Infinite Layers of the Abyss to serve you.

When the spell is complete, 2d4 dretches appear.

Ten minutes later, 1d4 babau demons appear.

Ten minutes after that, one vroock demon appears.

Each creature has maximum hit points per Hit Die.

Once these creatures appear, they serve you for the duration of the spell.

The demons obey you explicitly and never attack you, even if someone else manages to gain control over them.

You do not need to concentrate to maintain control over the demons.

You can dismiss them singly or in groups at any time.

ANARCHIC STORM

Conjuration (Creation) [Chaotic, Water]

Level: Cleric 3

Components: V, S, M/DF

Casting Time: 1 standard action

Area: 20-ft. radius, centered on you

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

A driving rain falls around you.

It falls in a fixed area once created.

The storm reduces hearing and visibility, resulting in a -4 penalty on Listen, Spot, and Search checks.

It also applies a -4 penalty on all ranged attacks made into, out of, or through the storm.

Finally, it automatically extinguishes any unprotected flames and has a 50% chance to extinguish protected flames (such as those of lanterns).

The rain damages lawful creatures, dealing 2d6 points of damage per round (lawful outsiders take double damage).

In addition, each round, a bolt of lightning strikes a randomly selected lawful outsider within the spell's area, dealing 5d6 points of electricity damage.

After the spell's duration expires, the water disappears.

Material Component: A flask of anarchic water (see page 75).

ASTRAL HOSPICE

Conjuration (Teleportation)

Level: Cleric 4, druid 5

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: See text

Duration: 1 day/level

Saving Throw: None

Spell Resistance: No

This spell opens up a small planar portal from the Astral Plane to a demiplane where natural healing can occur (unlike on the Astral Plane itself).

The firm surface of the demiplane is roughly 50 feet square, and the demiplane extends 50 feet above the surface.

The demiplane's traits (including time, gravity, and magic) match those of the Material Plane, and the demiplane is self-contained; walking to one end returns a character to the point from which he began.

The demiplane has no unusual planar traits.

The only way in or out of the demiplane is through the entrance created by the caster, and only those named or described by the caster upon the casting of the spell may enter.

The portal continues to exist on the Astral Plane only while the hospice demiplane exists.

When the caster leaves the demiplane, the portal seals shut and vanishes.

Anyone still in the hospice demiplane at that time appears on the Astral Plane at the location of the hospice's entrance.

Material Component: A single flawless gemstone of at least 250 gp value.

AXIOMATIC STORM

Conjuration (Creation) [Lawful, Water]

Level: Cleric 3, paladin 4

Components: V, S, M/DF

Casting Time: 1 standard action

Area: 20-ft. radius, centered on you

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

A driving rain falls around you.

It falls in a fixed area once created.

The storm reduces hearing and visibility, resulting in a -4 penalty on Listen, Spot, and Search checks. It also applies a -4 penalty on all ranged attacks made into, out of, or through the storm.

Finally, it automatically extinguishes any unprotected flames and has a 50% chance to extinguish protected flames (such as those of lanterns).

The rain damages chaotic creatures, dealing 2d6 points of damage per round (chaotic outsiders take double damage). In addition, each round, a gout of acid strikes a randomly selected chaotic outsider within the spell's area, dealing 5d6 points of acid damage.

After the spell's duration expires, the water disappears.

Material Component: A flask of axiomatic water (see page 76).

CALL KOLYARUT

Conjuration (Calling) [Lawful]

Level: Cleric 7, sorcerer/wizard 7

Components: V, S, DF, XP

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One called kolyarut

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

By casting this spell, you request the aid of a kolyarut inevitable.

If you know an individual kolyarut's name, you may request that individual by speaking the name during the spell (though you might get a different creature, anyway).

You may ask the kolyarut to perform one duty for you.

The task must be in harmony with its lawful objective, and must take no more than seven days to complete.

Kolyaruts mete out punishment to those who break bargains and oaths.

The inevitable does not ask for any payment for the task.

After seven days, or if asked to do something nonlawful, frivolous, or not focused on its lawful objective, the kolyarut will leave.

XP Cost: 250 XP.

CALL MARUT

Conjuration (Calling) [Lawful]

Level: Cleric 9, sorcerer/wizard 9

Components: V, S, DF, XP

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One called marut

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

By casting this spell, you request the aid of a marut inevitable.

If you know an individual marut's name, you may request that individual by speaking the name during the spell (though you might get a different creature, anyway).

You may ask the marut to perform one duty for you.

The task must be in harmony with its lawful objective, and must take no more than nine days to complete.

Maruts confront those, like liches, who would try to deny the grave.

The inevitable does not ask for any payment for the task.

After nine days, or if asked to do something nonlawful, frivolous, or not focused on its lawful objective, the marut will leave.

XP Cost: 500 XP.

CALL ZELEKHUT

Conjuration (Calling) [Lawful]

Level: Cleric 5, sorcerer/wizard 5

Components: V, S, DF, XP

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One called zelekhtut

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

By casting this spell, you request the aid of a zelekhtut inevitable.

If you know an individual zelekhtut's name, you may request that individual by speaking the name during the spell (though you might get a different creature, anyway).

You may ask the zelekhtut to perform one duty for you.

The task must be in harmony with its lawful objective, and must take no more than five days to complete.

Zelekhtuts hunt down those who would deny justice or seek to flee to escape punishment.

The inevitable does not ask for any payment for the task.

After five days, or if asked to do something nonlawful, frivolous, or not focused on its lawful objective, the zelekhtut will leave.

XP Cost: 100 XP.

FIERCE PRIDE OF THE BEASTLANDS

Conjuration (Summoning) [Chaotic, Good]

Level: Cleric 8, sorcerer/wizard 8

Components: V, S

Casting Time: 10 minutes

Range: Medium (100 ft. + 10 ft./level)

Effect: Two or more summoned creatures, no two of which can be more than 30 ft. apart

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

This spell summons a pride of celestial lions from the Wilderness of the Beastlands.

When the spell is complete, 2d4 celestial lions appear.

Ten minutes later, 1d4 celestial dire lions appear.

Each creature has maximum hit points per Hit Die.

Once these creatures appear, they serve you for the duration of the spell.

The creatures obey you explicitly and never attack you, even if someone else manages to gain control over them.

You do not need to concentrate to maintain control over the creatures.

You can dismiss them singly or in groups at any time.

HEAVENLY HOST

Conjuration (Summoning) [Good, Lawful]

Level: Cleric 9, sorcerer/wizard 9

Components: V, S

Casting Time: 10 minutes

Range: Medium (100 ft. + 10 ft./level)

Effect: Two or more summoned creatures, no two of which can be more than 30 ft. apart

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

This spell summons a host of archons from the Seven Mounting Heavens of Celestia.

When the spell is complete, 2d4 lantern archons appear.

Ten minutes later, 1d4 hound archons appear.

Each creature has maximum hit points per Hit Die.

Once these creatures appear, they serve you for the duration of the spell.

The creatures obey you explicitly and never attack you, even if someone else manages to gain control over them. You do not need to concentrate to maintain control over the creatures.

You can dismiss them singly or in groups at any time.

HELLISH HORDE

Conjuration (Summoning) [Evil, Lawful]

Level: Cleric 9, sorcerer/wizard 9

Components: V, S

Casting Time: 10 minutes

Range: Medium (100 ft. + 10 ft./level)

Effect: Two or more summoned creatures, no two of which can be more than 30 ft. apart

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

This spell summons a horde of devils from the Nine Hells of Baator to serve you.

When the spell is complete, 2d4 bearded devils appear.

Ten minutes later, 1d4 chain devils appear.

Ten minutes after that, one bone devil appears.

Each creature has maximum hit points per Hit Die.

Once these creatures appear, they serve you for the duration of the spell.

The devils obey you explicitly and never attack you, even if someone else manages to gain control over them.

You do not need to concentrate to maintain control over the devils.

You can dismiss them singly or in groups at any time.

HOLY STORM

Conjuration (Creation) [Good, Water]

Level: Cleric 3, paladin 3

Components: V, S, M/DF

Casting Time: 1 standard action

Area: 20-ft. radius, centered on you

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

A driving rain falls around you.

It falls in a fixed area once created.

The storm reduces hearing and visibility, resulting in a -4 penalty on Listen, Spot, and Search checks.

It also applies a -4 penalty on all ranged attacks made into, out of, or through the storm.

Finally, it automatically extinguishes any unprotected flames and has a 50% chance to extinguish protected flames (such as those of lanterns).

The rain damages evil creatures, dealing 2d6 points of damage per round (evil outsiders take double damage). In addition, each round, a blast of frost strikes a randomly selected evil outsider within the spell's area, dealing 5d6 points of cold damage.

After the spell's duration expires, the water disappears.

Material Component: A flask of holy water.

HUNTERS OF HADES

Conjuration (Summoning) [Evil]

Level: Cleric 9

Components: V, S

Casting Time: 1 minute

Range: Medium (100 ft. + 10 ft./level)

Effect: Two summoned pack fiends, which can be no more than 30 ft. apart

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

This spell summons a pair of pack fiends (see page 128) from the Gray Waste of Hades to serve you.

The pack fiends magically understand your spoken commands (regardless of your language).

The pack fiends are treated as trained hunting beasts, so you can command them to track if you so choose.

PLANAR EXCHANGE

Conjuration (Calling) [see text]

Level: Cleric 6

Components: V, S, DF

Casting Time: 1 round

Range: 0 ft.

Effect: One called creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

When you cast this spell, you call an extraplanar creature (specifically, an avoral guardinal, bone devil, or babau demon, at your option) to your precise location.

At the same instant, you are transported to that creature's home plane, where you exist in stasis for the duration of the spell.

To a casual observer, it appears that you have transformed into the called creature (though an onlooker who makes a DC 25 Spot check notices the slight gap between your disappearance and the creature's appearance).

If the called creature would not fit in the place you occupied when you cast the spell, the spell fails.

You have full control over the creature's actions and can perceive the environment around the called creature as if you were seeing through its eyes, hearing through its ears, and so on.

The creature has full access to all of its abilities, with one exception: It can't summon other creatures.

If the called creature is slain, you take 3d6 points of damage and the spell ends.

While in stasis, you can't take any actions other than to control the called creature or to dismiss the spell, nor can anything on the creature's home plane affect you in any way.

You also can't perceive anything around your body's location.

When you dismiss the spell, or when the creature is slain, you appear in the creature's location, and it is returned to its home plane.

When you use a calling spell that calls a chaotic, evil, good, or lawful creature, it is a spell of that type.

PLANAR EXCHANGE, GREATER

Conjuration (Calling)

Level: Cleric 8

As *planar exchange*, except you trade places with a leonal guardinal, barbed devil, or hezrou demon, at your option. If the called creature is slain, you take 4d6 points of damage and the spell ends.

PLANAR EXCHANGE, LESSER

Conjuration (Calling)

Level: Cleric 4

As *planar exchange*, except that you trade places with a celestial brown bear, celestial griffon, fiendish dire ape, or fiendish tiger, at your option. If the called creature is slain, you take 2d6 points of damage and the spell ends.

PLANE SHIFT, GREATER

Conjuration (Teleportation)

Level: Cleric 7, sorcerer/wizard 8

This spell functions like *plane shift*, except that if you have visited the desired location, the spell takes you to the precise location (rather than 5 to 500 miles distant).

POSITIVE ENERGY AURA

Conjuration (Healing)

Level: Cleric 4

Components: V, S

Casting Time: 1 standard action

Range: Personal

Area: 10-ft.-radius emanation centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

An aura of white positive energy surrounds you. Each round on your turn, every living creature within 10 feet of you gains 2 hit points (creatures can't exceed their full normal hit points from this effect). Undead creatures instead take 2 points of damage per round. Characters with immunity to positive energy effects are not affected by this aura. The *positive energy aura* does not affect you.

PRECIPITATE BREACH

Conjuration (Teleportation)

Level: Sorcerer/wizard 5

Components: V, M

Casting Time: 10 minutes

Range: 0 ft.

Effect: Planar breach; see text

Duration: See text

Saving Throw: None

Spell Resistance: Yes

You meddle with the boundaries between planes, creating instability and, finally, a minor planar breach. See Planar Breaching, page 151, for details concerning this phenomenon.

You have no control over the breach created.

However, as opposed to a truly random breach (see page 153), when this spell is first cast in any area that doesn't already contain a breach, a minor breach forms automatically.

The breach has the size (10d10-foot radius) and onset time following casting (1d4 rounds) described for a random breach.

Roll on Table 7-1: Random Planar Breaching, page 152, to determine the trait that leaks through from the breaching plane.

The effect is as for a minor breach.

The breach has a standard duration for a minor breach (1d6 days minus 12 hours, minimum 12 hours), after which time it fades away.

If you cast *precipitate breach* into an area that currently hosts a minor breach, you precipitate a severe breach.

Reroll the size, the onset time, and the trait that leaks through from the breaching plane (which could mean that the identity of the breaching plane changes).

The effect is as for a severe breach.

The breach has a standard duration for a severe breach (1d6 days minus 48 hours, minimum 1 hour), after which time it fades away.

This spell has no effect if cast into an area currently hosting a severe or complete breach.

Material Component: Jade dust worth 250 gp sprinkled in the center of the effect.

PRECIPITATE COMPLETE BREACH

Conjuration (Teleportation)

Level: Sorcerer/wizard 9

Components: V, M, XP

Casting Time: 10 minutes

Range: 0 ft.

Effect: Complete planar breach; see text

Duration: See text

Saving Throw: None

Spell Resistance: Yes

As *precipitate breach*, except casting this spell creates a complete breach, as described on page 152.

Material Component: Jade dust worth 1,000 gp sprinkled in the center of the effect.

XP Cost: 1,000 XP.

SUMMON BABAU DEMON

Conjuration (Summoning) [Chaotic, Evil]

Level: Cleric 6

Components: V, S, DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned babau demon

Duration: Concentration (maximum of 1 round/level) plus 1 round

Saving Throw: None

Spell Resistance: No

This spell summons a babau demon from the Infinite Layers of the Abyss.

It appears where you designate and acts immediately, on your turn.
It understands your speech (regardless of your language), and it follows your commands to the best of its ability. You must concentrate on the spell's effect, but commanding the creature is a free action.
A summoned creature cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities.

SUMMON BEARDED DEVIL

Conjuration (Summoning) [Evil, Lawful]

Level: Cleric 4

Components: V, S, DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned bearded devil

Duration: Concentration (maximum of 1 round/level) plus 1 round

Saving Throw: None

Spell Resistance: No

This spell summons a bearded devil from the Nine Hells of Baator.

It appears where you designate and acts immediately, on your turn.

It understands your speech (regardless of your language), and it follows your commands to the best of its ability.

You must concentrate on the spell's effect, but commanding the creature is a free action.

A summoned creature cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities.

SUMMON BRALANI ELADRIN

Conjuration (Summoning) [Chaotic, Good]

Level: Cleric 5

Components: V, S, DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned bralani eladrin

Duration: Concentration (maximum of 1 round/level) plus 1 round

Saving Throw: None

Spell Resistance: No

This spell summons a bralani eladrin from the Olympian Glades of Arborea.

It appears where you designate and acts immediately, on your turn.

It understands your speech (regardless of your language), and it follows your commands to the best of its ability.

You must concentrate on the spell's effect, but commanding the creature is a free action.

A summoned creature cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities.

SUMMON ELEMENTITE SWARM

Conjuration (Summoning) [see text]

Level: Druid 4

Components: V, S

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned elementite swarm

Duration: Concentration (maximum of 1 round/level) plus 1 round

Saving Throw: None

Spell Resistance: No

This spell summons an elementite swarm (air, earth, fire, or water, at the caster's option) from the appropriate Elemental Plane.

It appears where you designate and acts immediately, on your turn.

It understands your speech (regardless of your language), and it follows your commands to the best of its ability.

You must concentrate on the spell's effect, but commanding the creature is a free action.

A summoned creature cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities.

When you use a summoning spell to summon an air, earth, fire, or water creature, it is a spell of that type.

SUMMON ELYSIAN THRUSH

Conjuration (Summoning) [Good]

Level: Bard 2, cleric 2

Components: V, S, DF

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One called Elysian thrush

Duration: 8 hours

Saving Throw: None

Spell Resistance: No

This spell summons an Elysian thrush (see page 118), a birdlike creature native to the Blessed Fields of Elysium.

The creature has no significant combat utility, but its song accelerates the natural healing rate of living creatures.

Those within 30 feet who listen to the thrush's song while resting recover at twice the normal natural healing rate.

SUMMON GREATER ELEMENTAL

Conjuration (Summoning) [see text]

Level: Druid 6

Components: V, S, DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned elemental

Duration: Concentration (maximum of 1 round/level) plus 1 round

Saving Throw: None

Spell Resistance: No

This spell summons a greater elemental of your choice (air, earth, fire, or water) from the appropriate Elemental Plane.

It appears where you designate and acts immediately, on your turn.

It understands your speech (regardless of your language), and it follows your commands to the best of its ability.

You must concentrate on the spell's effect, but commanding the creature is a free action.

A summoned creature cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities.

When you use a summoning spell to summon an air, earth, fire, or water creature, it is a spell of that type.

SUMMON HOUND ARCHON

Conjuration (Summoning) [Good, Lawful]

Level: Cleric 4

Components: V, S, DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned hound archon

Duration: Concentration (maximum of 1 round/level) plus 1 round

Saving Throw: None

Spell Resistance: No

This spell summons a hound archon from the Seven Mounting Heavens of Celestia.

It appears where you designate and acts immediately, on your turn.

It understands your speech (regardless of your language), and it follows your commands to the best of its ability.

You must concentrate on the spell's effect, but commanding the creature is a free action.

A summoned creature cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities.

UNHOLY STORM

Conjuration (Creation) [Evil, Water]

Level: Blackguard 4, cleric 3

Components: V, S, M/DF

Casting Time: 1 standard action

Area: 20-ft. radius centered on you

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

A driving rain falls around you.

It falls in a fixed area once created.

The storm reduces hearing and visibility, resulting in a -4 penalty on Listen, Spot, and Search checks.

It also applies a -4 penalty on all ranged attacks made into, out of, or through the storm.

Finally, it automatically extinguishes any unprotected flames and has a 50% chance to extinguish protected flames (such as those of lanterns).

The rain damages good creatures, dealing 2d6 points of damage per round (good outsiders take double damage).

In addition, each round, a blast of fire strikes a randomly selected good outsider within the spell's area, dealing 5d6 points of fire damage.

After the spell's duration expires, the water disappears.

Material Component: A flask of unholy water.

WALL OF GEARS

Conjuration (Creation)

Level: Sorcerer/wizard 6

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Wall of moving gears whose area fills one 5-ft. square/2 levels; see text

Duration: 1 min./level

Saving Throw: See text

Spell Resistance: No

This spell taps into the planar energy of Mechanus to create a 6-inch-thick wall of moving iron cogs, wheels, gears, pistons, and assorted mechanical parts.

Each 5-foot square of the wall's surface has hardness 10 and 180 hit points.

Both sides of the wall have hundreds of moving parts that flail out, dealing 1d6 points of bludgeoning damage per two caster levels (maximum 15d6) to all creatures within 10 feet.

A successful Reflex save halves this damage.

Material Component: A small gear.

DIVINATION

ANALYZE PORTAL

Divination

Level: Bard 3, sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 minute

Range: 60 ft.

Area: Cone-shaped emanation from you to the extreme of the range

Duration: Concentration, up to 1 round/level (D)

Saving Throw: See text

Spell Resistance: No

You can tell whether an area contains a portal.

If you study an area for 1 round, you know the sizes and locations of any portals in the area.

Once you find a portal, you can study it.

(If you find more than one portal, you can study only one at a time).

Each round you study a portal, you can discover one property of the portal, in this order:

- Any key or command word needed to activate the portal.
- Any special circumstances governing the portal's use (such as specific times when it can be activated).
- Whether the portal is one-way or two-way.
- A glimpse of the area where the portal leads.

You can look at the area where the portal leads for 1 round; the range of the caster's vision is the spell's range.

Analyze portal does not allow other divination spells or spell-like abilities to extend through the portal.

For example, you cannot also use *detect magic* or *detect evil* to study the area where the portal leads while viewing the area with *analyze portal*.

For each property, you make a caster level check (1d20 + caster level) against DC 17.

If fail, you can try again in the next round.

Analyze portal has only a limited ability to reveal unusual properties, as follows:

- **Random Portals:** The spell reveals only that the portal is random and whether it can be activated now. It does not reveal when the portal starts or stops functioning.
- **Variable Portals:** The spell reveals only that the portal is variable.

If the caster studies the portal's destination, the spell reveals only the destination to which the portal is currently set.

- **Creature-Only Portals:** The spell reveals this property.

If the caster studies the portal's destination, the spell reveals where the portal sends creatures.

If it is the kind of portal that sends creatures to one place and their equipment to another place, the spell does not reveal where the equipment goes.

- **Malfunctioning Portals:** The spell reveals only that the portal is malfunctioning, not what sort of malfunction the portal produces.

Material Components: A crystal lens and a small mirror.

ANALYZE TOUCHSTONE

Divination

Level: Bard 3, cleric 3, sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 minute

Range: 60 ft.

Area: A quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to 1 round/level (D)

Saving Throw: See text

Spell Resistance: No You can tell whether an area contains a planar touchstone.

If you study an area for 1 round, you know the location of any touchstone in the area.

Once you find a touchstone, you can study it.

(If you find more than one touchstone—an extremely rare occurrence—you can study only one at a time).

Each round you study a touchstone, you can discover one property of the touchstone, in this order:

- The base ability gained by someone who takes the Planar Touchstone feat related to the site.
- Any conditions that must be met in order to recharge the higher-order ability granted by the site.
- The higher-order ability gained by someone who visits the touchstone and fulfills the recharge condition.
- The number of uses of the higher-order ability that the character gains from visiting the site and fulfilling the recharge condition.

For each of these properties, you make a caster level check (1d20 + caster level) against DC 15.

If you fail, you can try again in the next round.

Material Components: A crystal lens, a drop of ink, and a piece of paper or parchment.

LAY OF THE LAND

Divination

Level: Bard 4, druid 4, ranger 1

Components: V, S, F

Casting Time: 3 rounds

Range: Personal

Target: You

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You instantly gain an overview of the area around you.

Lay of the land gives basic information relevant to major landmarks and well-known places.

It indicates the direction and distance to each from the current location.

The geographic details are inversely proportionate to the distance you're trying to study from your location.

You have a good understanding of the terrain up to 100 miles away, you know general details of large or notable locations or land features up to 500 miles away, and you

know only the direction and distance to major features farther away.

Unlike *find the path*, this spell does not give information on traps, passwords, or impediments to a journey.

LOCATE TOUCHSTONE

Divination

Level: Bard 1, cleric 2, druid 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: See text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You sense the direction of the nearest planar touchstone and gain a vague sense of its power.

If you have visited the nearest planar touchstone and wish to exclude it from this divination, you instead gain knowledge of the next closest planar touchstone.

This spell allows you to locate planar touchstones located only on the plane on which it is cast.

Special: You must have the Planar Touchstone feat in order to cast this spell.

RARY'S INTERPLANAR TELEPATHIC BOND

Divination

Level: Sorcerer/wizard 6

This spell functions like *Rary's telepathic bond*, except that the communication functions both on the same plane and across planes.

ENCHANTMENT

BEASTLAND FEROCITY

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 1, druid 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

You unleash the savage will to survive inherent in every creature.

The subject becomes such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

If the creature is reduced to –10 hit points, it dies normally.

MECHANUS MIND

Enchantment (Compulsion) [Lawful, Mind-Affecting]

Level: Sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Like entities that inhabit the plane of Mechanus, the subject of *Mechanus mind* temporarily becomes a being of focused order.

The subject gains a +4 bonus on Will saving throws to resist mind-affecting spells.

While in the grip of *Mechanus mind*, the subject also becomes more analytical and less emotional.

The subject gains a +2 bonus on all Intelligence-based checks, but takes a -2 penalty on Charisma-based checks.

EVOCATION

LIGHT OF LUNIA

Evocation [Good, Light]

Level: Cleric 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: You and creature(s) touched with ray (up to 2); see text

Duration: 10 min./level (D) or until used up; see text

Saving Throw: None

Spell Resistance: Yes

You begin to glow with the light of fabled Lunia, the first layer of the Seven Mounting Heavens of Celestia.

Silvery radiance emanates from you in a 30-foot radius, and dim light extends for an additional 30 feet.

Beginning one turn after you cast this spell, you can choose to expend some or all of the *light of Lunia* as a ray of light.

You can make a single ranged touch attack that deals 1d6 points of damage with a range of 30 feet.

This dims your silvery radiance to half (15-foot light, with dim light for an additional 15 feet).

You can choose to fire one additional ray with the same characteristics either on the same round (if you can make multiple attacks in a round) or on a subsequent round.

Firing the second ray quenches your radiance, and the spell ends.

LIGHT OF MERCURIA

Evocation [Good, Light]

Level: Cleric 2, sorcerer/wizard 2

Components: V, S

As *light of Lunia*, except that you glow with the golden light of Mercuria, the second layer of the Seven Mounting Heavens of Celestia.

Your light rays deal 1d6 points of damage, or 2d6 points of damage against undead and evil outsiders.

LIGHT OF VENYA

Evocation [Good, Light]

Level: Cleric 3, sorcerer/wizard 3

Components: V, S

As *light of Lunia*, except that you glow with the pearly light of Venya, the third layer of the Seven Mounting Heavens of Celestia.

Your light rays deal 1d6 points of damage, or 3d6 points of damage against undead and evil outsiders.

Alternatively, you can choose for the ray to heal 3d6 points of damage to a living, nonevil creature.

ILLUSION

CLOAK POOL

Illusion (Glamer)

Level: Bard 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One color pool

Duration: One hour/level (D)

Saving Throw: Will negates (harmless, object)

Spell Resistance: No

This spell causes a color pool on the Astral Plane—an irregular patch of color containing a portal to another plane—to seemingly cease to exist.

In truth, it is only hidden from view.

The use of this spell does not hide the area around the pool; it masks only the fact that a pool is present.

See *invisibility* or *true seeing* reveals the presence of the pool, as does *analyze portal*.

DISCOLOR POOL

Illusion (Glamer)

Level: Bard 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One color pool

Duration: One hour/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No (harmless)

This spell causes a color pool on the Astral Plane—an irregular patch of color containing a portal to another plane—to appear to be a different color, and thus, to lead to another plane.

True seeing or *analyze portal* reveals the true nature of the pool.

Material Component: Four drops of colored ink.

NECROMANCY

BARGHEST'S FEAST

Necromancy [Evil]

Level: Cleric 6, sorcerer/wizard 7

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: Corpse touched

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Black flames flicker over a corpse, utterly consuming it.

You destroy the remains of a dead person or creature, preventing any form of raising or resurrection that requires part of the corpse.

There is a 50% chance that a *wish*, *miracle*, or *true resurrection* spell cannot restore to life a victim consumed by a *barghest's feast* spell.

Check once for each destroyed creature.

If the d% roll fails, the creature cannot be brought back to life by mortal magic.

Material Component: A diamond worth 5,000 gp.

BODAK'S GLARE

Necromancy [Death, Evil]

Level: Cleric 8

Components: V, S, DF

Casting Time: 1 round

Range: 30 ft.

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell allows you to channel the deadly gaze of the bodak.

Upon completion of the spell, you may target a creature within range that can see you.

That creature dies instantly unless it succeeds on a Fortitude save.

The target need not meet your gaze.

If you slay a humanoid creature with this attack, it transforms into a bodak 24 hours later unless it has been resurrected in the meantime.

The bodak is not under your command, but can be controlled as normal with a rebuke undead check.

DEATH THROES

Necromancy [Force]

Level: Cleric 5, sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level or until you are killed

Saving Throw: None

Spell Resistance: No

Some extraplanar creatures, such as a balor or an eragon, expend the last of their life energy in a burst of power.

You likewise attune your body's life force so that if you are killed, your body is instantaneously destroyed in an explosion of energy that deals 1d8 points of force damage per caster level to everyone in a 30-foot-radius burst.

This explosion entirely destroys your body, preventing any form of raising or resurrection that requires part of the corpse.

A *wish*, *miracle*, or *true resurrection* spell can restore life.

EVIL GLARE

Necromancy [Evil, Fear, Mind-Affecting]

Level: Cleric 4, sorcerer/wizard 4

Components: V, S, DF

Casting Time: 1 standard action

Range: 30 feet

Target: Living creature

Duration: 1 round/level and 1d8 rounds; see text

Saving Throw: Will negates

Spell Resistance: Yes

This spell, inspired by the malevolent gaze of the shadowy nightwalkers, causes your eyes to glow with dark energy.

Immediately upon completion of the spell, you may target a living creature within range with your glare; that creature becomes paralyzed with fear for 1d8 rounds.

You must be able to see the creature, and it must be able to see you (though it need not meet your gaze).

Once per round after that for the duration of the spell, you can target another creature with your glare as a move action.

You can't target the same creature twice with a single casting of the spell, regardless of the success of its saves.

MIASMA OF ENTROPY

Necromancy

Level: Druid 6, sorcerer/wizard 7

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst, one solid object, or one organic construct

Duration: Instantaneous

Saving Throw: Will negates (object) or Fortitude half; see text

Spell Resistance: Yes (object)

Miasma of entropy causes accelerated decay in all wood, leather, and other natural materials in the spell's area.

It destroys nonmagical objects of wood, leather, paper, and other formerly living organic matter.

All such objects within the area rot into slimy, pulpy masses.

Objects weighing more than 1 pound per caster level are not affected, but all other objects of the appropriate composition are ruined.

Alternatively, you can target *miasma of entropy* against a single solid object of nonliving organic matter that weighs up to 10 pounds per caster level.

When targeted against an animated object made of an organic material, *miasma of entropy* deals 1d6 points of damage per caster level (maximum 20d6), with a Fortitude save for half damage.

NEGATIVE ENERGY AURA

Necromancy

Level: Cleric 4

Components: V, S

Casting Time: 1 standard action

Range: Personal

Area: 10-ft.-radius emanation centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

An aura of black, crackling negative energy surrounds you. Each round on your turn, every living creature within 10 feet of you loses 2 hit points.

Undead creatures instead gain 2 hit points per round (though they can't exceed their full normal hit points from this effect).

Characters with immunity to negative energy effects are not affected by this aura.

The *negative energy aura* does not affect you.

OPALESCENT GLARE

Necromancy [Death, Good]

Level: Cleric 5, sorcerer/wizard 5

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 feet

Target: 1 living creature

Duration: Instantaneous

Saving Throw: Will partial; see text

Spell Resistance: Yes

Inspired by the deadly gaze of the noble ghaele eladrin, this spell causes your eyes to glow with a pearly light.

If the target is evil and has 5 or fewer Hit Dice, it dies unless it succeeds on a Will save.

Even if the save succeeds, the creature is affected as though by a *fear* spell for 2d10 rounds.

Nonevil creatures and evil creatures with more than 5 Hit Dice are not slain by *opalescent glare*, and they suffer the *fear* effect only if they fail the Will save.

TRANSMUTATION

ANARCHIC WATER

Transmutation [Chaotic]

Level: Cleric 1

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: Flask of water touched

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This transmutation imbues a flask (1 pint) of water with the energy of chaos, turning it into anarchic water (see page 75).

Material Component: 5 pounds of powdered iron and silver (worth 25 gp).

ATTUNE FORM

Transmutation

Level: Cleric 3, druid 3, sorcerer/wizard 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: One or more living creatures touched

Duration: 2 hours/level (see text)

Saving Throw: None

Spell Resistance: No

This spell allows you to attune the affected creatures to the plane you are currently on, negating harmful and negative natural effects of that plane.

Affected creatures gain the protections described in the *avoid planar effects* spell (see below).

Material Component: A bit of stone or earth from your home plane.

AXIOMATIC WATER

Transmutation [Lawful]

Level: Cleric 1, paladin 1

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: Flask of water touched

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This transmutation imbues a flask (1 pint) of water with the order of law, turning it into axiomatic water (see page 76).

Material Component: 5 pounds of powdered iron and silver (worth 25 gp).

BABAU SLIME

Transmutation

Level: Druid 3, sorcerer/wizard 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Fortitude negates (harmless) and Reflex negates; see text

Spell Resistance: Yes (harmless)

This demon-inspired transmutation causes the subject to secrete a slimy red layer of jelly that coats her skin, armor, and equipment.

While the slime does not harm the subject or her equipment, any other weapon that touches it takes 1d8 points of acid damage from the corrosive goo, and the weapon's hardness does not reduce this damage.

A magic weapon may attempt a Reflex save to avoid taking this damage.

A creature who strikes a slime-protected subject with an unarmed attack, unarmed strike, touch spell, or natural weapon takes this damage as well but can negate the damage with a Reflex save.

Material Component: A drop of babau slime.

BALOR NIMBUS

Transmutation

Level: Cleric 4, sorcerer/wizard 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Like the legendary balor, your body bursts into lurid flames.

The flames do not harm you or any equipment you carry or wear.

However, each round, the flames deal 6d6 points of fire damage to any creature grappling you (or any creature you grapple) on your turn.

Material Component: A pinch of soot.

BELKER CLAWS

Transmutation [Air]

Level: Sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature or creatures touched (up to one/level)

Duration: 1 round per three levels

Saving Throw: Fortitude half

Spell Resistance: Yes

This spell transforms one of your hands into a smoky claw like that of a belker.

With a successful touch attack, you fill a living target's lungs with smoke.

The smoke inside the victim solidifies into miniature claws and begins to rip at the surrounding organs, dealing 3d4 points of damage.

A successful Fortitude save halves the damage dealt.

For every three caster levels, the smoke lasts for another round (to a maximum of 4 rounds at 12th level), dealing another 3d4 points of damage.

You can use this melee touch attack once per round for every three caster levels, up to a maximum of four times at 12th level.

Material Component: A small vial of smoke.

CORPOREAL INSTABILITY

Transmutation

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

Your touch transforms a living creature into a spongy, amorphous mass, its shape melting and writhing uncontrollably.

An affected creature is unable to hold or use any item.

Clothing, armor, rings, and helmets become useless.

Large items worn or carried—armor, backpacks, and even shirts—hamper more than help, reducing the victim's Dexterity score by 4.

Soft or misshapen feet and legs reduce speed to 10 feet or one-quarter normal, whichever is less.

The victim becomes blind and cannot cast spells or use magic items, and searing pain renders it incapable of attacking.

While in this form, the creature has immunity to extra damage from critical hits and sneak attacks due to its amorphous nature.

Each round the victim spends in an amorphous state causes 1 point of Wisdom drain from mental shock.

If the victim's Wisdom score is reduced to 0, it falls unconscious.

A conscious victim can regain its own shape by taking a standard action to attempt a new Fortitude save.

Success ends the spell effect.

DEMON DIRGE

Transmutation

Level: Cleric 4, sorcerer/wizard 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Living creature

Duration: Instantaneous or 1d4 rounds; see text

Saving Throw: Fortitude negates or Fortitude partial; see text

Spell Resistance: Yes and no; see text

The baatezu's answer to Blood War-related demonic magic targeting their race, *demon dirge* deals 3d6 points of damage to any creature that has both the chaotic and evil subtypes (such as a howler or a demon).

A successful Fortitude save negates this damage.

If the target creature also possesses the tanar'ri subtype, the spell has a much more powerful effect.

The target's blood seethes and churns, stunning it for 1d4 rounds and dealing 3d6 points of damage in each of those rounds.

A successful Fortitude save negates the stun effect and reduces the duration to 1 round.

Such creatures' spell resistance does not apply against this effect.

DEVIL BLIGHT

Transmutation

Level: Cleric 3, sorcerer/wizard 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Living creature

Duration: Instantaneous or 1d6 rounds; see text

Saving Throw: None or Will partial; see text

Spell Resistance: Yes and no; see text

This spell was developed by demonic spellcasters ages ago for use against their ancient foes, the devils of Baator.

It deals 2d6 points of damage to creatures that have both the lawful and evil subtypes (such as a barghest or a devil).

No saving throw is allowed against this damage.

If the target creature also possesses the baatezu subtype, the spell has a much more powerful effect.

The target's mind reels, confusing it for 1d6 rounds and dealing 2d6 points of damage in each of those rounds.

A successful Will save negates the confusion effect and reduces the duration to 1 round.

Such creatures' spell resistance does not apply against this effect.

FALSE GRAVITY

Transmutation

Level: Sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject of this spell can travel on any solid surface as though that surface possessed its own gravity.

For example, the subject could walk or even run up a wall as though the wall were a perfectly level floor.

The subject can switch "down" as often as he likes during the spell's duration, though only once per round, as a free action.

Unattended objects fall, as normal.
The subject of *false gravity* can fly by choosing a solid surface and letting himself fall through the air toward it. A character “flying” in this fashion moves at 30 feet per round and can make one turn, in any direction, once per round, by redefining his personal gravity.
A character falling in this fashion loses all “downward” momentum when he changes his gravity.
Material Component: A pair of magnets.

FOCUS TOUCHSTONE ENERGY

Transmutation

Level: Cleric 4, druid 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes (harmless)

You can convert an unused usage of your higher-order planar touchstone ability into temporary hit points (see the Planar Touchstone feat, page 41).

By touching a living creature and expending one of your higher-order ability uses, you grant the target 3d6 temporary hit points.

HAMATULA BARBS

Transmutation

Level: Cleric 3, sorcerer/wizard 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This barbed-devil-inspired transmutation causes the subject to grow a covering of sharp barbs from its skin, equipment, or clothing, whichever is appropriate when the spell is cast. Any creature striking the subject with a handheld weapon or a natural weapon takes 1d8 points of slashing and piercing damage from the subject's barbs.

This damage does not apply to attackers using reach weapons, such as longspears.

The subject itself is not harmed by its own barbs.

Material Component: A thorn.

INFERNAL WOUND

Transmutation [Evil]

Level: Cleric 4, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

The *infernal wound* spell makes a weapon inflict persistent wounds similar to those made by bearded devils and horned devils.

A creature injured by a weapon with *infernal wound* cast upon it loses 2 additional hit points each round for the remaining duration of the spell.

The continuing hit point loss can be stopped by a Heal check (DC 10 + spell level + caster's ability modifier), a *cure* spell, or a *heal* spell.

PERINARCH

Transmutation

Level: Druid 4, sorcerer/wizard 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Duration: 1 round/level; see text

Saving Throw: None (object) and Reflex negates; see text

Spell Resistance: No

Unless controlled, the Ever-Changing Chaos of Limbo is just what the plane's name implies: a roiling soup of energy and elements.

Natives learn to control it or to inhabit areas that have enjoyed some measure of control for a long period, but visitors to areas of “raw” limbo must make a DC 16 Wisdom check to gain control over the dangerous roil.

The *perinarch* spell gives the caster automatic control of a radius of raw Limbo (an area not already stabilized or within some other creature's control) in close range.

Control allows the *perinarch* (the name sometimes given to those who can cast the *perinarch* spell) to reshape the raw limbo as she desires, adding or subtracting one of the four basic elements once per round as a standard action.

A favorite among travelers from the Material Plane is a chunk of earth surrounded by a small atmosphere of air.

Casting this spell overlaps with the control already (potentially) established by the *perinarch* with a Wisdom check.

Allies of the caster may give their control over to the *perinarch* caster contiguous with the spell being cast, if they so choose.

Control cannot be wrested away from the caster while the spell is in effect (which is one of the best reasons to cast this spell, even if you have a high Wisdom score).

If the *perinarch* moves more than 100 feet away from the area that she controlled, the order she imposed fades away.

A *perinarch* is unable to achieve any works of complexity within an area she controls.

But she can mix two or three elements in a crude fashion; a few examples are provided below.

The *perinarch* may attempt to seize control of a new area that already contains foes; however, foes can make a Reflex save to get out of the area.

Thick Barrier: A *perinarch* can “thicken” empty air with dust and rock, creating a zone around herself and her allies that outside creatures must hack or force a way through. Their speed drops to 5 feet, or 10 feet for Large or larger creatures.

Fiery Barrier: A *perinarch* can create a thick field of flame that deals 3d10 points of fire damage to any creature attempting to pass through it.

The field also deals 3d10 points of fire damage for each round a creature lingers within it.

Complete Barrier: A perinarch can create a complete barrier of solid stone encircling herself and her allies, preventing access by any other than the most accomplished tunnelers. On the other hand, a perinarch can attempt to trap foes within their own bubble of solid stone.

PERINARCH, PLANAR

Transmutation

Level: Druid 9, sorcerer/wizard 9

As *perinarch*, except that the caster can cast this spell on any highly morphic or divinely morphic plane (most of the Outer Planes are divinely morphic).

However, mortals who change the fabric of a god's domain should think twice, depending on the DM's interpretation of a given god's territorial nature.

SPELL VULNERABILITY

Transmutation

Level: Cleric 4, sorcerer/wizard 3

Components: V, S

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 min./level

Saving Throw: Fortitude negates; see text

Spell Resistance: No

This spell reduces the subject's spell resistance by 1 per caster level (maximum reduction 15).

This reduction can't lower a subject's spell resistance below 0.

The target of the spell takes a penalty on its saving throw equal to your caster level.

TOUCHSTONE LIGHTNING

Transmutation [Electricity]

Level: Druid 4, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: One or more rays of electricity

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You can convert an unused usage of your higher-order planar touchstone ability into a ray of electricity (see the Planar Touchstone feat, page 41).

This ray exhausts one use of your higher-order ability and deals 5d6 points of electricity damage to the target with a successful ranged touch attack.

For every five levels gained above 7th, you may fire one additional ray of electricity (to a maximum of three rays at 17th level).

Each ray exhausts one of your higher-order ability uses.

PLAYER'S GUIDE TO FAERÛN (3.5)

ABJURATION

ELMINSTER'S EFFULGENT EPURATION

Abjuration

Level: Sorcerer/wizard 9

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One magic-absorbing sphere per caster level

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

When you cast this spell, you bring forth one floating, silvery sphere per caster level, each about the size of your head.

These spheres hover around you to provide protection from magical effects.

As a standard action, you may shift the spell's effect (and thus all the spheres) to any other creature within range. Each of these spheres can absorb and completely negate any spell or spell-like ability, regardless of level, that directly targets the subject.

The spheres do not automatically absorb all spells; the subject may choose whether or not to let them absorb any given spell cast upon it.

(This option allows the creature to benefit from helpful spells).

Area spells and spells that do not actually have a target (such as *Bigby's interposing hand*) cannot be absorbed.

Once a sphere has absorbed a spell or spell-like ability, it simply fades away.

Only spells and spell-like abilities of deific power can overcome the protection provided by *Elminster's effulgent epuration*.

FORCEWARD

Abjuration

Level: Initiate of Helm 3, paladin 3

Components: V, S, DF

Casting Time: 1 full round

Range: 10 ft.

Targets: You and any allies within a 10-ft.-radius emanation centered on you

Duration: 1 min./level

Saving Throw: No; see text

Spell Resistance: Yes

You create an unmovable, transparent sphere of force centered on you.

The interior of the sphere and everything within 5 feet of its edge is illuminated with light equivalent to that of a candle.

You and your allies may enter the sphere at will.

Any other creature that tries to enter must make a Will saving throw to succeed.

Any creature may leave the sphere freely, but a creature that has left must make a successful Will save to enter again, even if it is you or one of your allies.

Creatures within the area of the sphere at the time of casting are not forced out.

While in the area of the *forceward*, you and your allies each gain a +2 sacred bonus on saving throws against effects created by evil creatures.

Creatures within the area that are not your allies gain no benefit.

The *forceward* does not prevent spells or objects from entering the area, so it is possible for two creatures on opposite sides of the sphere's edge to fight without penalties.

A creature using unarmed attacks or natural weapons in this manner, however, must still make a Will save each round, or its attacks cannot pass the *forceward*'s boundary.

GLORY OF THE MARTYR

Abjuration [Good]

Level: Initiate of Ilmater 4

Components: V, S, F, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Like *shield other*, this spell wards the subjects, creating a mystic connection between them and you that transfers some of their wounds to you.

Each subject gains a +1 deflection bonus to AC and a +1 resistance bonus on all saving throws.

In addition, each subject takes only one-half the normal hit point damage from any attack, and you take the remainder. Forms of harm that do not involve hit points, such as *charm* effects, ability damage, level draining, and *disintegration*, are not affected.

If a subject's hit points are reduced because of a lowered Constitution score, that reduction is not split with you because it is not hit point damage.

When the spell ends, any subsequent damage is no longer divided between you and the subjects, but the damage you took for the subjects is not reassigned to them.

If you die while *glory of the martyr* is in effect, the spell ends in a burst of positive energy that restores 1d8 hit points to each subject.

If a subject dies or moves out of range of the spell, that subject's connection to you is severed, but the spell remains in force with respect to other subjects.

If your connection with all subjects is severed, the spell ends.

Focus: A platinum ring worth at least 50 gp worn by you and each subject of the spell.

HOLY STAR

Abjuration

Level: Initiate of Mystra 7

Components: V, S

Casting Time: 1 standard action

Range: Personal

Effect: Protective star of energy

Duration: 1 round/level (D)

You create a glowing mote of energy that stays near your shoulder, providing light equal to that of a candle.

This star has the following three functions, and you can designate which function to activate as a free action on your turn.

Spell Turning: The *holy star* can turn a total of four to seven (1d4+3) spell levels as the *spell turning* spell.

Any turning potential depleted through this use remains so for the duration of the spell; the *holy star* does not return to full capacity every time you choose this function.

If its entire spell turning capacity is expended, this function no longer works, but the others do.

Protection: The *holy star* gives you a +10 circumstance bonus to AC without affecting your actions.

Fire Bolt: The *holy star* lashes out with a beam of energy as a ranged touch attack against a creature up to 90 feet away.

This attack uses your attack bonus and deals fire damage equal to 1d6 points per two caster levels (maximum 10d6).

MOONWEB

Abjuration

Level: Initiate of Selûne 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Effect: 10-ft.-high barrier of force in a 5-ft.-diameter circle or 10-ft.-long line

Duration: 10 min./level

Saving Throw: None

Spell Resistance: Yes

You create an immobile barrier of force that glows as though with moonlight.

You can form the barrier either as a circular shield 5 feet in diameter and 10 feet high around a willing creature, or as a flat, 10-foot-square plane placed either horizontally (across a doorway, for example) or vertically (covering a pit or trap door), as long as it is anchored along at least one edge.

The barrier has an inside and an outside.

From the inside, it is transparent and passable; any creature can move through it.

From the outside, it is opaque and virtually impassable—no creature or attack can pass through from this direction.

Creatures inside the *moonweb* have cover and total concealment against attacks that originate on the outside.

MYSTRA'S MIASMA

Abjuration

Level: Sorcerer/wizard 9

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 5 ft./level)

Area: 30-ft.-radius emanation, +5 ft./level

Duration: 1 round/level

Saving Throw: Will partial; see text

Spell Resistance: No

This potent spell conjures forth a thick, billowing cloud of mist that functions as a *solid fog* spell.

In addition, the mist creates a "sinkhole" in the Weave, greatly reducing the power of spellcasters in that spot.

Each character within the area of Mystra's *miasma* takes a -4 penalty on caster level checks when attempting to cast spells.

A successful Will save made upon first entering the *miasma* negates this effect.

Creatures who access the Shadow Weave to cast their spells are immune to the caster level check penalty unless you also call upon the Shadow Weave.

In that case, the spell is called *Shar's miasma* and Weave users are immune to the caster level check penalty.

Material Component: A small piece of quilted cloth, which must be soaked in water while the spell is cast.

ROSEMANTLE

Abjuration

Level: Initiate of Lathander 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You cause the target to glow with a soft, faint, rosy radiance equal to candlelight.

This glow grants the subject a sacred bonus equal to +1 per caster level (maximum +10) on saving throws against effects that work by causing pain (such as *Nybor's gentle reminder*), effects that would cause the target to become sickened or nauseated, and fear effects.

RUBY RAY OF REVERSAL

Abjuration

Level: Sorcerer/wizard 7

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One natural or magical hazard; see text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

From your fingertips springs a thin line of bright red light that can negate any of several magical or mundane hazards.

Each version of this spell can target one of the hazards described below and "correct" it in the manner described.

Unless specifically stated otherwise, this spell affects magical and mundane hazards of the indicated type equally.

For example, a *ruby ray of reversal* can eliminate the webs of a monstrous spider or the effect of a *web* spell.

- Any trap targeted by the ray is sprung.

This version of the spell may have adverse effects on creatures standing within a trap's area.

You must be aware of a trap to cast *ruby ray of reversal* on it.

- The spell unties knots and causes chains, manacles, and similar restraining devices to fall away.

Entangle and similar magical effects are dispelled.

Doors (or chests, drawers, cabinets, and so on) that are locked, barred, or under the effect of an *arcane lock* spell are opened.

- A hole with a radius of up to 1 foot is created in a *wall of force*, *forcecage*, or similar spell or effect.

This function of the spell does not destroy the targeted effect, but creatures trapped by it may be able to wriggle free.

- A creature that has been *polymorphed*, turned to stone, or otherwise transformed from its natural state is returned to its natural form.

- A *magic jar* spell is dispelled if a *ruby ray of reversal* targets the crystal holding the caster's soul.

- Webs, slime, grease, and other substances that would hamper movement are destroyed in an area with a radius of up to 20 feet.

(Treat this effect as a spread, as described on page 175 of the *Player's Handbook*).

Material Component: A ruby worth at least 1,000 gp.

SHIELD OF LATHANDER

Abjuration

Level: Initiate of Lathander 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 round

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The touched creature gains damage reduction 15/- for 1 round.

SHIELD OF LATHANDER, GREATER

Abjuration

Level: Initiate of Lathander 7

This spell functions like *shield of Lathander*, except that the target gains damage reduction 20/-, immunity to negative energy and energy drain, and resistance 10 to acid, cold, electricity, fire, and sonic energy.

SPELL SHIELD

Abjuration

Level: Initiate of Mystra 2

Components: V, S, DF

Casting Time: 1 standard action; see text

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains a +3 resistance bonus on saving throws against spells and spell-like abilities, but not against supernatural or extraordinary abilities.

At 11th level, you can cast this spell on yourself as a free action.

SPELLMANTLE

Abjuration

Level: Initiate of Mystra 6

Components: V, S

Casting Time: 1 full round

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You create a magical aura around the subject that protects it against certain spells.

Upon casting, you must designate one spell of 4th level or lower per four caster levels you possess.

These choices cannot be spells delivered by touch attacks. When the subject of this spell is the target of or within the area of one of the designated spells, the *spellmantle* absorbs the incoming spell's energy completely.

The target can then direct this energy to one of the following two purposes.

Healing: The subject immediately receives a *cure wounds* spell of the same level as the spell that was absorbed.

The *cure* spell functions as if you had cast it upon the target. If the subject is unconscious, the incoming spell is automatically converted to a *cure* spell.

Receive Spell: The incoming spell's energy can immediately trigger another spell upon the target.

To allow the subject this option, you must designate one spell of 4th level or lower that you have prepared at the time of casting.

This spell must be one that affects the target's person.

Designating one of your spells for this purpose does not cause you to lose the prepared spell, either now or when the effect is triggered.

If the level of the incoming spell is lower than that of your designated spell, the subject cannot activate this effect.

Otherwise, if the subject chooses this option, your designated spell functions as if you had cast it.

The duration of this triggered spell can outlast that of the *spellmantle* itself.

For example, you could designate *lightning bolt* as one of the spells the *spellmantle* absorbs and choose *magic circle against evil* to be the spell the target receives.

In that case, every time the subject is in the area of a *lightning bolt* (or any other spell of 3rd level or higher that you designate), it can choose to be immediately protected by *magic circle against evil*.

The *spellmantle* can absorb from three to nine spell levels (1d4 + 1 per four caster levels) of incoming spells.

If the *spellmantle* lacks sufficient capacity to absorb a spell, the absorption does not occur.

Once it has absorbed its capacity, it dissipates.

SURELIFE

Abjuration

Level: Repose 8

Components: V, S, M

Casting Time: 1 round

Range: Personal

Target: You

Duration: 1 min./level

This spell protects you against some condition—such as being immersed in boiling oil or being buried under an avalanche—that would ordinarily cause certain death. You can protect yourself only against a natural occurrence or a nonmagical condition, not against a spell or the direct attack of a creature (such as the breath of a dragon or the swords of a group of bandits).

At the time of casting, you must specify the condition against which you wish to protect yourself.

Should you be subjected to that condition during the duration of the spell, you feel no discomfort and take no damage from the condition, though the spell does not protect any items carried on your person.

If you are still subject to the condition at the end of the spell's duration, you suffer its full normal effects.

Material Component: An ointment of peach syrup and cinnabar.

TRANSCRIBE SYMBOL

Abjuration

Level: Rune 8, sorcerer/wizard 8

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Magic symbol touched

Duration: 10 minutes or until discharged

Saving Throw: None

Spell Resistance: No

You place a protective spell upon your hand that allows you to touch an untriggered magic sigil (such as a *glyph of warding* or a *symbol of death*) without setting it off.

The touched sigil is removed from its location and held as magical potential on your hand, as though it were a touch spell.

To pick up the spell in this manner, you must make a successful caster level check (DC 20 + spell level).

Failure indicates that you have triggered the *glyph* or *symbol*.

If you successfully transfer the sigil to your hand, you can use a standard action to place it on a surface (not a creature) of the sort on which it can normally be scribed.

The transferred sigil works normally thereafter and retains all its original triggering conditions, although its current location might make its triggers difficult or impossible to achieve.

You can maintain the magic sigil on your hand as long as you concentrate.

If your concentration lapses or the spell duration expires while the sigil is thus stored as potential, it immediately triggers upon you (and only you), even if you normally would not meet its trigger conditions.

The effect has the same saving throw and spell resistance aspects as the original spell did.

The only safe way to rid yourself of the stored spell is to place it upon a suitable surface.

Focus: A piece of slate that has been scoured bare and smooth on one side.

UNDEATH'S ETERNAL FOE

Abjuration [Good]

Level: Initiate of Lathander 9

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/5 levels

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes (harmless)

You grant one or more creatures special abilities that allow them to effectively destroy undead.

Each subject of this spell functions as if affected by *negative energy protection*, except that a +10 sacred bonus applies to its resistance roll against such attacks.

It also gains a +4 deflection bonus to AC against attacks by undead and is immune to special attacks by undead that deal ability damage or ability drain, or afflict the target with disease or poison.

The subject can make melee and ranged attacks against ethereal or incorporeal undead as if they were using *ghost touch* weapons and ignore any damage reduction an undead opponent may have.

CONJURATION

BOMBARDMENT

Conjuration (Creation)

Level: Druid 8

Components: V, S, F

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 15-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half; see text

Spell Resistance: Yes

You cause a rain of rocks to fall from the sky, burying your opponents.

You designate the spot on which the burst is centered. Each creature in the area that fails a Reflex saving throw takes 1d8 points of damage per caster level (maximum 20d8) and is buried under rubble (see *Avalanches*, page 90 of the *Dungeon Master's Guide*).

A successful save halves the damage and avoids burial.

Buried subjects are subject to suffocation (see page 304 of the *Dungeon Master's Guide*) until they climb out from under the rocks (a full-round action).

Focus: A quartz crystal embedded in rock.

CREATE MAGIC TATTOO

Conjuration (Creation)

Level: Sorcerer/wizard 2

Components: V, S, M, F

Casting Time: 10 minutes

Range: Touch

Target: Creature touched

Duration: 1 day

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell creates a single magic tattoo.

You determine the exact type of tattoo, though the selection is limited by your caster level, as indicated below. You must possess a modicum of artistic talent to sketch the desired tattoo—at least 1 rank of Craft (drawing), Craft (painting), Craft (calligraphy), or a similar Craft skill. Inscribing a magic tattoo requires a successful Craft check. The DC varies with the kind of tattoo, as noted below.

If you are a 3rd- to 6th-level caster, you can inscribe a tattoo that generates any one of the following effects (Craft DC 10).

- +2 resistance bonus on one type of saving throw (Fortitude, Reflex, or Will).
- +1 luck bonus on attack rolls.

- +1 deflection bonus to AC.

At 7th to 12th caster level, you can add the following tattoos to the list that you can inscribe (Craft DC 15):

- +2 resistance bonus on all saving throws.
- +2 competence bonus on attack rolls.

When your caster level reaches 13th, you may add the following to the list of tattoos you can inscribe (Craft DC 20).

- Spell resistance equal to 10 + 1/six caster levels.
- +2 enhancement bonus to any one ability score.
- +1 level of spellcasting ability.

This effect increases the subject's effective level, but not the total number of spells.

For example, an 11th-level caster who receives this tattoo functions as a 12th-level caster for the purpose of determining level-based spell variables (such as range, area, effect, and so on), but he does not receive any extra spells. A single creature can have only three magic tattoos at a time.

Any attempt to apply more than that automatically fails.

A successful *erase* spell removes a single magic tattoo.

A successful *dispel magic* spell can remove multiple magic tattoos if targeted on the creature bearing them (see the *dispel magic* spell description, page 223 of the *Player's Handbook*).

Material Components: Tattoo inks in appropriate colors costing at least 100 gp.

Focus: Tattoo needles.

MOLD TOUCH

Conjuration (Creation)

Level: Initiate of Nature 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Effect: Patch of brown mold

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You cause a 5-foot-diameter patch of brown mold to appear, centered on the point you touch.

You can cause it to appear on a living target by making a successful melee touch attack against that creature.

As described on page 76 of the *Dungeon Master's Guide*, every living creature within 5 feet of the brown mold takes 3d6 points of nonlethal cold damage each round.

Fire brought within 5 feet of the patch instantly doubles its size, and cold damage instantly destroys it.

OBEDIENT AVALANCHE

Conjuration (Creation) [Cold]

Level: Cold 9

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: 20-ft.-radius avalanche of snow, centered anywhere within range; see text

Duration: Instantaneous

Saving Throw: Reflex half or Reflex negates; see text

Spell Resistance: No

You summon an avalanche of snow out of a rift in midair, burying your foes and sending them to a frosty death.

The effect of an *obedient avalanche* on a creature depends on where it is in relation to the spell's point of origin, as follows.

Within 20 feet of the Point of Origin: Each creature in this area takes 1d8 points of damage per two caster levels (maximum 10d8), plus an additional 1d6 points of cold damage per two caster levels.

A creature that fails its save is also buried (as described on page 90 of the *Dungeon Master's Guide*).

All squares within 20 feet of the point of origin are covered in heavy snow (see page 94 of the *Dungeon Master's Guide*), which persists as long as ordinary snow would.

Between 20 feet and 40 feet of the Point of Origin: A creature in this area takes half as much damage from the impact of the avalanche as one nearer the point of origin takes (Reflex save negates).

On a failed save, the snow has the additional effect of a bull rush, with a +13 bonus (+5 for an effective Strength of 20 and +8 for an effective size of Huge) on the requisite check. With a successful bull rush, it pushes creatures away from the point of origin of the spell.

All squares in the ring 20 feet to 40 feet from the center point are covered in snow, which persists as long as ordinary snow would.

Terrain and Structures: The avalanche uproots small trees and other vegetation automatically, and it leaves a trail of light rubble (as described on page 91 of the *Dungeon Master's Guide*) even after the snow has melted.

A structure hit by an *obedient avalanche* takes 1d6×10 points of damage.

An *obedient avalanche* extinguishes all flames it touches.

SPECTRAL STAG

Conjuration (Creation)

Level: Initiate of Malar 2

Components: V, S, DF

Casting Time: 1 standard action

Range: 0 ft.

Effect: One quasi-real staglike creature

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: No

You conjure a quasi-real, staglike creature that you can direct to either attack a target or simply carry you on its back.

When you cast the spell, you decide whether you want the stag to appear next to you or form underneath you so that you may ride it immediately.

The stag has a speed of 60 feet and can act as soon as it appears, moving as you direct.

Controlling the stag is a free action.

It can move through the air as if it were on firm land, as a *phantom steed* spell (caster level 12th).

It can bear its rider's weight plus up to 10 pounds of additional weight per caster level.

The stag is a Large creature with an Armor Class of 18 (–1 size, +4 natural armor, +5 Dex) and 7 hit points +1 hit point per caster level.

If it loses all its hit points, the *spectral stag* disappears.

If directed to attack a creature, the stag charges its target and initiates a bull rush.

It has an effective Strength of 18 for this purpose.

The stag cannot be attacked or damaged, but if you are riding it when it attempts a bull rush, the defender may use her attack of opportunity against you instead of the stag.

If the bull rush fails, the stag (and you, if you are riding it) moves 5 feet straight back to where it was before it moved into the target's space.

If the bull rush succeeds, the stag moves the defender the maximum distance possible.

The defender must also make a Fortitude saving throw or be stunned for 1 round.

When the spell ends, the stag vanishes.

If you were riding it at the time, you land safely on the ground.

STONE WALK

Conjuration [Teleportation]

Level: Initiate of Bane 6

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: Stone touched

Duration: Permanent until discharged

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You magically link one location to another so that you or someone else may speak a command word at one end and be teleported to the other end.

Before casting this spell, you must prepare the ends of the link, both of which must be areas of stone 5 feet square.

This preparation takes 1 hour, and they serve for repeated castings of the spell as long as the stones are not damaged. When you cast *stone walk*, you designate a command word and touch one of the stones.

Both stones then become attuned to the command word you designate.

Thereafter, any creature that speaks the command word while standing upon one of the stones is teleported (as though by *greater teleport*) to the other stone instantaneously.

The stones function once for every four caster levels you possess, and each usage can transport one willing Medium or smaller creature plus one additional willing Medium or smaller creature (each carrying gear or objects up to its maximum load) or its equivalent per three caster levels.

A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth.

All creatures to be transported must be in contact with each other.

Because of the special link between the stones, travel by means of this spell is not impeded by abjurations such as *dimensional lock* or *forbiddance*.

A *gate seal* spell cast upon either stone suppresses the *stone walk* effect.

Material Component: Preparation of each end of the link requires a paste made from rubies and amber worth 2,500 gp.

Casting the spell requires a 2,500-gp diamond.

Activating one of the linked stones once the spell is cast requires no material components.

SUMMON UNDEAD I

Conjuration (Summoning) [Evil]

Level: Blackguard 1, cleric 1, sorcerer/wizard 1

Components: V, S, F

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell functions like *summon monster I*, except that you summon an undead creature.

Summon undead I conjures one of the creatures from the 1st-level list on the Summon Undead table below.

You choose which creature to summon, and you can change that choice each time you cast the spell.

Summoned undead do not count toward the total Hit Dice of undead that you can control with *animate dead* or the cleric command undead ability.

Focus: A tiny bag, a small (not lit) candle, and a carved bone from any humanoid.

SUMMON UNDEAD II

Conjuration (Summoning) [Evil]

Level: Blackguard 2, cleric 2, sorcerer/wizard 2

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon undead I*, except that you can summon one undead from the 2nd-level list or two undead of the same kind from the 1st-level list.

SUMMON UNDEAD III

Conjuration (Summoning) [Evil]

Level: Blackguard 3, cleric 3, sorcerer/wizard 3

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon undead I*, except that you can summon one undead from the 3rd-level list, two undead of the same kind from the 2nd-level list, or four undead of the same kind from the 1st-level list.

SUMMON UNDEAD IV

Conjuration (Summoning) [Evil]

Level: Blackguard 4, cleric 4, sorcerer/wizard 4

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon undead I*, except that you can summon one undead from the 4th-level list, two undead of the same kind from the 3rd-level list, or four undead of the same kind from a lower-level list.

SUMMON UNDEAD V

Conjuration (Summoning) [Evil]

Level: Cleric 5, sorcerer/wizard 5

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon undead I*, except that you can summon one undead from the 5th-level list, two undead of the same kind from the 4th-level list, or four undead of the same kind from a lower-level list.

SUMMON UNDEAD

1st Level

Medium skeleton

Small zombie

2nd Level

Medium zombie

Large skeleton

3rd Level

Large zombie

Ghoul

Huge skeleton

4th Level

Allip

Ghast

Huge zombie

5th Level

Mummy

Shadow

Wight

Vampire spawn

TREE HEALING

Conjuration (Healing)

Level: Initiate of nature 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal and touch

Targets: You and one tree

Duration: 1 day (D)

Saving Throw: None

Spell Resistance: No

You enter a normal tree, which must be large enough to accommodate your body in all three dimensions.

You can remain hidden within it for as long as you desire, up to 1 day.

While you remain inside it, the tree nourishes and heals you.

You have no need to breathe or eat, and you regain a number of lost hit points equal to your character level for each hour spent in the tree.

If you remain inside for an entire day, you receive the benefit of a *heal* spell.

The tree also grants you total cover and protects you from extreme heat or cold, rain, sunlight, snow, and all other environmental conditions.

You can hear but not see what occurs outside the tree.

Minor physical damage to the tree does not harm you, but its partial destruction (to the extent that you no longer fit within it) expels you and deals you 5d6 points of damage.

If the tree is totally destroyed (by a forest fire or a *blight* spell, for example), you are expelled from the tree and instantly slain unless you succeed on a DC 18 Fortitude save.

VIPERGOUT

Conjuration (Summoning)

Level: Scalykind 7, sorcerer/wizard 7

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 1d4+3 summoned creatures

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

This spell summons 1d4+3 fiendish (chaotic evil) or celestial (chaotic good) Medium vipers (snakes), which leap forth from your mouth to attack your enemies.

Starting in the round you complete the spell, you may spit three vipers as a standard action or one viper as a move action.

(Thus, if you move and then cast this spell, you may not spit any vipers until your next turn, but if you cast this spell without moving, you may spit forth one viper as your move action in that round).

Spat vipers land at your feet in an adjacent square of your choice and act on the same round, on your turn, just as creatures summoned by a *summon monster* spell do.

The snakes are not actually present in your mouth, and they do not interfere with your breathing.

However, until you have brought forth all the snakes summoned by the spell, you cannot speak, cast spells with verbal components, or activate items that require speech. When the spell's duration expires, all the vipers disappear, and any not yet brought forth are lost.

When you use a summoning spell to summon an evil or good creature, it is a spell of that type.

Material Component: A snakeskin.

WALL OF SAND

Conjuration (Creation) [Earth]

Level: Cleric 4, druid 5, sorcerer/wizard 4

Components: V, S, M/DF

Range: Medium (100 ft. + 10 ft./level)

Effect: Sand wall whose area is up to one 5-ft. square/level (S)

Duration: Concentration + 1 round/level

Saving Throw: None

Spell Resistance: No

This spell conjures up a viscous, opaque wall of swirling sand.

The spell must be cast so that it rests on a solid surface.

Once cast, the wall is immobile.

The sand is sufficiently thick to block ranged attacks, providing normal cover appropriate for its size, but creatures may attempt to force their way through it.

Moving through the *wall of sand* is difficult, requiring a full-round action and a Strength check.

A creature moves 5 feet through the *wall of sand* for every 5 points by which its Strength check result exceeds 15.

Creatures within the *wall of sand* are considered blinded and deafened, and they are unable to speak or breathe.

Thus, they may begin to suffocate if they remain within the wall too long (see page 304 of the *Dungeon Master's Guide*).

Spells with verbal components cannot be cast within the wall, and any other spell requires a successful

Concentration check (DC 20 + spell level).

It is possible to attack a character inside or on the far side of the *wall of sand* with a melee weapon, provided that the following criteria are met.

First, the attacker must have a general idea where the target is within the wall (that is, she must have seen her target enter the wall recently).

Secondly, the target must be no deeper into the wall than the reach of the attacker's weapon (or, in the case of creatures on the far side of the wall, the wall itself must not be deeper than the attacker's reach).

Even then, the target benefits from cover and total concealment.

Any open, unprotected flame thrust into the *wall of sand* is instantly extinguished.

Arcane Material Component: A handful of sand.

DIVINATION

UNDERSTAND DEVICE

Divination

Level: Initiate of Gond 3

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: You

Duration: 1 min./level

You gain an intuitive insight into the weaknesses and flaws of mechanical objects.

You can make untrained Disable Device and Open Lock checks as if you had 1/2 rank in each skill.

You gain an insight bonus equal to your caster level (maximum +15) on Disable Device and Open Lock checks.

WARNING

Divination

Level: Initiate of Helm 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell heightens the subject's senses and awareness of danger.

The subject gains a +4 insight bonus on Listen and Spot checks and gains uncanny dodge for the duration of the spell, retaining its Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker.

(The subject still loses its Dexterity bonus to AC if immobilized).

WIELDSKILL

Divination

Level: Initiate of Gond 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes

This spell imbues the subject with a touch of divine guidance, granting it a +5 competence bonus on a skill check of your choice.

A subject that has no ranks in the designated skill functions as if it had 1/2 rank in the skill and therefore is considered trained in it, even though this 1/2 rank adds nothing to checks made with that skill.

Alternatively, the subject may gain proficiency with a single weapon (simple, martial, or exotic) or armor (light, medium, heavy, or shield) that you designate, as if it had the appropriate feat.

ENCHANTMENT

HARMONY

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Bard 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Variable; see text

When you play your instrument, sing your song, recite your epic poem, or speak your words of encouragement, you fill your allies with greater confidence than normal. When you use the inspire courage function of your bardic music ability while this spell is in effect, the morale bonus on saving throws against charm and fear effects increases by 2, and the morale bonus on attack rolls and damage rolls increases by 1.

This effect lasts until your inspire courage effect ends.

If you don't begin to use your inspire courage ability within 1 minute of casting this spell, the *harmony* effect ends.

NYBOR'S GENTLE REMINDER

Enchantment (Compulsion) [Mind-Affecting]

Level: Sorcerer/wizard 2

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell has long been popular with slave overseers and those wishing to make their servants work a little faster. The Red Wizards now employ it primarily as a combat spell.

When the spell is cast, the subject suffers a sharp, agonizing pain that leaves it dazed for 1 round.

In each subsequent round for the duration of the spell, the subject takes a -2 penalty on attacks, saving throws, and checks.

Furthermore, a spellcaster targeted by *Nybor's gentle reminder* is distracted by the pain and must make a successful Concentration check to cast spells while under its effect (see the Concentration skill description, page 69 of the *Player's Handbook*).

Focus: A stick at least 1 foot long.

NYBOR'S MILD ADMONISHMENT

Enchantment (Compulsion) [Mind-Affecting]

Level: Sorcerer/wizard 3

Duration: 1 round/level

This spell functions like *Nybor's gentle reminder*, except that the subject is dazed for 1d4 rounds.

NYBOR'S STERN REPROOF

Enchantment (Compulsion) [Mind-Affecting]

Level: Sorcerer/wizard 7

Duration: 1 round/level

Saving Throw: See text

This spell functions like *Nybor's gentle reminder*, except that the target must make a successful Fortitude save or die instantly.

A creature that survives this effect must immediately make a Will save to avoid further effects.

Failure leaves the subject dazed for 1d4 rounds.

EVOCATION

ACID STORM

Evocation [Acid]

Level: Sorcerer/wizard 6

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Cylinder (20-ft. radius, 20 ft. high)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You cause acid to rain downward.

The acid deals 1d8 points of acid damage per caster level (maximum 15d8) to each creature in the area.

Material Component: A flask of acid.

BALL LIGHTNING

Evocation [Electricity]

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./levels)

Effect: One lightning ball/two levels

Duration: 1 round/level

Saving Throw: Reflex half

Spell Resistance: Yes

You create one 3-foot-diameter ball of concentrated electricity per two caster levels (maximum eight balls).

Each ball sheds light as a candle.

When you create the balls of lightning, you mentally program them to move as you desire, even around corners. A ball can move up to 100 feet per round and flies with perfect maneuverability.

Upon striking a creature, the ball stops and remains in place for the remainder of the spell's duration.

A ball dissipates if the distance between you and it exceeds the spell's range.

Each ball can "see" as a human would under the ambient lighting conditions (counting the light that the ball itself sheds).

For example, you could program one lightning ball to follow the left wall of a corridor and strike the first creature it "sees", another to follow the right wall and do the same, and the remainder to follow 5 feet behind you in a semicircle.

The first two lightning balls would turn corners to follow the walls, even if doing so took them out of your line of sight, and each would strike the first creature it "saw", which would cancel its program and leave it in its target's square.

Programming the balls is a free action in the round the spell is cast and a move-equivalent action in any other round.

A creature struck by a lightning ball (or one that touches a ball with natural or melee weapons) takes 2d6 points of electricity damage (Reflex saving throw for half damage). A creature that comes into contact with multiple balls of lightning takes damage individually from each and receives a saving throw for each.

A creature with spell resistance makes a separate spell resistance check against each lightning ball; success means that ball cannot harm the creature.

Material Component: A handful of copper and iron pellets.

CALIGARDE'S CLAW

Evocation [Force]

Level: Sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Invisible claw of force

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

Caligarde's claw creates a Medium claw of invisible force at any spot you designate within the spell's range.

You can either send the claw to attack one specific target or order it to guard an area.

The claw's orders may be switched each round as a free action, if you so desire.

The claw has Strength 22, Dexterity 18, AC 16 (+4 Dex, +2 for invisibility), and hit points equal to one-half your full normal total.

It attacks at your base attack bonus, applying modifiers for its own statistics as appropriate (+6 for Str and +2 for invisibility).

It can make multiple attacks per round with a full attack action if your base attack bonus is high enough to allow it.

Since it counts as an invisible attacker, the target loses its Dexterity bonus (if any) to AC unless it has uncanny dodge. A *Caligarde's claw* deals 1d6+6 points of damage with each successful attack.

The claw is corporeal and can be destroyed, which ends the spell.

Since it is invisible, any attacks made against it have a 50% miss chance.

If ordered to attack a single target, the claw moves from its current position toward the designated target at a speed of 90 feet, provided the target is within range of the spell.

It attacks on your turn and continues to attack until it or its target is destroyed, or the spell's duration ends, or you redirect it to a new target or to guard duty.

While it is assigned to attack a specific target, the claw cannot make attacks of opportunity.

If you order the claw to guard an area, it flies at a speed of 90 feet to any 5-foot square you designate within the spell's range and waits there.

While on guard duty, it does not attack on its own, but it makes attacks of opportunity whenever a foe performs an action that provokes such an attack within 5 feet of its position.

The claw functions as though it had the Combat Reflexes feat for this purpose, so it may make a total of five attacks of opportunity per round.

A claw in guard mode cannot take attack actions or full attack actions; it can only wait for an action that provokes an attack of opportunity.

Material Component: A small, dried claw from an animal.

CLOUD OF BEWILDERMENT

Evocation

Level: Bard 2, sorcerer/wizard 2
Components: V, S
Casting Time: 1 standard action
Range: 10 ft.
Area: 10-ft. cone
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes
You breathe out an invisible cone of noxious air.
Each creature in the area is nauseated for 1d6 rounds.

EYE OF POWER

Evocation

Level: Sorcerer/wizard 9
Effect: Magical sensor
This spell functions like the 4th-level spell *arcane eye*, except as follows.
You may cast any spell of 7th level or lower that has a range other than personal through the eye.
Any spell so cast functions as though it had been cast from the *eye of power's* location rather than yours.
Casting any spell of higher than 7th level through the eye not only produces no effect (though the spell is still expended), but it destroys the *eye of power* and ends the spell.
Unlike an *arcane eye*, an *eye of power* is visible and corporeal, so it can be destroyed.
The eye is a Fine object with AC 18 and 77 hit points.
It uses your save bonuses for saving throws.

GEDLEE'S ELECTRIC LOOP

Evocation [Electricity]

Level: Sorcerer/wizard 2
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One creature/three caster levels, each of which must be adjacent to another target
Duration: Instantaneous
Saving Throw: Reflex half; see text
Spell Resistance: Yes
You create one small stroke of lightning that targets one creature per three caster levels you possess (maximum four creatures).
Each target must be in a square adjacent to another target.
The spell deals 1d6 points of electricity damage per two caster levels (maximum 5d6) to each target.
A creature that fails its Reflex save must make a successful Will save or be stunned for 1 round.
Material Component: A loop of copper wire and a magnet.

HANDFIRE

Evocation [Light]

Level: Initiate of Selûne 1
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

You surround your hand with winking motes of light that resemble a cluster of constantly renewed sparks.
The lights can be any color you choose, but the color cannot be changed once the spell is cast.
Handfire provides illumination equal to that of a candle, but it does not give off heat and cannot ignite objects.
Handfire can be used as a melee touch attack up to once per two caster levels.
Against a living creature, this attack deals 1d8 points of damage +1 point per caster level (maximum +5).
Against undead, *handfire* deals 2d6 points of damage +1 point per caster level (maximum +5).
It has no effect on targets that are neither living nor undead (such as constructs).

HOWLING CHAIN

Evocation [Force]

Level: Sorcerer/wizard 6
Components: V, S, F
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature within range
Duration: 1 round/level
Saving Throw: See text
Spell Resistance: Yes
This spell summons a shimmering, blood-red chain of pure force that winds around the target, hampering its movement and attacking it.
The spell is named for the unearthly howl the chain emits while constricting its victim.
The noise is so loud that each creature within 100 feet of the chain takes a -2 penalty on Listen checks.
The chain does not hold its victim fast, nor does it prevent the target from acting, but the target takes a -2 penalty on all attacks, saves, and skill checks and must make a Concentration check (DC 15 + spell level) to cast any spell with somatic components.
Each round, the chain attacks its target twice (+13/+8 melee), dealing 3d4 points of bludgeoning damage per hit.
Additionally, if the target of the *howling chain's* attacks attempts to cast a spell during a round in which both of its attacks hit, the Concentration DC increases by 5.
When the *howling chain* spell is first cast, the target may make a Reflex save to evade its constricting coils.
A successful save means that the chain manifests somewhere within 5 feet of the target.
(Use the rules for missing with a thrown weapon on page 158 of the *Player's Handbook* to determine where the chain actually appears).
Assuming that the target does not move away, the chain once again attempts to ensnare its designated target on your next action, requiring another Reflex save.
If the designated target is no longer adjacent to the chain, it moves toward its quarry each round at a speed of 20 feet, attacking as soon as possible.
The *howling chain* is a Medium object with AC 12 and 33 hit points, and it uses your save bonuses for saving throws.
However, all damage dealt to the chain also applies to the target of the *howling chain* spell.
The target may make a Fortitude save for half damage.
The spell ends when its duration expires, when the chain is destroyed, or when the target dies.

Focus: A small length of platinum chain worth at least 500 gp.

LAWFUL SWORD

Evocation

Level: Paladin 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell works like *holy sword*, except as follows.

The weapon functions as a +5 *axiomatic weapon* (+5 enhancement bonus on attack and damage rolls, lawful-aligned, deals an extra 2d6 points of damage against chaotic opponents).

It emits a *magic circle against chaos* effect (as the spell).

LIGHTNING RING

Evocation [Electricity]

Level: Sorcerer/wizard 8

Components: V, S, M

Casting Time: 1 full round

Range: Personal; see text

Effect: Two lightning bolts/round or eight lightning bolts all at once

Duration: 1 round/two levels or instantaneous; see text

Saving Throw: Reflex half; see text

Spell Resistance: Yes

This spell conjures a crackling ring of bright white lightning that hovers around you at chest height.

The ring moves with you and does not interfere with your spellcasting or attacks, or with others attacking you.

As long as the *lightning ring* is in effect, you gain resistance to electricity 20.

Each round on your action, the *lightning ring* emits two *lightning bolts*, exactly as the *lightning bolt* spell (caster level 5th), in any directions you choose.

Each bolt may be aimed separately.

A creature struck by one of these bolts may make a Reflex save for half damage.

The DC for this save is calculated for an 8th-level spell, even though the bolts mimic a 3rd-level spell.

Alternately, you may choose to release the *lightning ring's* power all at once.

When you complete the casting of the spell, you unleash eight *lightning bolts* that travel in all directions.

(See the diagram for missing with thrown weapons on page 158 of the *Player's Handbook* for an illustration of the directions these bolts travel).

This use of the *lightning ring* spell has an instantaneous duration.

You must choose whether to store the power of the *lightning ring* or release it all at once when you cast it.

Material Components: A small glass ring and a bit of fur from any animal.

MACE OF ODO

Evocation [Force]

Level: Initiate of Helm 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 0 ft.

Effect: Mace of force

Duration: 1 round/level

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

You create a glowing mace of force that appears in your hand.

You must make a melee touch attack to strike a target with the mace.

If it hits, the *mace of Odo* deals 1d6 points of force damage per caster level (maximum 10d6).

An undead target takes an additional +1 point of damage per caster level (maximum +10).

Any creature struck by the mace must make a Fortitude save or be paralyzed for 1 round.

You may attack once with the *mace of Odo* on the same round that you summoned it.

The *mace* occupies your hand but does not disappear if you cast another spell.

If you are targeted with a spell while holding the mace, you may choose to have the mace absorb that spell.

When the mace strikes a creature, or is used to absorb a spell, or is removed from your grasp for any reason, it vanishes.

The point in space where it vanished glows as though under the effect of a *light* spell for the remainder of the duration.

MANYJAWS

Evocation [Force]

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: One pair of disembodied, flying jaws per caster level (maximum ten pairs)

Duration: 3 rounds

Saving Throw: Reflex half

Spell Resistance: Yes

When you cast this spell, you summon several pairs of mystical, disembodied jaws that fly about and attack your foes.

These pairs of jaws may be commanded to attack separate targets, or multiple pairs may be sent to attack a single foe.

The jaws originate at your location and fly out to attack their targets, moving at a fly speed of 40 feet with perfect maneuverability.

You may redirect as many of the jaws as you desire as a standard action.

Each round on your action, each pair of jaws automatically hits its target and deals 1d4 points of damage, or half that amount with a successful Reflex save.

A creature targeted by multiple pairs of jaws in a single round makes only one saving throw, with success halving the total damage.

Material Component: A pair of teeth.

MYSTIC LASH

Evocation [Electricity, Evil]

Level: Initiate of Bane 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 15 ft.

Effect: Electric whip

Duration: 1 round/level

Saving Throw: Fortitude partial

Spell Resistance: Yes

You create a long whip of ghostly red energy that emanates from your hand and never harms you.

You can wield this weapon as if it were an actual whip and you were proficient with it.

You must succeed on a ranged touch attack with the *mystic lash* to strike a target.

Any creature struck by it takes 1d6 points of electricity damage per three caster levels (maximum 4d6) and must succeed on a Fortitude save or be stunned for 1 round.

You gain a bonus on damage rolls equal to your Charisma modifier, but your Strength modifier does not apply, since the lash is immaterial.

If you release the lash from your hand after it hits a target, it continues to attack that target automatically, leaving your hand free.

If the lash's target falls unconscious, dies, or is destroyed, the lash returns to you on its next action.

If you do not grasp it on the round it returns, it dissipates; otherwise, you can use the lash on another creature and begin the cycle again.

As with a normal whip, you can use the *mystic lash* to make trip or disarm attacks, but only if you are actually wielding it.

It cannot make such attacks on its own.

NCHASER'S GLOWING ORB

Evocation [Light]

Level: Cleric 4, sorcerer/wizard 3

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Effect: Magical, controllable light source

Duration: Permanent

Saving Throw: None

Spell Resistance: No

This spell places a magical light source inside a glass sphere roughly the size of a human fist.

You may control the light level generated by a *Nchaser's glowing orb* by mental command, provided that the orb is within 30 feet of you.

The light level ranges from no light at all to illumination within a 60-foot radius.

There is no limit to the number of *Nchaser's glowing orbs* you may possess, and you may control their light levels independently or in concert.

If a *Nchaser's glowing orb* is smashed, the magic is lost.

If you die, however, the orbs retain their enchantment.

Any cleric, sorcerer, or wizard capable of casting 4th-level spells may gain control of a dead character's orbs simply by touching them.

Focus: The glass sphere into which the light is placed.

An orb usable for this purpose has a hardness of 0 and 2 hit points each.

PRESPER'S MOONBOW

Evocation [Electricity]

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: 1d4 motes of electricity

Duration: Instantaneous or 1–4 rounds; see text

Saving Throw: None

Spell Resistance: Yes

This spell conjures 1d4 glowing motes of electricity, which gather and spin a round you in the manner of a *faerie fire* spell.

You may immediately direct any number of the motes to fly off and attack targets within the spell's range.

Multiple motes may be fired at the same target, or each may be sent against a separate target.

You must succeed on a ranged touch attack with a mote to strike a target.

Any creature struck by a mote takes electricity damage according to the following table.

Motes	
Created	Damage per Mote
1	4d6
2	3d6
3	2d6
4	2d4

If you do not immediately fire all the motes created by the spell, you may choose to fire as many of the remaining ones as you wish as a standard action during the next round.

If a round passes in which you do not fire one of your motes, the spell ends and all remaining motes vanish.

Material Components: A small piece of moonstone.

PRISMATIC EYE

Evocation

Level: Sorcerer/wizard 6

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Magical eye

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: Yes

You create a visible orb that can produce ray effects duplicating the beams of a *prismatic spray* spell.

You can move the eye up to your speed as a move-equivalent action, but it cannot go beyond the spell's range.

Starting in the round the eye appears, you can command it to fire a ray (50-foot range) as a free action once per round.

You must succeed on a ranged touch attack with a ray to strike a target, but each ray uses a flat +6 bonus on attack rolls instead of your ranged attack bonus.

A target struck by a ray suffers the effect of one beam of a *prismatic spray* spell (roll 1d8 to determine the effect, rerolling any result of 8), except that the save DC (if applicable) is 19.

After a particular color ray has been used, it is no longer available to the eye.

Once all seven rays have been fired, the eye remains until the spell's duration expires.

You can still move it, but it can fire no more rays.

The eye is a Fine object with AC 18 (+8 size) and 9 hit points.

It uses your save bonuses for saving throws.

Focus: A polished, rainbow-hued abalone shell.

SHROUD OF FLAME

Evocation [Fire]

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Reflex negates; see text

Spell Resistance: Yes

Sometimes called "trollkiller", this spell causes a single creature to burst into flames, taking 2d6 points of fire damage immediately upon a failed saving throw.

Each round thereafter, throughout the spell's duration, the target takes another 2d6 points of fire damage.

In any round when the target takes a move action to douse the flames, it can attempt a new Reflex save.

Success on any save after the first round causes the flames to die out and ends the spell.

In addition to the above effects, the target shoots off goutts of flame every round that it remains on fire.

Any creature within 10 feet of the target takes 1d4 points of fire damage per round.

A successful Reflex save negates this damage.

Material Component: A pinch of saltpeter, a small piece of phosphorus, and a scrap of lace cloth or a spiderweb.

SUNRISE

Evocation [Light]

Level: Initiate of Lathander 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 5-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex partial; see text

Spell Resistance: Yes

You create a burst of dazzling light that is equivalent to natural sunlight.

Any creature in the area to which sunlight is harmful or unnatural is blinded and takes 4d6 points of damage; every other creature in the area is blinded and takes 2d6 points of damage.

A successful Reflex save negates the blindness and halves the damage in either case.

An undead creature caught within the burst takes 1d6 points of damage per caster level (maximum 10d6).

A successful Reflex save negates the blindness and halves the damage.

The ultraviolet light generated by the spell also deals damage to fungi, molds, oozes, and slimes just as if they were undead creatures.

Sunrise dispels any *darkness* spells of 3rd level or lower within its area.

SWORD AND HAMMER

Evocation [Force]

Level: Initiate of Tyr 4

This spell functions like *spiritual weapon*, except as indicated here.

When you cast the spell, two weapons made of force come into being: a longsword and a warhammer.

Both weapons grant you a +1 bonus on attack rolls.

If you direct the weapons to attack the same foe, they flank that opponent, and each gains the appropriate bonus (+2) on attack rolls for flanking.

The weapons do not deal sneak attack damage even if you have levels in a class that grants the sneak attack ability.

SWORD AND HAMMER, GREATER

Evocation [Force]

Level: Initiate of Tyr 6

This spell functions like *sword and hammer*, except as indicated here.

The longsword and warhammer are sized for Large creatures, and each deals 2d6 points of force damage +1 point per three caster levels (maximum +10) on a successful hit.

Each weapon grants a +2 bonus on attack rolls.

Furthermore, each threatens critical hits as if you had the Improved Critical feat (the longsword on a roll of 17–20, and the warhammer on a roll of 19–20).

WALL OF MOONLIGHT

Evocation [Good, Light]

Level: Initiate of Selûne 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Vertical plane with an area up to one 5-ft. square/level

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

An immobile, shimmering tapestry of swirling, pearl-white light springs into existence.

This wall need not be anchored to any surface, and creatures can readily pass through it.

Any undead creature that comes into contact with the wall takes 4d12 points of damage.

A creature of evil alignment, or any creature carrying the holy symbol of Shar or Umberlee, takes 2d10 points of damage.

Magic items that come into contact with the wall glow with a red *faerie fire* effect for 1d4+1 rounds.

The wall sheds bright light for 20 feet in all directions and creates shadowy illumination in a 40-foot radius. The *wall of moonlight* counters and dispels any *darkness* spell of 4th level or lower within 40 feet of any part of it. If you evoke the wall so that it appears in a spot occupied by creatures, each creature takes damage as if passing through the wall.

Wall of moonlight can be made permanent with a *permanency* spell by a caster of at least 12th level at a cost of 2,000 XP.

ILLUSION

SKULL OF SECRETS

Illusion (Shadow)

Level: Initiate of Cyric 4

Components: V, S

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Intangible skull

Duration: Permanent until discharged

Saving Throw: None; see text

Spell Resistance: No

You create an intangible image of a floating skull that trails black flames.

The skull and its flames are illusory, so they neither deal damage nor take damage from attacks.

The skull has a fly speed of 40 feet (perfect), but it cannot move more than 20 feet from its point of origin.

It simply floats about aimlessly but threateningly within its available space until the spell is discharged.

Upon casting this spell, you set two triggering conditions for the skull.

The first activates a message that the skull delivers as if it were a *magic mouth*.

The second causes the skull to spit a line of flame 10 feet long that deals 1d8 points of fire damage per two caster levels (maximum 5d8) at the creature that triggered it.

A target can attempt a Reflex saving throw for half damage. Anyone failing this save must succeed on a Fortitude saving throw or be dazed for 1 round.

The triggering conditions for the two effects can be different, or they can be the same.

In the latter case, the skull would spit flame and speak its message at the same time.

Once the triggering conditions for both effects have been met, the skull disappears.

The skull can produce each effect only once, so if it has already spoken its message, it does not speak it again even if the message trigger occurs a second time.

TRIPLE MASK

Illusion (Shadow)

Level: Initiate of Cyric 7

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Three shadow duplicates

Duration: 1 round/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

You create three shadow duplicates of yourself.

These images look, sound, and smell like you but are intangible.

You can switch your perceptions to any shadow or your own body as a free action on your turn.

When you use the perceptions of a shadow, it mimics your actions (including speech) unless you concentrate on making it act differently.

Any shadows you are not controlling remain motionless and unreactive.

If you desire, any spell you cast whose range is touch or greater can originate from a controlled shadow instead of from you.

(The shadows are quasi-real—just real enough to cast spells that you originate).

A shadow can cast only spells that affect shadows on itself. The shadows behave like the servant conjured by an *unseen servant* spell.

They are mindless, so while they can perform simple tasks such as opening doors, they cannot perform complex tasks such as puzzle solving.

A controlled shadow can also be programmed to move in a particular direction or to a location you know.

It moves at your speed and continues to move in this manner until either it reaches its destination or you shift your perceptions to it and program it to go somewhere else.

If you use *dimension door*, *teleport*, *plane shift*, or a similar spell that removes you from the same plane as the shadows, even momentarily, the spell ends.

Normally this spell is used to give you several false bodies—one that acts as a safe haven for casting spells (similar to *project image*) and the other two as distractions.

NECROMANCY

BLACK TALON

Necromancy

Level: Initiate of Cyric 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: No; see text

One of your arms transforms into a retractable, rubbery appendage ending in a taloned claw.

You can attack with this claw as if your natural reach were 5 feet longer than it is.

(Thus, the spell provides a 10-foot natural reach for most Medium casters).

You gain a +1 profane bonus on attack rolls with the *black talon*, and this bonus increases by 1 per four caster levels (to +2 at 5th level, +3 at 9th level, and so forth).

The talon deals 1d6 points of slashing damage +1 point of negative energy damage per caster level (maximum +10). A successful Will save reduces the negative energy damage by half.

You can also use the talon to make touch attacks, and the profane bonus on attack rolls applies to these as well.

A successful touch attack deals only the negative energy damage.

As with similar effects, the negative energy damage from this spell heals undead creatures.

DREAD BLAST

Necromancy

Level: Initiate of Cyric 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: Will half; see text

You fire a black ray of negative energy at a single target as a ranged touch attack.

Any creature struck by this ray takes 4d8 points of damage +1 point per caster level (up to +20) and becomes dazed for 1 round.

A successful Will save halves the damage and negates the dazed effect.

The spell has no effect on constructs or inanimate objects. Since undead are powered by negative energy, this spell cures them of as much damage as it would ordinarily deal.

FAVOR OF ILMATER

Necromancy

Level: Initiate of Ilmater 4, paladin 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One willing creature

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes (harmless)

The target becomes immune to nonlethal damage, charm and compulsion effects, and attacks that function specifically by causing pain.

It is further immune to effects that would cause it to be dazed, exhausted, fatigued, nauseated, sickened, staggered, or stunned.

The target remains conscious at -1 to -9 hit points and can take a single action each round while in that state.

If any of the above conditions were in effect on the target at the time of casting, they are suspended for the spell's duration.

(Thus, an unconscious target becomes conscious and functional).

When the spell ends, any effects suspended by the spell that have not expired in the interim (such as fatigue, which normally requires 8 hours of rest to abate) return.

Effects that expired during the duration of this spell do not resume when it ends.

In addition to these effects, the target gains the benefit of the Endurance feat for the duration of the spell.

FLESHSHIVER

Necromancy

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action.

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

This ghoulish spell affects the target's skeleton, causing excruciating pain by twisting and snapping bones. The target is automatically stunned for 1 round (no saving throw).

In the following round, it must make a Fortitude save or take 1d6 points of bludgeoning damage per caster level and be nauseated by the pain for 1d4+2 rounds.

Material Component: A bone, which is snapped during the casting of the spell.

GENERAL OF UNDEATH

Necromancy [Evil]

Level: Cleric 8

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 day/level

This spell increases the number of Hit Dice of undead that you can control by an amount equal to five times your caster level.

When the duration expires, you lose control of the extra undead as if you had voluntarily relinquished control of them.

PACT OF MARTYRDOM

Necromancy [Good]

Level: Initiate of Ilmater 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One willing creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (harmless)

You exchange hit point totals with a target that has fewer hit points than you do.

If the target was unconscious and dying, you become unconscious and dying.

If the target was unconscious but stabilized, you become unconscious but stabilized.

The spell transfers only actual hit points, not temporary hit points.

Pact of martyrdom does not function if you have fewer hit points than the target when you cast the spell.

POSSESS ANIMAL

Necromancy

Level: Initiate of Malar 3

Components: V, S, M

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One animal

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

You project your spirit into the body of an animal, forcing it to behave as you direct.

The target must be a normal animal (not a magical beast, vermin, or other monster type), and your caster level must exceed its Hit Dice.

The animal's soul remains in its body but has no control over it while your spirit is there. Your own body lies comatose for the duration of the spell. While in the animal's body, you keep your Intelligence, Wisdom, Charisma, level, classes, base attack bonus, base save bonuses, alignment, and mental abilities. You can cast spells while you possess the animal only if you have the Natural Spell feat or an equivalent ability, and you can't activate the body's extraordinary or supernatural abilities.

Furthermore, for every 2 points of damage taken by the animal body while you are possessing it, you take 1 point of damage.

If the animal body is killed while you are possessing it, you must make a DC 10 Fortitude save or die as well.

If your body is destroyed while your spirit is in the animal's body, you die at the end of the spell's duration.

Material Component: A bowl of incense and a morsel of food appealing to the target animal.

SKULL WATCH

Necromancy

Level: Cleric 3, sorcerer/wizard 3

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: One humanoid skull

Duration: 1 hour/level or until discharged

Saving Throw: None

Spell Resistance: No

The skull affected by a *skull watch* spell floats gently 5 feet off the ground, facing a direction you choose.

It monitors an area 20 feet wide by 90 feet long, though walls and other solid barriers can curtail this area.

If any living creature enters the area guarded by the skull, it emits a piercing shriek that can be heard up to a quarter of a mile away and falls to the ground, its magic expended.

Every creature within 60 feet of the skull when it shrieks must make a Fortitude save or be deafened for 1d6 rounds.

Whether or not you can hear this audible alarm, you instantly become aware when one of your *skull watch* spells has been triggered, provided you are on the same plane as it is.

The skull can be moved from its original position by anyone who can get to it without entering its monitored area.

The skull has an AC of 12, a hardness of 1, and 1 hit point per caster level.

You are not magically made aware of the skull's destruction if it has not been triggered.

Skull watch can be made permanent with the *permanency* spell.

A permanent *skull watch* resets 1d4 rounds after it is triggered.

Focus: The humanoid skull upon which *skull watch* is cast.

UNDEATH AFTER DEATH

Necromancy [Evil]

Level: Initiate of Bane 7

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: Willing living creature touched

Duration: Permanent until discharged

Saving Throw: None

Spell Resistance: No

You tear off a piece of a creature's life force, corrupt it with negative energy and the power of undeath, then bind it back to the same creature's body.

This process initiates a blasphemous transformation when the creature dies.

The subject of this spell loses 2 points of Constitution upon casting.

When it dies, the corrupted life force initiates a slow change in its body, causing it to animate as a crypt spawn at the next sunset (see Chapter 6 in *Monstrous Compendium: Monsters of Faerûn*).

If the creature's remains are destroyed, the *undeath after death* spell cannot bring it back as an undead.

Even if the spell is dispelled before the subject dies, it still does not regain its lost Constitution points.

Material Components: A piece of obsidian shaped like a heart, which is placed on the subject's chest, and a black onyx gem worth at least 50 gp per HD the subject creature possesses at the time the spell is cast.

This gem must be placed in the subject's mouth.

TRANSMUTATION

BATTLETIDE

Transmutation

Level: Initiate of Bane 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: You and up to one creature/level, no two of which can be more than 30 ft. apart

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You steal energy from others.

Each target other than you takes a -2 penalty on saving throws, attack rolls, and weapon damage rolls.

As long as at least one enemy is affected by the spell, you receive the following benefits.

- You gain a +1 bonus on attack rolls and Reflex saves, and a +1 dodge bonus to AC.

Any condition that causes you to lose your Dexterity bonus to Armor Class (if any) also negates this dodge bonus.

- All of your modes of movement increase by 30 feet, to a maximum of twice your normal speed with each form of movement.

This increase counts as an enhancement bonus.

- When using a full attack action, you may make one extra attack with any weapon you are holding.

You make this attack using your full base attack bonus, plus any modifiers appropriate to the situation.

This effect is not cumulative with similar effects, such as that provided by the *haste* spell or a weapon with the speed special ability.

- If you do not make an extra attack, you may cast any 0-level or 1st-level spell you have prepared as a free action, as though you had applied the *Quicken Spell* feat to it.

For every two caster levels beyond 9th, you may apply this benefit to a spell one level higher (to 2nd-level spells at 11th level, 3rd-level spells at 13th level, 4th-level spells at 15th level, and 5th-level spells at 17th level). The benefit cannot be applied to spells higher than 5th level.

If all the affected enemies are freed from the spell (by death, entering an *antimagic field*, receiving a successful *dispel magic*, or the like), the spell ends immediately.

BLINDING SPITTLE

Transmutation

Level: Druid 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One missile of spit

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You spit caustic saliva into your target's eyes with a successful ranged touch attack.

A -4 penalty applies to the attack roll.

The spittle blinds the target until it can wash its eyes with water or some other rinsing fluid.

This spell has no effect on creatures without eyes or creatures that don't depend on eyes for vision.

BLINDSIGHT

Transmutation

Level: Cleric 3, druid 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell grants the subject the blindsight ability out to 30 feet.

(For details, see page 290 of the *Dungeon Master's Guide*).

BRIARTANGLE

Transmutation

Level: Initiate of Nature 4

This spell functions like *entangle*, except as follows.

The entangling plants are changed to tangled briars covered with sharp thorns that grow to a height of 6 feet. Each entangled creature takes 1d8 points of piercing damage +1 point per two caster levels in the round it becomes entangled.

In each subsequent round that it attempts to break free or move within the briars, it takes a like amount of damage.

An entangled creature attempting to cast a spell within the briars must make a successful Concentration check (DC 20 + the spell's level) or lose the spell.

The briars are thick and tall enough to grant cover to creatures within or behind them.

CLAWS OF THE BEAST

Transmutation

Level: Druid 1, ranger 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Your fingers sprout claws.

When you cast this spell, your hands become weapons that deal 1d8 points of damage each or your normal unarmed damage, whichever is greater.

You are considered armed while this spell is in effect.

FIENDFORM

Transmutation [Evil]

Level: Sorcerer/wizard 6

Components: V, M

Duration: 1 min./level

This spell functions like *polymorph*, except as indicated.

You may take the form of any fiendish creature, demon, or devil that can be summoned by a *summon monster* I, II, III, or IV spell.

You can assume only one form with each use of the spell, but you gain all the assumed form's extraordinary, spell-like, and supernatural abilities.

Your type changes to outsider, and spells and effects that harm or ward evil outsiders affect you.

Any effect that would banish you to your home plane ends this spell and leaves you staggered for 1 round per caster level but does not send you to another plane.

Material Component: A bone from any fiendish creature, half-fiendish creature, demon, or devil.

FIREWARD

Transmutation

Level: Druid 5, initiate of nature 5

Area: One 20-ft. cube/level (S)

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

This spell functions like *quench*, except as indicated above. In addition, it has the following effects.

While *fireward* remains in effect, no magical fire effect can function inside its area.

This effect is similar to that of an *antimagic field*, but only fire spells are suppressed.

Any nonmagical fire created inside or brought into the spell's area is immediately extinguished as well.

ICELANCE

Transmutation

Level: Druid 4, sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: One lance of ice

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

This spell transforms a quantity of ice into a long, deadly lance, which is then magically propelled at a target you designate.

You must succeed on a ranged attack to strike a target. A +4 bonus applies to your attack roll.

If you hit, the *icelance* deals 5d6 points of damage to the target.

Half of this damage is piercing damage; the rest is cold damage.

In addition, the target must make a Fortitude save or be stunned for 1d4 rounds.

Regardless of the result of the attack, the *icelance* shatters upon its first use.

Material Component: At least 10 pounds of ice or snow.

Most mages cast this spell in an area with natural ice or snow, but in a pinch the ice left over from an *ice storm* spell will suffice.

INFERNO

Transmutation [Fire]

Level: Druid 5

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

You cause one creature to burst into flames.

The target of the *inferno* takes 6d6 points of fire damage, and its clothing, items, hair, and flesh burn with ferocity. In each round thereafter, the fire deals 1d6 fewer points of damage (minimum 1d6) until the spell ends or the subject manages to extinguish the flames.

Thus, the fire deals 5d6 points of damage in the second round, 4d6 points in the third round, and so forth.

Flammable, nonmagical items carried by the target automatically fail their saves to resist this damage.

After the first round, the target can attempt a DC 15 Reflex save as a full-round action to extinguish the flames before taking additional damage.

Rolling on the ground allows the target a +2 bonus on this save.

Leaping into a lake or magically extinguishing the flames automatically ends the effect.

Material Component: A gob of beeswax.

LIVELY STEP

Transmutation

Level: Bard 2, sorcerer/wizard 2

Components: V, S, F

Casting Time: 1 standard action

Range: 0 ft.

Area: 30-ft.-radius emanation centered on you

Duration: See text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell, whose verbal component is a lively marching song, was commonly used by the elves of Myth Drannor to speed their scouting parties home.

Once the spell is cast, as long as you perform only move actions, you and all allies within 30 feet of you move at a speed 10 feet greater than normal.

In addition, you and your allies may hustle during overland movement for 1 extra hour per day per caster level (see page 164 of the *Player's Handbook*).

Even with this spell, however, you still suffer the ill effects of forced marching if you attempt to walk for more than 8 hours in a day.

Focus: A small drum.

NATURE'S BALANCE

Transmutation

Level: Druid 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

You lend some of your ability score points to your target.

You take a -4 penalty to any single ability score of your choice, and your target gains an equivalent enhancement bonus to the same ability score.

You get no saving throw to avoid the loss, but your target may attempt a Fortitude save to avoid the gain, if desired.

If you cast this spell a second time within 1 hour, you take 2d10 points of damage in addition to the normal effect.

SIMBUL'S SPELL MATRIX

Transmutation

Level: Sorcerer/wizard 5

Components: V, S, F

Casting Time: 1 standard action

Range: Personal

Effect: Matrix that holds one of your spells

Duration: 10 min./level (D)

You prepare a magical matrix that allows you to store one of your spells and use it later as a free action.

In the round after you cast *Simbul's spell matrix*, you may cast one spell of up to 3rd level to be stored in it.

The matrix closes after 1 round, whether or not you have stored a spell in it.

Only a spell that can be altered by the *Quickened Spell* feat can be placed in the matrix, and any spell stored there is treated as a prepared spell.

Casting *Simbul's spell matrix* deals 1d6 points of damage to you, and this damage cannot be healed by any means while the matrix exists.

While the matrix is active, you can cast the spell stored in it as a free action.

Once cast from the matrix, the spell is gone.

A *dispel magic* spell that successfully dispels the matrix also dispels the spell held inside it.

If you are affected by an *antimagic field*, the duration of the matrix is interrupted, but the spell does not activate.

The matrix becomes active again when you emerge from the *antimagic field*.

If you die while the spell is still held in the matrix, both the spell and the matrix dissipate harmlessly.

Focus: A piece of amber with a minimum value of 500 gp.

SIMBUL'S SPELL SEQUENCER

Transmutation

Level: Sorcerer/wizard 7

Effect: Matrix that holds two of your spells

This spell functions like *Simbul's spell matrix*, except that you can store up to two spells of up to 3rd level, and you take 2d6 points of damage instead of 1d6 upon casting. The matrix closes after 2 rounds and no more spells can be added, even if it is not full.

In addition, you may decide to link the two spells stored in the matrix into a spell sequence if both are 2nd level or lower.

You may then discharge the two linked spells as a single free action, just as if you were casting the lone spell from a *Simbul's spell matrix*.

A *dispel magic* spell that successfully dispels the matrix also dispels all the spells held inside it.

If you are affected by an *antimagic field*, the duration of the matrix is interrupted, but the spells do not activate.

The matrix becomes active again when you emerge from the *antimagic field*.

If you die, all spells in the matrix dissipate harmlessly.

Focus: A sapphire with a minimum value of 1,000 gp.

SIMBUL'S SPELL TRIGGER

Transmutation

Level: Sorcerer/wizard 9

Effect: Matrix that holds three of your spells

This spell functions like *Simbul's spell matrix*, except that you can store up to three spells of up to 3rd level, and you take 3d6 points of damage instead of 1d6 upon casting. The matrix closes after 3 rounds and no more spells can be added, even if it is not full.

In addition, you may designate one spell or one spell sequence held in the matrix to come into effect under a condition you dictate when casting *Simbul's spell trigger*. This function works much like a *contingency* spell.

The spell (or sequence of spells) to be activated by the triggering condition must be of a type that affect your own person, such as *levitate* or *feather fall*.

The conditions required to bring the desired spell or spells into effect must be clear, although they can be general.

In all cases, *Simbul's spell trigger* immediately brings into effect the designated spell or sequence of spells, which is cast instantaneously when the designated circumstances occur.

You cannot choose to have the spell or spells not activate when the triggering event occurs.

Focus: A diamond with a minimum value of 1,500 gp.

SKULL EYES

Transmutation

Level: Initiate of Cyric 5

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/three levels

Saving Throw: None; see text

Spell Resistance: Yes

You gain a gaze attack out to close range (25 ft. + 5 ft./2 levels) that lasts for the duration of the spell.

Each creature within range that can see you must attempt a Will saving throw every round at the beginning of its turn to avoid the effect.

In addition, you can actively gaze as an attack action by choosing a target within range.

Depending on the foe's Hit Dice, the gaze attack may have either of two effects, as follows.

HD	Effect
Equal to or greater than caster level	Charmed
Less than caster level	Confused

While this spell is in effect, your eyes are black and have skull-shaped irises.

SPELL ENHANCER

Transmutation

Level: Sorcerer/wizard 4

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round

This spell enhances the next spell you cast, making it more difficult for targets to resist.

After you cast this spell, you can cast another in the same round (as if it had been quickened) at +2 caster level.

SPELL PHYLACTERY

Transmutation

Level: Initiate of Mystra 5

Components: V, S, DF

Casting Time: 10 minutes

Range: Touch

Target: Scroll touched

Duration: Permanent until triggered

Saving Throw: None

Spell Resistance: Yes (object)

You create a set of triggering conditions for a scroll that bears a spell on your spell list.

The spell must be one that affects your person, and it must be of a level no higher than one-fourth your caster level (rounded down, maximum 5th).

Any limitations that would normally apply to your reading of the scroll (such as a minimum ability score or a caster level check) still apply.

The conditions needed to bring the spell into effect must be clear as defined by the *contingency* spell description, although they can be general.

For example, a *spell phylactery* used with a scroll of *water breathing* might prescribe that any time you are engulfed in water or any similar liquid, the *water breathing* spell instantly comes into effect.

Or a *spell phylactery* used with a *feather fall* scroll could trigger any time you fall more than 4 feet.

Complicated or convoluted conditions may cause the *spell phylactery* to fail when called upon.

The scroll is activated based solely on the stated conditions, regardless of your wishes at the time.

When the stated conditions are met, the spell on the scroll is cast upon you as if you had spent a standard action to use the scroll yourself.

If the scroll contains a spell that is not on your spell list, or limitations on the spell that would prevent you from casting it at the time, it is not cast when the triggering condition occurs, and the magic of the *spell phylactery* dissipates.

The scroll prepared with this spell must be bound to your arm or forehead (usually rolled tightly or placed in a small box for this purpose), and it counts as a bracer or headband in terms of space limitations for magic items.

This spell must be cast once for each spell you wish to effect on a scroll.

If another person wears the *spell phylactery*, the magic of this spell ends.

You may remove and replace the *spell phylactery* without penalty, but if 24 hours pass without you wearing it, the magic of the *spell phylactery* ends.

The termination of this spell does not harm the spell on the scroll.

STONE BODY

Transmutation

Level: Cleric 6, sorcerer/wizard 6

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

This spell functions like *iron body*, except as indicated here.

You gain damage reduction 10/adamantine and a +4 enhancement bonus to Strength, but you take a -4 penalty to Dexterity (minimum Dexterity 1).

You are vulnerable to all special attacks that affect stone golems.

Your speed is reduced to one-half normal, and your weight increases by a factor of three.

Arcane Material Component: A small piece of stone that was once part of a stone golem, a greater earth elemental, or a castle's outer wall.

STRENGTH OF THE BEAST

Transmutation

Level: Initiate of Malar 4, initiate of Selûne 4

Components: V, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

This spell functions only if you are a lycanthrope, and it benefits you only while you are in your humanoid form.

While under the effect of this spell, you gain certain characteristics of your animal form while remaining in humanoid form.

You gain the same damage reduction you have in animal form (normally 5/silver or 10/silver), the scent special quality, and the feats you have access to in animal form.

In addition, you gain one-half the adjustment for each ability score that you gain in animal form, rounded down to the nearest multiple of 2.

For example, if you are a werebear, you gain Str +8 (half of your animal form's +16) and Con +4 (half of +8), but no adjustment to your Dexterity because half of +2, rounded down to the nearest multiple of 2, is +0.

If you must make a Control Shape check while under the effect of this spell, you take a -4 penalty on your check.

Focus: A lock of hair from your animal form.

THORN SPRAY

Transmutation

Level: Initiate of nature 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to one creature/level

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You hurl a thorny plant in the direction of the targets.

The spell transforms the plant's small thorns into a spray of thorns that deals damage to the targets you select.

You make a normal ranged attack against each target separately, taking no penalty for lack of proficiency.

The thorns deal a total of 1d6 points of damage per caster level (maximum 20d6), but you can divide this damage among the targets you select.

You must choose how to divide the damage before making your attack rolls.

Thus, an 8th-level caster can target a single creature with an attack that deals 8d6 points of damage on a successful hit, two creatures for 4d6 points of damage each, four creatures for 2d6 points of damage each, and so on.

You may divide the damage as you wish.

A creature that takes damage from the thorns is wracked with pain as though its body were covered with stinging nettles, and it is also sickened for 2d4 rounds.

A successful Fortitude save negates the sickened effect.

UNDEAD BANE WEAPON

Transmutation

Level: Paladin 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

You give a weapon the *undead bane* special ability in addition to any other magical or mundane properties it has. Against undead, your weapon's enhancement bonus (if any) is +2 higher than normal, and it deals +2d6 points of bonus damage.

The spell has no effect if cast upon a weapon that already has the *undead bane* special ability.

If you are caster level 9th (paladin level 18th) or above, the weapon gains a +1 enhancement bonus if it is not already a magic weapon.

Alternatively, you can affect up to fifty arrows, bolts, or bullets with this spell. These projectiles must be of the same type, and they must be together (in the same quiver, piled in the same spot, or the like).

Projectiles (but not thrown weapons) lose this effect after an attack has been made with them.

A weapon affected by this spell is considered good-aligned, so it has special effects on certain creatures.

Any weapon affected by this spell glows with a serene gray radiance that sheds as much light as a candle.

PLAYER'S HANDBOOK 3.0 (3.0)

ABJURATION

ALARM

Abjuration

Level: Brd 1, Rgr 1, Sor/Wiz 1

Components: V, S, F/DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 25-ft.-radius emanation centered on a point in space

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

Alarm sounds a mental or audible *alarm* each time a creature of Tiny or larger size enters the warded area or touches it.

A creature who speaks the password (determined by you at the time of casting) does not set off the *alarm*.

You decide at the time of casting whether the alarm will be mental or audible.

Mental Alarm: A mental *alarm* alerts you (and only you) so long as you remain within a mile of the warded area.

You note a single mental "ping" that awakens you from normal sleep but does not otherwise disturb concentration. A *silence* spell has no effect on a mental *alarm*.

Audible Alarm: An audible *alarm* produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly.

Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall.

In quiet conditions, the ringing can be heard faintly up to 180 feet away.

The ringing lasts for 1 round.

Creatures within a *silence* spell cannot hear the ringing.

Ethereal or astral creatures do not trigger the *alarm* unless the intruder becomes material while in the warded area.

Arcane Focus: A tiny bell and a piece of very fine silver wire.

ANTILIFE SHELL

Abjuration

Level: Animal 6, Clr 6, Drd 6

Components: V, S, DF

Casting Time: 1 full round

Range: 10 ft.

Area: 10-ft.-radius emanation, centered on you

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: Yes

You bring into being a mobile, hemispherical energy field that prevents the entrance of most sorts of living creatures. The effect hedges out animals, aberrations, beasts, magical beasts, dragons, fey, giants, humanoids, monstrous humanoids, oozes, plants, shapechangers, and vermin, but not constructs, elementals, outsiders, or undead. (See the *Monster Manual* for an explanation of creature types).

Note: This spell may be used only defensively, not aggressively; forcing an abjuration barrier against creatures whom the spell keeps at bay collapses the barrier (see page 157).

ANTIMAGIC FIELD

Abjuration

Level: Clr 8, Magic 6, Protection 6, Sor/Wiz 6

Components: V, S, M/DF

Casting Time: 1 action

Range: 10 ft.

Area: 10-ft.-radius emanation, centered on you

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: See text

An invisible barrier surrounds you and moves with you.

The space within this barrier is impervious to most magical effects, including spells, spell-like abilities, and supernatural abilities.

Likewise, it prevents the functioning of any magic items or spells within its confines.

An *antimagic field* suppresses any spell or magical effect used within, brought into, or cast into the area, but does not dispel it.

A *hasted* creature, for example, is not *hasted* while inside the field, but the spell resumes functioning when it leaves the field.

Time spent within an *antimagic field* counts against the suppressed spell's duration.

Golems and other magical constructs, elementals, outsiders, and corporeal undead, still function in an antimagic area (though the antimagic area suppresses their supernatural, spell-like, and spell abilities normally).

If such creatures are summoned or conjured, however, see below.

Summoned or conjured creatures of any type and incorporeal undead wink out if they enter an *antimagic field*. They reappear in the same spot once the field goes away.

Time spent winked out counts normally against the duration of the conjuration that's maintaining the creature.

If you cast *antimagic field* in an area occupied by a conjured creature who has spell resistance, you must make a caster level check (1d20 + caster level) against the creature's SR to make it wink out.

(The effects of instantaneous conjurations, such as *create water*, are not affected by the *antimagic field* because the conjuration itself is no longer in effect, only its result).

Normal creatures (a normally encountered troll rather than a conjured one, for instance) can enter the area, as can normal missiles.

Furthermore, while a magic sword does not function magically within the area, it is still a sword (and a masterwork sword at that).

The spell has no effect on constructs that are imbued with magic during their creation process and are thereafter self-supporting (unless they have been summoned, in which case they are treated like any other summoned creatures). Undead and outsiders are likewise unaffected unless summoned.

These creatures' spell-like or supernatural abilities, however, may be temporarily nullified by the field. *Dispel magic* does not remove the field.

Two or more *antimagic fields* sharing any of the same space have no effect on each other.

Certain spells, such as *wall of force*, *prismatic sphere*, and *prismatic wall* remain unaffected by *antimagic field* (see the individual spell descriptions).

Artifacts and creatures of demigod or higher status are unaffected by mortal magic such as this.

Note: Should you be larger than the area enclosed by the barrier, any part of your person that lies outside the barrier is unaffected by the field.

Arcane Material Component: A pinch of powdered iron or iron filings.

ANTIPLANT SHELL

Abjuration

Level: Drd 4

Components: V, S, DF

Casting Time: 1 action

Range: 10 ft.

Area: 10-ft.-radius emanation, centered on you

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: Yes

The *antiplant shell* spell creates an invisible, mobile barrier that keeps all creatures within the shell protected from attacks by plant creatures or animated plants.

As with many abjuration spells, forcing the barrier against creatures whom the spell keeps at bay strains and collapses the field (see page 157).

ARCANE LOCK

Abjuration

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: The door, chest, or portal touched, up to 30 sq. ft./level in size

Duration: Permanent

Saving Throw: None

Spell Resistance: No

An *arcane lock* spell cast upon a door, chest, or portal magically locks it.

You can freely pass your own lock without affecting it; otherwise, a door or object secured with *arcane lock* can be opened only by breaking in or by a successful *dispel magic* or *knock* spell.

Add +10 to the normal DC to break open a door or portal affected by this spell.

Note that a *knock* spell does not remove an *arcane lock*.

It only suppresses it for 10 minutes.

Material Component: Gold dust worth 25 gp.

ATONEMENT

Abjuration

Level: Clr 5, Drd 5

Components: V, S, M, F, DF, XP

Casting Time: 1 hour

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This spell removes the burden of evil acts or misdeeds from the subject.

The creature seeking atonement must be truly repentant and desirous of setting right its misdeeds.

If the atoning creature committed the evil act unwittingly or under some form of compulsion, *atonement* operates normally at no cost to you.

However, in the case of a creature atoning for deliberate misdeeds and acts of knowing and willful nature, you must intercede with your deity at the cost of 500 experience points in order to expunge the subject's burden.

Naturally, many casters first assign a subject of this sort a quest (see *geas/quest*) or similar penance to determine if the creature is truly contrite before casting the *atonement* spell on its behalf.

Atonement may be cast for one of several purposes, depending on the version selected:

Reverse Magical Alignment Change: If a creature has had its alignment magically changed, *atonement* returns its alignment to its original status at no cost in experience points.

Restore Class: A paladin who has lost her class features due to unwillingly or unwittingly committing an evil act may have her paladinhood restored to her by this spell.

Note: A paladin who willingly and deliberately commits an evil act can never regain her paladinhood.

Restore Cleric or Druid Spell Powers: A cleric or druid who has lost his ability to cast spells because he incurred the anger of his deity may regain his spell powers by seeking *atonement* from another cleric of the same deity or another druid.

If the transgression was intentional, the casting cleric loses 500 XP for his intercession.

If the transgression was unintentional, he does not lose XP.

Redemption or Temptation: You may cast this spell upon a creature of an opposing alignment in order to offer it a chance to change its alignment to match yours.

The prospective subject must be present for the entire casting process.

Upon completion of the spell, the subject freely chooses whether it retains its original alignment or acquiesces to your offer and changes to your alignment.

No duress, compulsion, or magical influence can force the subject to take advantage of the opportunity offered if it is unwilling to abandon its old alignment.

This use of the spell does not work on outsiders (or any creature incapable of changing its alignment naturally).

Note: Normally, changing alignment is up to the player (for PCs) or the DM (NPCs).

This use of *atonement* simply offers a believable way for a character to change her alignment drastically, suddenly, and definitively.

Material Component: Burning incense.

Focus: In addition to your holy symbol or normal divine focus, you need a set of prayer beads (or other prayer device, such as a prayer wheel or prayer book) worth at least 500 gp.

XP Cost: When cast for the benefit of creatures whose guilt was the result of deliberate acts, the cost to you is 500 XP per casting (see above).

BANISHMENT

Abjuration

Level: Clr 6, Sor/Wiz 7

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more extraplanar creatures, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

A *banishment* spell is a more powerful version of the *dismissal* spell.

It enables you to force extraplanar creatures out of your home plane.

Up to 2 HD of creatures per caster level can be banished.

To target a creature, you must present at least one object or substance that it hates, fears, or otherwise opposes.

For each such object or substance, you gain +1 on your caster level check to overcome the target's SR (if any) and +2 on the saving throw DC.

For example, if this spell were cast on a demon that hated light and was vulnerable to holy water and iron weapons, you might use iron, holy water, and a torch in the spell.

The three items would add +3 to your check to overcome the demon's SR and add +6 to the spell's DC.

At the DM's option, certain rare items might work twice as well (each providing +2 against SR and +4 on the spell's DC).

BREAK ENCHANTMENT

Abjuration

Level: Brd 4, Clr 5, Luck 5

Components: V, S

Casting Time: 1 minute

Range: Close (25 ft. + 5 ft./2 levels)

Target or Targets: Up to one creature per level, all within 30 ft. of each other

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

This dispelling spell frees creatures from enchantments, transmutations, curses, and petrification (as well as other magical transformations).

Break enchantment can reverse even an instantaneous effect, such as *flesh to stone*.

For each such effect, you make a check of 1d20 + caster level (maximum +15) against a DC of 11 + caster level of the effect.

Success means that the creature is free of the spell, curse, or effect.

For cursed magic items, the DC is 25.

If the spell is one that, as a special property, cannot be dispelled by *dispel magic*, *break enchantment* works only if that spell is 5th level or lower.

For instance, *bestow curse* cannot be dispelled by *dispel magic*, but *break enchantment* can dispel it.

If the effect comes from some permanent magic item, such as a cursed sword, *break enchantment* does not remove the curse from the item but merely frees the victim from the item's effects, leaving the item cursed.

For example, a cursed item can change the alignment of its user.

Break enchantment allows the victim to be rid of the item (and negates the alignment change), but the item's curse is intact and affects the next person to pick up the item (even if it's the *break enchantment* recipient).

CLOAK OF CHAOS

Abjuration [Chaotic]

Level: Chaos 8, Clr 8

Components: V, S, F

Casting Time: 1 action

Range: 20 ft.

Targets: One creature/level in a 20-ft.-radius burst centered on you

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes (harmless)

A random pattern of color surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by lawful creatures, and confusing lawful creatures when they strike the subjects.

This abjuration has four effects:

First, the warded creatures gain a +4 deflection bonus to AC and a +4 resistance bonus to saves.

Unlike *protection from law*, this benefit applies against all attacks, not just against attacks by lawful creatures.

Second, the warded creatures gain SR 25 against lawful spells and spells cast by lawful creatures.

Third, the abjuration blocks possession and mental influence, just as *protection from law* does.

Finally, if a lawful creature succeeds with a melee attack against a warded creature, the offending attacker is *confused* for 1 round (Will save negates, as *confusion*, but against the save DC of *cloak of chaos*).

Focus: A tiny reliquary containing some sacred relic, such as a scrap of parchment from a chaotic text.

The reliquary costs at least 500 gp.

DIMENSIONAL ANCHOR

Abjuration

Level: Clr 4, Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes (object)

A green ray springs from your outstretched hand.

You must make a ranged touch attack to hit the target. Any creature or object struck is covered with a shimmering emerald field that completely blocks bodily extradimensional travel.

Forms of movement barred by the *dimensional anchor* include *astral projection*, *blink*, *dimension door*, *ethereal jaunt*, *etherealness*, *gate*, *maze*, *plane shift*, *shadow walk*, *teleport*, and similar spell-like or psionic abilities.

It prevents the use of a *gate* or *teleportation circle* for the duration of the spell.

The *dimensional anchor* does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms such as a basilisk's gaze.

Also, it does not prevent summoned creatures from disappearing at the end of a summoning spell.

DISMISSAL

Abjuration

Level: Brd 4, Clr 4, Sor/Wiz 5

Components: V, S, F/DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One extraplanar creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

This spell forces an extraplanar creature back to its proper plane.

Add the creature's HD to its saving throw and subtract your level as well.

If the spell is successful, the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own.

Arcane Focus: Any item that is distasteful to the subject.

DISPEL CHAOS

Abjuration [Lawful]

Level: Clr 5, Law 5

As *dispel evil*, except that you are surrounded by constant, blue, lawful energy, and the spell affects chaotic creatures and spells rather than evil ones.

DISPEL EVIL

Abjuration [Good]

Level: Clr 5, Good 5, Pal 4

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target or Targets: You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object

Duration: 1 round/level or until discharged, whichever comes first

Saving Throw: See text

Spell Resistance: See text

Shimmering, white, holy energy surrounds you.

This power has three effects:

1. You gain a +4 deflection bonus to AC against attacks by evil creatures.

2. On making a successful melee touch attack against an evil creature from another plane, you can choose to drive that creature back to its home plane.

The creature negates the effects with a Will save (SR applies).

This use discharges and ends the spell.

3. With a touch, you can automatically dispel any one enchantment cast by an evil creature or any one evil spell.

Exception: Spells that can't be dispelled by *dispel magic* also can't be dispelled by *dispel evil*.

Saving throws and SR do not apply to this effect.

This use discharges and ends the spell.

DISPEL GOOD

Abjuration [Evil]

Level: Clr 5, Evil 5

As *dispel evil*, except that you are surrounded by dark, wavering, unholy energy, and the spell affects good creatures and spells rather than evil ones.

DISPEL LAW

Abjuration [Chaotic]

Level: Chaos 5, Clr 5

As *dispel evil*, except that you are surrounded by flickering, yellow, chaotic energy, and the spell affects lawful creatures and spells rather than evil ones.

DISPEL MAGIC

Abjuration

Level: Brd 3, Clr 3, Drd 4, Magic 3, Pal 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target or Area: One spellcaster, creature, or object; or 30-ft.-radius burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Because magic is powerful, so, too, is the ability to dispel magic.

You can use *dispel magic* to end ongoing spells that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, to end ongoing spells (or at least their effects) within an area, or to counter another spellcaster's spell.

A dispelled spell ends as if its duration had expired.

Some spells, as detailed in their descriptions, can't be defeated by *dispel magic*.

Dispel magic can dispel (but not counter) the ongoing effects of supernatural abilities as well as spells.

Dispel magic affects spell-like effects just as it affects spells.

Note: The effects of spells with instantaneous duration can't be dispelled, because the magical effect is already over before the *dispel magic* can take effect.

Thus, you can't use *dispel magic* to repair fire damage caused by a *fireball* or to turn a petrified character back to flesh. (The magic has departed, leaving only burned flesh or perfectly normal stone in its wake).

You choose to use *dispel magic* in one of three ways: a

targeted dispel, an area dispel, or a counterspell: *Targeted*

Dispel: One object, creature, or spell is the target of the spell.

You make a dispel check against the spell or against each ongoing spell currently in effect on the object or creature. A dispel check is 1d20 +1 per caster level (maximum +10) against a DC of 11 + the spell's caster level.

For example, Mialeee, at 5th level, targets *dispel magic* on a *hasted*, *mage armored*, *strengthened* drow.

All three spells were cast on the drow by a 7th-level wizard. Mialeee makes a dispel check (1d20+5 against DC 18) three times, once each for the *haste*, *mage armor*, and *bull's strength* effects.

If she succeeds at a particular check, that spell is dispelled (the drow's SR doesn't help him); if she fails, that spell remains in effect.

If the spellcaster targets an object or creature who is the effect of an ongoing spell (such as a monster summoned by *monster summoning*), she makes a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level.

If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers on its own.

A suppressed item becomes nonmagical for the duration of the effect.

An interdimensional interface (such as a *bag of holding*) is temporarily closed.

Remember that a magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact).

Artifacts and creatures of demigod or higher status are unaffected by mortal magic such as this.

You automatically succeed at your dispel check against any spell that you cast yourself.

Area Dispel: The spell affects everything within a 30-foot radius.

For each creature who is the target of one or more spells, you make a dispel check against the spell with the highest caster level.

If that fails, you make dispel checks against progressively weaker spells until you dispel one spell (which discharges the *dispel* so far as that target is concerned) or fail all your checks.

The creature's magic items are not affected.

For each object that is the target of one or more spells, you make dispel checks as with creatures.

Magic items are not affected by area dispels.

For each ongoing area or effect spell centered within the *dispel magic*'s area, you make a dispel check to dispel the spell.

For each ongoing spell whose area overlaps that of the dispel, you make a dispel check to end the effect, but only within the area of the *dispel magic*.

If an object or creature who is the effect of an ongoing spell, such as a monster summoned by *monster summoning*, is in the area, you make a dispel check to end the spell that conjured the object or creature (returning it whence it came) in addition to attempting to dispel spells targeting the creature or object.

You may choose to automatically succeed at dispel checks against any spell that you have cast.

Counterspell: The spell targets a spellcaster and is cast as a counterspell (page 152).

Unlike a true counterspell, however, *dispel magic* may not work.

You must make a dispel check to counter the other spellcaster's spell.

ENDURE ELEMENTS

Abjuration

Level: Clr 1, Drd 1, Pal 1, Sor/Wiz 1, Strength 1, Sun 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 24 hours

Saving Throw: None

Spell Resistance: Yes

This abjuration grants a creature limited protection to damage from whichever one of five energy types you select: acid, cold, electricity, fire, or sonic.

Each round, the spell absorbs the first 5 points of damage the creature would otherwise take from the specified energy type, regardless of whether the source of damage is natural or magical.

The spell protects the recipient's equipment as well.

Endure elements absorbs only damage.

The character could still suffer unfortunate side effects, such as drowning in acid (since drowning damage comes from lack of oxygen) or becoming encased in ice.

Note: *Endure elements* overlaps (and does not stack with) *resist elements* and *protection from elements*.

If a character is warded by *protection from elements* and one or both of the other spells, the *protection* spell absorbs damage until it is exhausted.

If a character is warded by *resist elements* and *endure elements* at the same time, the *resist* spell absorbs damage but the *endure* spell does not.

ENTROPIC SHIELD

Abjuration

Level: Clr 1, Luck 1

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level

A magical field appears around you, glowing with a chaotic blast of multicolored hues.

This field deflects incoming arrows, rays, and other ranged attacks.

Each ranged attack directed at you suffers a 20% miss chance (similar to the effects of concealment).

This miss chance affects all ranged attacks for which the attackers make attack rolls, including arrows, magic arrows, *Melf's acid arrow*, *ray of enfeeblement*, and so forth.

It does not affect other attacks that simply work at a distance, such as dragon breath.

EXPLOSIVE RUNES

Abjuration [Force]

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One touched object weighing no more than 10 lb.

Duration: Permanent until discharged (D)

Saving Throw: See text

Spell Resistance: Yes

You trace these mystic runes upon a book, map, scroll, or similar object bearing written information.

The *runes* detonate when read, dealing 6d6 points of damage.

Anyone next to the *runes* (close enough to read them) takes this damage with no saving throw.

Others within 10 feet of the *runes* take half damage if they succeed at Reflex saving throws.

The object in which the *runes* were written also takes the damage (no saving throw).

As the spellcaster, you and any characters you specifically instruct can read the protected writing without triggering the *runes*.

Likewise, you can remove the *runes* whenever desired.

Others can remove them with a successful *dispel magic* or *erase spell*.

However, attempting to dispel or erase the *runes* and failing to do so triggers the explosion.

Note: Magic traps such as *explosive runes* are hard to detect and disable.

A rogue (only) can use the Search skill to find the *runes* and Disable Device to thwart them.

The DC in each case is 25 + spell level, or 28 for *explosive runes*.

FIRE TRAP

Abjuration [Fire]

Level: Drd 2, Sor/Wiz 4

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: Object touched

Duration: Permanent until discharged

Saving Throw: Reflex half (see text)

Spell Resistance: Yes

Fire trap creates a fiery explosion when an intruder opens the item that the trap wards.

The *fire trap* can ward any closeable item (book, box, bottle, chest, coffer, coffin, door, drawer, and so forth).

When casting *fire trap*, you select a point on the item as the spell's center.

When someone other than you opens the item, a fiery explosion fills the area within a 5-foot radius around the spell's center.

The flames deal 1d4 points of fire damage +1 point per caster level (maximum +20).

The item protected by the trap is not harmed by this explosion.

The *fire trapped* item cannot have a second closure or warding spell placed on it.

A *knock* spell does not affect a *fire trap* in any way, because *knock* only opens things and the *fire trap* in no way prevents one from opening the trapped item.

An unsuccessful *dispel magic* spell does not detonate the spell.

Underwater, this ward deals half damage and creates a large cloud of steam.

As the caster, you can use the trapped object without discharging it, as can any individual to whom the spell was specifically attuned when cast.

"Attuning" to an individual usually involves a password that you can share with friends.

Note: Magic traps such as *fire trap* are hard to detect and disable.

A rogue (only) can use the Search skill to find the trap and Disable Device to thwart it.

The DC in each case is 25 + spell level (DC 27 for a druid's *fire trap* or DC 29 for the arcane version).

Material Components: A half-pound of gold dust (cost 25 gp) sprinkled on the warded object.

Attuning the trap to another individual requires a hair or similar object from that individual.

FORBIDDANCE

Abjuration

Level: Clr 6

Components: V, S, M, DF

Casting Time: 6 rounds

Range: Medium (100 ft. + 10 ft./level)

Area: 60-ft. cube/level (S)

Duration: Permanent

Saving Throw: See text

Spell Resistance: Yes

Forbiddance prevents creatures whose alignments are different from yours from entering the area.

Additionally, the spell seals the area against all planar travel into it, including *dimension door*, *teleport*, *plane shifting*, astral travel, ethereal travel, and all summoning spells.

At your option, the abjuration can be locked by a password, in which case it can be entered only by those speaking the proper words (no saving throw allowed to those who don't speak the password, although SR applies).

Otherwise, the effect on those entering the warded area is based on their alignment relative to yours.

Alignments identical: No effect.

The creature may enter freely (albeit not by planar travel).

Alignments different with respect to either law/chaos or good/evil: The creature is hedged out and takes 3d6 points of damage.

A successful Will save negates both effects, and SR applies.

Alignments different with respect to both law/chaos and good/evil:

The creature is hedged out and takes 6d6 points of damage.

A successful Will save negates both effects, and SR applies.

Once a saving throw is failed, an intruder cannot enter the forbidden area (future saving throws likewise fail).

Intruders who enter by rolling successful saving throws feel uneasy and tense, despite their success.

Dispel magic does not dispel the *forbiddance* effect unless the dispeller's level is at least as high as your caster level.

Material Components: A sprinkling of holy water and rare incenses worth at least 1,500 gp per 60-foot cube.

If a password lock is desired, this requires the burning of additional rare incenses worth at least 5,000 gp per 60-foot cube.

FREEDOM OF MOVEMENT

Abjuration

Level: Clr 4, Drd 4, Luck 4, Pal 4, Rgr 4

Components: V, S, M, DF

Casting Time: 1 action

Range: Personal or touch

Target: You or creature touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No or Yes (harmless)

This spell enables you or the creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as *hold person*, *paralysis*, *solid fog*, *slow*, and *web* spells.

The spell also allows a character to move and attack normally while underwater, even with cutting weapons such as axes and swords and with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The *freedom of movement* spell does not, however, allow water breathing.

Material Component: A leather thong, bound around the arm or a similar appendage.

FREEDOM

Abjuration

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 action

Range: See text

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

The subject is freed from spells and effects that restrict his movement, including *entangle*, *hold*, *imprisonment*, *paralysis*, *petrification*, *sleep*, *slow*, *stunning*, *temporal stasis*, and *web*.

To free someone from *imprisonment*, you must know his name and background, and you must cast this spell at the spot where he was entombed.

GLOBE OF INVULNERABILITY

Abjuration

Level: Sor/Wiz 6

As *minor globe of invulnerability*, except that it also excludes 4th-level spells and spell-like effects.

GLYPH OF WARDING

Abjuration

Level: Clr 3

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target or Area: Object touched or up to 5 sq. ft./level

Duration: Permanent until discharged

Saving Throw: See text

Spell Resistance: Yes (object)

This powerful inscription harms those who enter, pass, or open the warded area or object.

A *glyph* can guard a bridge or passage, ward a portal, trap a chest or box, and so on.

You set the conditions of the ward.

Typically, any creature violating the warded area without speaking a pass phrase (which you set when casting the spell) is subject to the magic it stores.

Glyphs can be set according to physical characteristics (such as height or weight) or creature type, subtype, or species (such as "drow" or "aberration").

Glyphs can also be set with respect to good, evil, law, or chaos, or to pass those of your religion.

They cannot be set according to class, HD, or level.

Glyphs respond to invisible creatures normally but are not triggered by those who travel past them ethereally.

Multiple *glyphs* cannot be cast on the same area.

However, if a cabinet had three drawers, each could be separately warded.

When casting the spell, you weave a tracery of faintly glowing lines around the warding sigil.

The *glyph* can be placed to conform to any shape up to the limitations of your total square footage.

When the spell is completed, the *glyph* and tracery become nearly invisible.

Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. *Mislead*, *polymorph*, and *nondetection* can fool a *glyph*.

Read magic allows you to identify a *glyph of warding* with a successful Spellcraft check (DC 13).

Identifying the *glyph* does not discharge it and allows you to know the basic nature of the *glyph* (version, type of damage caused, what spell is stored).

The DM may decide that the exact *glyphs* available to you depend on your deity.

He or she might also make new *glyphs* available according to the magical research rules.

Note: Magic traps such as *glyph of warding* are hard to detect and disable.

A rogue (only) can use the Search skill to find the *glyph* and Disable Device to thwart it.

The DC in each case is 25 + spell level, or 28 for *glyph of warding*.

Depending on the version selected, a *glyph* either blasts the intruder or activates a spell.

Blast Glyph: A blast deals 1d8 points of damage per two caster levels to the intruder and to all within 5 feet of the intruder (maximum 5d8).

This damage is acid, cold, fire, electricity, or sonic (caster's choice, made at time of casting).

Those affected can make Reflex saves to take half damage.

Spell Glyph: You can store any harmful spell of up to 3rd level that you know.

All level-dependent features of the spell are based on your level at the time of casting.

If the spell has targets, it targets the intruder.

If the spell has an area or an amorphous effect (such as a cloud), the area or effect is centered on the intruder.

If the spell summons creatures, they appear as close as possible to the intruder and attack.

All saving throws operate as normal, except that the DC is based on the level of the *glyph*.

Material Component: You trace the *glyph* with incense, which must first be sprinkled with powdered diamond worth at least 200 gp.

GREATER DISPELLING

Abjuration

Level: Brd 5, Clr 6, Drd 6, Sor/Wiz 6

As *dispel magic*, except that the maximum bonus on the dispel check is +20 instead of +10.

Additionally, *greater dispelling* has a chance to dispel any effect that *remove curse* can remove, even if *dispel magic* can't dispel that effect.

GREATER GLYPH OF WARDING

Abjuration

Level: Clr 6

As *glyph of warding*, except that the blast deals up to 10d8 damage, and the *greater glyph* can store a harmful spell of up to 6th level.

Material Component: Diamond dust worth at least 400 gp.

GUARDS AND WARDS

Abjuration

Level: Sor/Wiz 6

Components: V, S, M, F

Casting Time: 30 minutes

Range: Anywhere within the area to be warded

Area: Up to 200 sq. ft./level (S)

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: See text

This powerful spell is primarily used to defend your stronghold.

The ward protects 200 square feet per caster level.

The warded area can be up to 20 feet high, and shaped as you desire.

You can ward several stories of a stronghold by dividing the area among them; you must be somewhere within the area to be warded to cast the spell.

The spell creates the following magical effects within the warded area:

Fog: Fog fills all corridors, obscuring all sight, including darkvision, beyond 5 feet.

A creature within 5 feet has one-half concealment (attacks suffer a 20% miss chance).

Creatures farther away have full concealment (50% miss chance; the attacker cannot use sight to locate the target).

Spell resistance: No.

Arcane Locks: All doors in the warded area are *arcane locked*.

Spell resistance: No.

Webs: Webs fill all stairs from top to bottom.

These strands are identical with those created by the *web* spell, except that they regrow in 10 minutes if they are burned or torn away while the *guards and wards* spell lasts.

Spell resistance: Yes.

Confusion: Where there are choices in direction—such as a corridor intersection or side passage—a minor *confusion*-type spell functions so as to make it 50% probable that intruders believe they are going in the exact opposite direction from the one they actually chose.

This is an enchantment (mind-affecting) effect.

Spell resistance: Yes.

Lost Doors: One door per caster level is covered by a glamor to appear as if it were a plain wall.

Spell resistance: No.

In addition, you can place your choice of one of the following five magical effects:

- *Dancing lights* in four corridors.

You can designate a simple program that causes the lights to repeat as long as the *guards and wards* spell lasts.

Spell resistance: No.

- A *magic mouth* in two places.

Spell resistance: No.

- A *stinking cloud* in two places.

The vapors appear in the places you designate; they return within 10 minutes if dispersed by wind while the *guards and wards* spell lasts.

Spell resistance: Yes.

- A *gust of wind* in one corridor or room.

Spell resistance: Yes.

- A *suggestion* in one place.

You select an area up to 5 feet square, and any creature who enters or passes through the area receives the *suggestion* mentally.

Spell resistance: Yes.

The whole warded area radiates strong magic of the abjuration school.

A *dispel magic* cast on a specific effect, if successful, removes only that effect.

A successful *Mordenkainen's disjunction* destroys the entire *guards and wards* effect.

Material Components: Burning incense, a small measure of brimstone and oil, a knotted string, and a small amount of umber hulk blood.

Focus: A small silver rod.

HOLD PORTAL

Abjuration

Level: Sor/Wiz 1

Components: V

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One portal, up to 20 sq. ft./level

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This spell magically bars a door, gate, window, or shutter of wood, metal, or stone.

The magic holds the portal fast, just as if it were securely closed and normally locked.

A *knock* spell or a successful *dispel magic* spell can negate the *hold portal*.

For a portal affected by this spell, add 5 to the normal DC for forcing the portal.

HOLY AURA

Abjuration [Good]

Level: Clr 8, Good 8, Luck 8

Components: V, S, F

Casting Time: 1 action

Range: 20 ft.

Targets: One creature/level in a 20-ft.-radius burst centered on you

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes (harmless)

A brilliant divine radiance surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by evil creatures, and blinding evil creatures when they strike the subjects.

This abjuration has four effects:

First, the warded creatures gain a +4 deflection bonus to AC and a +4 resistance bonus to saves.

Unlike *protection from evil*, this benefit applies against all attacks, not just against attacks by evil creatures.

Second, the warded creatures gain SR 25 against evil spells and spells cast by evil creatures.

Third, the abjuration blocks possession and mental influence, just as *protection from evil* does.

Finally, if an evil creature succeeds at a melee attack against a warded creature, the offending attacker is blinded (Fortitude save negates, as *blindness/deafness*, but against *holy aura's* save DC).

Focus: A tiny reliquary containing some sacred relic, such as a scrap of cloth from a saint's robe or a piece of parchment from a holy text.

The reliquary costs at least 500 gp.

IMPRISONMENT

Abjuration

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

When you cast *imprisonment* and touch an opponent, he is entombed in a state of suspended animation (see the *temporal stasis* spell) in a small sphere far beneath the surface of the earth.

The subject remains there unless a *freedom* spell is cast at the locale where the imprisonment took place.

Magical search by a *crystal ball*, a *locate object* spell, or some other similar divination does not reveal the fact that a creature is imprisoned, but *discern location* does.

A *wish* or *miracle* spell will not free the recipient but will reveal where it is entombed.

The *imprisonment* spell functions only if the target's name and some facts about its life are known.

INVISIBILITY TO ANIMALS

Abjuration

Level: Drd 1

Components: S, DF

Casting Time: 1 action

Range: Touch

Targets: One creature touched/level

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: Yes

Animals cannot perceive the warded creatures.

They act as though the warded creatures are not there.

Warded creatures could stand before the hungriest of lions and not be molested or even noticed.

If a warded character touches an animal or attacks any creature, even with a spell, the spell ends for all recipients.

Note: Beasts (such as owlbears), magical beasts (such as blink dogs), and vermin (such as giant scorpions) are not "animals" as defined by the spell; see the *Monster Manual*.

INVISIBILITY TO UNDEAD

Abjuration

Level: Clr 1

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Targets: One touched creature/level

Duration: 10 minutes/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Undead cannot perceive the warded creatures.

Nonintelligent undead are automatically affected and act as though the warded creatures are not there.

Intelligent undead get saving throws.

If they fail, they can't see the warded creatures.

However, if they have reason to believe unseen opponents are present, they can attempt to find or strike them.

If a warded character attempts to turn or command undead, touches an undead, or attacks any creature (even with a spell), the spell ends for all recipients.

Note: An intelligent undead creature gets one saving throw against the spell.

It either sees all the warded creatures or none of them.

MAGIC CIRCLE AGAINST CHAOS

Abjuration [Lawful]

Level: Brd 3, Clr 3, Law 3, Sor/Wiz 3

As *magic circle against evil*, except that it is similar to *protection from chaos* instead of *protection from evil*.

MAGIC CIRCLE AGAINST EVIL

Abjuration [Good]

Level: Brd 3, Clr 3, Good 3, Pal 3, Sor/Wiz 3

Area: Emanates 10 ft. from touched creature

Duration: 10 minutes/level

Spell Resistance: No (see text)

As *protection from evil*, except that it encompasses a much larger area and its duration is longer.

Unlike *protection from evil*, this spell has a special function that you may choose when casting the spell.

A *magic circle* can be focused inward rather than outward.

In this case, it serves as an immobile, temporary magical prison for a called creature.

The creature cannot cross the circle's boundaries.

(See Calling, page 157, for more information on using this spell in conjunction with calling spells).

You must beat a creature's SR in order to keep it at bay (as in the third function of *protection from evil*), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' SR.

If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal *protection from evil* spell for that creature only.

This spell is not cumulative with *protection from evil* and vice versa.

MAGIC CIRCLE AGAINST GOOD

Abjuration [Evil]

Level: Brd 3, Clr 3, Evil 3, Sor/Wiz 3

As *magic circle against evil*, except that it is similar to *protection from good* instead of *protection from evil*.

MAGIC CIRCLE AGAINST LAW

Abjuration [Chaotic]

Level: Brd 3, Chaos 3, Clr 3, Sor/Wiz 3
As *magic circle against evil*, except that it is similar to *protection from law* instead of *protection from evil*.

MIND BLANK

Abjuration

Level: Protection 8, Sor/Wiz 8

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 day

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject is protected from all devices and spells that detect, influence, or read emotions or thoughts. This spell protects against all mind-affecting spells and effects as well as information gathering by divination spells or effects.

Mind blank even foils *limited wish*, *miracle*, and *wish* when they are used in such a way as to affect the subject's mind or to gain information about him.

In the case of scrying that scans an area that the creature is in, such as *arcane eye*, the spell works but the creature simply isn't detected.

Scrying attempts that are targeted specifically at the subject do not work at all.

MINOR GLOBE OF INVULNERABILITY

Abjuration

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: 10 ft.

Area: 10-ft.-radius spherical emanation, centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

An immobile, faintly shimmering magical sphere surrounds you and excludes all spell effects of up to 3rd level.

The area or effect of any such spells does not include the area of the *minor globe of invulnerability*.

Such spells fail to affect any target located within the globe. This includes spell-like abilities and spells or spell-like effects from devices.

However, any type of spell can be cast through or out of the magical globe.

Spells of 4th level and higher are not affected by the globe. The globe can be brought down by a targeted *dispel magic* spell, but not by an area *dispel magic*.

You can leave and return to the globe without penalty.

Note that spell effects are not disrupted unless their effects enter the globe, and even then they are merely suppressed, not dispelled.

For example, creatures inside the globe would still see a *mirror image* created by a caster outside the globe.

If that caster then entered the globe, the images would wink out, to reappear when the caster exited the globe.

Likewise, a caster standing in the area of a *light* spell would still receive sufficient light for vision, even though that part

of the *light* spell volume in the globe would not be luminous.

If a given spell has more than one level depending on which character class is casting it, use the level appropriate to the caster to determine whether *minor globe of invulnerability* stops it.

Material Component: A glass or crystal bead that shatters at the expiration of the spell.

MORDENKAINEN'S DISJUNCTION

Abjuration

Level: Magic 9, Sor/Wiz 9

Components: V

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: All magical effects and magic items within a 30-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: No

All magical effects and magic items within the radius of the spell, except for those that you carry or touch, are disjoined. That is, spells and spell-like effects are separated into their individual components (ending the effect as a *dispel magic* spell does), and permanent magic items must make successful Will saves or be turned into normal items. An item in a creature's possession uses its own Will save bonus or its possessor's Will save bonus, whichever is higher.

You also have a 1% chance per caster level of destroying an *antimagic field*.

If the *antimagic field* survives the disjunction, no items within it are disjoined.

Even artifacts are subject to disjunction, though there is only a 1% chance per caster level of actually affecting such powerful items.

Additionally, if an artifact is destroyed, you must succeed at a Will save (DC 25) or permanently lose all spellcasting abilities.

(These abilities cannot be recovered by mortal magic, not even *miracle* or *wish*).

Note: Destroying artifacts is a dangerous business, and it is 95% likely to attract the attention of some powerful being who has an interest in or connection with the device.

NEGATIVE ENERGY PROTECTION

Abjuration

Level: Clr 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The warded creature gains partial protection from undead creatures who use negative energy (such as shadows, wights, wraiths, spectres, or vampires) and certain weapons and spells that drain energy levels.

The *negative energy protection* spell uses positive energy, which can offset the effects of a negative energy attack.

Each time the warded creature is struck by a negative energy attack that drains levels or ability scores, it rolls 1d20 + caster level against a DC of 11 + the attacker's HD. If the warded creature succeeds, the energies cancel with a bright flash of light and a thunderclap.

The warded creature takes only hit point damage from the attack and does not suffer any drain of experience levels or ability scores, regardless of the number of levels or ability score points the attack would have drained.

An attacking undead creature takes 2d6 points of damage from the positive energy.

An attacking caster or weapon receives no damage.

If the warded creature does not succeed, the negative energy attack deals its normal damage.

An attacking undead creature in such a situation does not take any positive energy damage.

NONDETECTION

Abjuration

Level: Rgr 4, Sor/Wiz 3, Trickery 3

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature or object touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

The warded creature or object becomes difficult to detect by divination spells such as *clairaudience/clairvoyance*, *locate object*, and detection spells.

Nondetection also prevents location by such magic items as *crystal balls*.

If a divination is attempted against the warded creature or item, the caster of the divination must succeed at a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the spellcaster who cast *nondetection*.

If you cast *nondetection* on yourself or on an item currently in your possession, the DC is 15 + your caster level.

If cast on a creature, *nondetection* wards the creature's gear as well as the creature itself.

Material Component: A pinch of diamond dust worth 50 gp.

OBSCURER OBJECT

Abjuration

Level: Brd 2, Clr 3, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: One object touched of up to 100 lb./level

Duration: 8 hours

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell hides an object from location by a spell, a *crystal ball*, and other forms of scrying.

Arcane Material Component: A piece of chameleon skin.

PRISMATIC SPHERE

Abjuration

Level: Protection 9, Sor/Wiz 9, Sun 9

Components: V

Range: 10 ft.

Effect: 10-ft.-radius sphere centered on you

As *prismatic wall*, except you conjure up an immobile, opaque globe of shimmering, multicolored light that surrounds you and protects you from all forms of attack. The sphere flashes in all colors of the visible spectrum.

The sphere's blindness effect on creatures with less than 8 HD lasts 2d4 x 10 minutes.

You can pass into and out of the *prismatic sphere* and remain near it without harm.

However, when you're inside it, the sphere blocks any attempt to project something through the sphere (including spells).

Other creatures who attempt to attack you or pass through suffer the effects of each color, one at a time.

Typically, only the upper hemisphere of the globe will exist, since you are at the center of the sphere, so the lower half is usually excluded by the floor surface you are standing on.

The colors of the sphere have the same effects as the colors of a *prismatic wall*.

PRISMATIC WALL

Abjuration

Level: Sor/Wiz 8

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Wall 4 ft./level wide x 2 ft./level high

Duration: 10 minutes/level

Saving Throw: See text

Spell Resistance: See text

Prismatic wall creates a vertical, opaque wall—a shimmering, multicolored plane of light that protects you from all forms of attack.

The wall flashes with seven colors, each of which has a distinct power and purpose.

The wall is immobile, and you can pass through and remain near the wall without harm.

However, any other creature with fewer than 8 HD that is within 20 feet of the wall is blinded (see *blindness/deafness*) for 2d4 rounds by the colors if it looks at the wall.

The wall's maximum proportions are 4 feet wide per caster level and 2 feet high per caster level.

A *prismatic wall* spell cast to materialize in a space occupied by a creature is disrupted, and the spell is wasted.

Each color in the wall has a special effect.

The accompanying table shows the seven colors of the wall, the order in which they appear, their effects on creatures trying to attack you or pass through the wall, and the magic needed to negate each color.

The wall can be destroyed, color by color, in consecutive order, by various magical effects; however, the first must be brought down before the second can be affected, and so on.

A *rod of cancellation* or a *Mordenkainen's disjunction* spell destroys a *prismatic wall*, but an *antimagic field* fails to penetrate it.

Dispel magic and *greater dispelling* cannot dispel the wall or anything beyond it.

Spell resistance is effective against a *prismatic wall*, but the caster level check must be repeated for each color present.

PRISMATIC WALL

Color	Order	Effect of Color	Negated By
Red	1st	Stops nonmagical ranged weapons. Deals 20 points of fire damage (Reflex half).	<i>Cone of cold</i>
Orange	2nd	Stops magical ranged weapons. Deals 40 points of acid damage (Reflex half).	<i>Gust of wind</i>
Yellow	3rd	Stops poisons, gases, and petrification. Deals 80 points of electricity damage (Reflex half).	<i>Desintegrate</i>
Green	4th	Stops breath weapons. Poison (Kills; Fortitude partial to Take 20 points of damage instead).	<i>Passwall</i>
Blue	5th	Stops divination and mental attacks. Turned to stone (Fortitude negates).	<i>Magic missile</i>
Indigo	6th	Stops all spells. Will save or become insane (as <i>insanity</i> spell).	<i>Daylight</i>
Violet	7th	Energy field destroys all objects and effects.* Creatures sent to another plane (Will negates).	<i>Dispel magic</i>

*The violet effect makes the special effects of the other six colors redundant, but they are included here because certain magic items can create prismatic effects one color at a time, and SR might render some colors ineffective (see above).

PROTECTION FROM ARROWS

Abjuration

Level: Sor/Wiz 2

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The warded creature gains resistance to ranged weapons. The subject gains damage reduction 10/+1 against ranged weapons.

It ignores the first 10 points of damage each time it takes damage from a ranged weapon, though a weapon with a +1 enhancement bonus or any magical attack bypasses the reduction.

The damage reduction increases with the caster level to 10/+2 at 5th, 10/+3 at 10th, 10/+4 at 15th, and 10/+5 at 20th. Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points), it is discharged.

Focus: A piece of shell from a tortoise or a turtle.

PROTECTION FROM CHAOS

Abjuration [Lawful]

Level: Brd 1, Clr 1, Law 1, Sor/Wiz 1

As *protection from evil*, except that the deflection and resistance bonuses apply to attacks from chaotic creatures, and chaotic summoned or conjured creatures cannot touch the subject.

PROTECTION FROM ELEMENTS

Abjuration

Level: Clr 3, Drd 3, Luck 3, Protection 3, Rgr 2, Sor/Wiz 3

Components: V, S, DF

Casting Time: 1 action

Duration: 10 minutes/level or until discharged

As *endure elements*, but *protection from elements* grants temporary invulnerability to the selected energy type. When the spell absorbs 12 points per caster level of elemental damage, it is discharged.

Note: *Protection from elements* overlaps (and does not stack with) *resist elements* and *endure elements*.

If a character is warded by *protection from elements* and one or both of the other spells, the *protection* spell absorbs damage until it is exhausted.

If a character is warded by *resist elements* and *endure elements* at the same time, the *resist* spell absorbs damage but the *endure* spell does not.

PROTECTION FROM EVIL

Abjuration [Good]

Level: Brd 1, Clr 1, Good 1, Pal 1, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No (see text)

This spell wards a creature from attacks by evil creatures, from mental control, and from summoned or conjured creatures.

It creates a magical barrier around the subject at a distance of 1 foot.

The barrier moves with the subject and has three major effects:

First, the subject gets a +2 deflection bonus to AC and a +2 resistance bonus on saves.

Both these bonuses apply against attacks made by evil creatures.

Second, the barrier blocks any attempt to possess the warded creature (as by a *magic jar* attack) or to exercise mental control over the creature (as by a vampire's supernatural domination ability, which works similar to *dominate person*).

The protection does not prevent a vampire's domination itself, but it prevents the vampire from mentally commanding the protected creature.

If the *protection from evil* effect ends before the domination effect does, the vampire would then be able to mentally command the controlled creature.

Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast.

This second effect works regardless of alignment.

Third, the spell prevents bodily contact by summoned or conjured creatures (see the *Monster Manual*).

This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature.

Good elementals and outsiders are immune to this effect.

The protection against contact by summoned or conjured creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature.

Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Arcane Material Component: A little powdered silver with which you trace a 3-foot-diameter circle on the floor (or ground) around the creature to be warded.

PROTECTION FROM GOOD

Abjuration [Evil]

Level: Brd 1, Clr 1, Evil 1, Sor/Wiz 1

As *protection from evil*, except that the deflection and resistance bonuses apply to attacks from good creatures, and good summoned or conjured creatures cannot touch the subject.

PROTECTION FROM LAW

Abjuration [Chaotic]

Level: Brd 1, Chaos 1, Clr 1, Sor/Wiz 1

As *protection from evil*, except that the deflection and resistance bonuses apply to attacks from lawful creatures, and lawful summoned or conjured creatures cannot touch the subject.

PROTECTION FROM SPELLS

Abjuration

Level: Magic 8, Sor/Wiz 8

Components: V, S, M, F

Casting Time: 1 action

Range: Touch

Targets: Up to one creature/four levels touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Subjects gain a +8 resistance bonus on saving throws against spells and spell-like abilities (but not against supernatural and extraordinary abilities).

Material Component: A diamond of at least 500 gp value, which must be crushed and sprinkled over the spell recipients.

Focus: One 1,000 gp diamond per creature granted the protection.

Each recipient must carry one such gem for the duration of the spell.

If a recipient loses the gem, the spell ceases to affect him.

REMOVE CURSE

Abjuration

Level: Brd 3, Clr 3, Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature or item touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Remove curse instantaneously removes all curses on an object or a person.

Remove curse does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell typically enables the person afflicted with any such cursed item to remove and get rid of it.

Certain special curses may not be countered by this spell or may be countered only by a caster of a certain level or higher.

Remove curse counters and dispels *bestow curse*.

REMOVE FEAR

Abjuration

Level: Clr 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature plus one additional creature/four levels, no two of which can be more than 30 ft. apart

Duration: 10 minutes and see text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You instill courage in the subject, granting the creature a +4 morale bonus against *fear* effects for 10 minutes.

If the subject is suffering from a *fear* effect when receiving the spell, it gets a new save with a +4 morale bonus.

Remove fear counters and dispels *cause fear*.

REPEL METAL OR STONE

Abjuration

Level: Drd 8

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: Path 120 ft. wide and 10 ft. high, emanating from you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Like *repel wood*, this spell creates waves of invisible and intangible energy that roll forth from you.

All metal or stone objects in the path of the spell are pushed away from you to the limit of the range.

Fixed metal or stone objects larger than 3 inches in diameter and loose objects weighing more than 500 pounds are not affected.

Anything else, including animated objects, small boulders, and creatures in metal armor, moves back.

Fixed objects 3 inches in diameter or smaller bend or break, and the pieces move with the wave of energy.

Objects affected by the spell are repelled at the rate of 40 feet per round.

Objects such as metal armor, swords, etc. are pushed back, dragging their bearers with them.

Even magic items with metal components are repelled, although an *antimagic field* blocks the effects.

The waves of energy continue to sweep down the set path for the spell's duration.

After you cast the spell, the path is set, and you can then do other things or go elsewhere without affecting the spell's power.

REPEL VERMIN

Abjuration

Level: Animal 4, Clr 4, Drd 4

Components: V, S, DF

Casting Time: 1 action

Range: 10 ft.

Area: 10-ft.-radius emanation centered on you

Duration: 10 minutes/level

Saving Throw: None or Will negates (see text)

Spell Resistance: Yes

An invisible barrier holds back vermin.

A vermin with less than one-third your level in HD cannot penetrate the barrier.

A vermin with at least one-third your level in HD can penetrate the barrier if it succeeds at a Will save.

Even so, crossing the barrier deals the vermin 2d6 points of damage, and pressing against the barrier causes pain, which deters less aggressive vermin.

REPULSION

Abjuration

Level: Brd 6, Clr 7, Protection 7, Sor/Wiz 6

Components: V, S, F/DF

Casting Time: 1 action

Range: Up to 10 ft./level

Area: Up to 10-ft.-radius/level emanation centered on you

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

An invisible, mobile field surrounds you and prevents creatures from approaching you.

You decide how big the field is at the time of casting (up to the limit your level allows).

Creatures within or entering the field must attempt saves.

If they fail, they become unable to move toward you for the duration of the spell.

Repelled creatures' actions are not otherwise restricted.

They can fight other creatures and can cast spells and attack you with ranged weapons.

If you move closer to an affected creature, nothing happens.

(The creature is not forced back).

The creature is free to make melee attacks against you if you come within reach.

If a repelled creature moves away from you and then tries to turn back toward you, it cannot move any closer if it is still within the spell's area.

Arcane Focus: A pair of small iron bars attached to two small canine statuettes, one black and one white.

RESIST ELEMENTS

Abjuration

Level: Clr 2, Drd 2, Fire 3, Pal 2, Rgr 1, Sor/Wiz 2

Components: V, S, DF

Casting Time: 1 action

Duration: 1 minute/level

As *endure elements*, except *resist elements* absorbs the first 12 points of damage each round.

Note: *Resist elements* overlaps (and does not stack with) *endure elements* and *protection from elements*.

If a character is warding by *protection from elements* and one or both of the other spells, the *protection* spell absorbs damage until it is exhausted.

If a character is warding by *resist elements* and *endure elements* at the same time, the *resist* spell absorbs damage but the *endure* spell does not.

RESISTANCE

Abjuration

Level: Brd 0, Clr 0, Drd 0, Pal 1, Sor/Wiz 0

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You imbue the subject with magical energy that protects her from harm, granting her a +1 resistance bonus on saves.

Arcane Material Component: A miniature cloak.

SANCTUARY

Abjuration

Level: Clr 1, Protection 1

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: No

Any opponent attempting to strike or otherwise directly attack the warded creature, even with a targeted spell, must attempt a Will save.

If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of the attacker's action is lost, and the attacker can't directly attack the warded creature for the duration of the spell.

Those not attempting to attack the subject remain unaffected.

This spell does not prevent the warded creature from being attacked or affected by area or effect spells (*fireball*, *summon monster IV*, etc.).

While protected by this spell, the subject cannot attack without breaking the spell but may use nonattack spells or otherwise act.

This allows a warded cleric to heal wounds, for example, or to *bless*, perform an *augury*, summon creatures, cast a *light* spell in the area, and so on.

SEQUESTER

Abjuration

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One creature or object (up to a 2-ft. cube/level) touched

Duration: 1 day/level (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

When cast, this spell not only prevents divination spells from working to detect or locate the creature or object affected by *sequester*, it also renders the affected creature or object invisible to any form of sight or seeing.

Thus, *sequester* can mask a secret door, a treasure vault, etc.

The spell does not prevent the subject from being discovered through tactile means or through the use of devices (such as a *robe of eyes* or a *gem of seeing*).

Living creatures (and even undead creatures) affected by *sequester* become comatose and are effectively in a state of suspended animation until the spell wears off or is dispelled.

Note: The Will save prevents a character from being sequestered.

There is no save to see the sequestered creature or object or to detect it with a divination spell.

Material Components: A basilisk eyelash, gum arabic, and a dram of whitewash.

SHIELD OF FAITH

Abjuration

Level: Clr 1

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell creates a shimmering, magical field around the touched creature that averts attacks.

The spell grants the subject a +2 deflection bonus, with an additional +1 to the bonus for every six levels you have (maximum +5 deflection bonus).

Material Component: A small parchment with a bit of holy text written upon it.

SHIELD OF LAW

Abjuration [Lawful]

Level: Clr 8, Law 8

Components: V, S, F

Casting Time: 1 action

Range: 20 ft.

Targets: One creature/level in a 20-ft.-radius burst centered on you

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes (harmless)

A dim, blue glow surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by chaotic creatures, and *slowing* chaotic creatures when they strike the subjects.

This abjuration has four effects:

First, the warded creatures gain a +4 deflection bonus to AC and a +4 resistance bonus to saves.

Unlike *protection from chaos*, this benefit applies against all attacks, not just against attacks by chaotic creatures.

Second, the warded creatures gain SR 25 against chaotic spells and spells cast by chaotic creatures.

Third, the abjuration blocks possession and mental influence, just as *protection from chaos* does.

Finally, if a chaotic creature succeeds at a melee attack against a warded creature, the attacker is *slowed* (Will save negates, as the *slow* spell, but against *shield of law's* save DC).

Focus: A tiny reliquary containing some sacred relic, such as a scrap of parchment from a lawful text.

The reliquary costs at least 500 gp.

SHIELD OTHER

Abjuration

Level: Clr 2, Pal 2, Protection 2

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell wards the subject and creates a mystic connection between you and the subject so that some of the subject's wounds are transferred to you.

The subject gains a +1 deflection bonus to AC and a +1 resistance bonus to saves.

Additionally, the subject takes only half damage from all wounds and attacks (including those inflicted by special abilities) that deal it hit point damage.

The amount of damage not taken by the warded creature is taken by you.

Forms of harm that do not involve hit points, such as *charm* effects, temporary ability damage, level draining, and *disintegration*, are not affected.

If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to the subject.

If you and the subject of the spell move out of range of each other, the spell ends.

Focus: A pair of platinum rings (worth at least 50 gp each) worn by both you and the warded creature.

SHIELD

Abjuration [Force]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Shield creates an invisible, mobile disk of force that hovers in front of you.

It negates *magic missile* attacks directed at you.

The disk also intercepts attacks, providing a +7 cover bonus to AC.

Despite this bonus a *shield* spell does provide actual cover and does not negate attacks of opportunity against you.

The disk protects you only against *magic missiles* and attacks from one direction.

You designate half the battlefield (with yourself on the dividing line) as being blocked by the shield.

The other half is not.

You can change the defensive direction of the *shield* (that is, rotate the dividing line) once as a free action on each of your turns.

SPELL IMMUNITY

Abjuration

Level: Clr 4, Protection 4, Strength 4

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The warded creature is immune to the effects of one specified spell for every four levels you have.

The spells must be of 4th level or lower.

The warded creature effectively has unbeatable SR regarding the specified spell or spells.

Naturally, that spell immunity doesn't protect a creature from spells for which SR doesn't apply.

Spell immunity protects against spells, spell-like effects of magic items, and innate spell-like abilities of creatures.

It does not protect against supernatural or extraordinary abilities, such as breath weapons or gaze attacks.

Only a particular spell can be protected against, not a certain domain or school of spells or a group of spells that are similar in effect.

Thus, a creature given immunity to *lightning bolt* is still vulnerable to *shocking grasp* or *chain lightning*.

A creature can have only one *spell immunity* spell in effect on it at a time.

SPELL RESISTANCE

Abjuration

Level: Clr 5, Magic 5, Protection 5

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The creature gains SR equal to 12 + caster level.

In order to affect a creature who has SR with a spell, a spellcaster must roll the creature's SR or higher on 1d20 + caster level.

A creature with SR may voluntarily lower it in order to accept a spell.

SPELL TURNING

Abjuration

Level: Luck 7, Magic 7, Sor/Wiz 7

Components: V, S, M/DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: Until expended or 10 minutes/level

Spells (and spell-like effects) targeted against you rebound on the original caster.

The abjuration turns only spells that have you as a target. Effect and area spells are not affected.

Spell turning also fails to affect touch range spells.

Thus, a *charm person* spell cast at you could be turned back upon and possibly enable you to charm the caster, but a *fireball* could not be turned back, and neither could *inflict critical wounds*.

From seven to ten (1d4+6) spell levels are affected by the turning.

The DM secretly rolls the exact number.

Each spell turned subtracts its level from the amount of spell turning left.

A spell might be only partially turned.

Subtract the 1d4+6 result from the spell level of the incoming spell.

Divide the remaining levels of the incoming spell by the spell level of the incoming spell to see what fraction of the effect gets through.

For damaging spells, you and the caster each take a fraction of the damage.

For nondamaging spells, each of you has a proportional chance to be affected.

If you and a spellcasting attacker are both warded by *spell turning* effects in operation, a resonating field is created.

Roll randomly to determine the result:

d%	Effect
01–70	Spell drains away without effect.
71–80	Spell affects both of you equally at full effect.
81–97	Both turning effects are rendered nonfunctional for 1d4 minutes.
98–100	Both of you go through a rift into another plane.

Arcane Material Component: A small silver mirror.

STONESKIN

Abjuration

Level: Earth 6, Sor/Wiz 4, Strength 6

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The warder creature gains resistance to blows, cuts, stabs, and slashes.

The subject gains damage reduction 10/+5.

(It ignores the first 10 points of damage each time it takes damage, though a weapon with a +5 enhancement bonus or any magical attack bypasses the reduction).

Once the spell has prevented a total of 10 points of damage per caster level (maximum 150 points), it is discharged.

Material Components: Granite and 250 gp worth of diamond dust sprinkled on the target's skin.

UNDETECTABLE ALIGNMENT

Abjuration

Level: Brd 2, Clr 2, Pal 2

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature or object

Duration: 24 hours

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

An *undetectable alignment* spell conceals the alignment of an object or a creature from all forms of divination.

UNHOLY AURA

Abjuration [Evil]

Level: Clr 8, Evil 8

Components: V, S, F

Casting Time: 1 action

Range: 20 ft.

Targets: One creature/level in a 20-ft.-radius burst centered on you

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes (harmless)

A malevolent darkness surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by good creatures, and weakening good creatures when they strike the subjects.

This abjuration has four effects:

First, the warder creatures gain a +4 deflection bonus to AC and a +4 resistance bonus to saves.

Unlike the effect of *protection from good*, this benefit applies against all attacks, not just against attacks by good creatures.

Second, the warder creatures gain SR 25 against good spells and spells cast by good creatures.

Third, the abjuration blocks possession and mental influence, just as *protection from good* does.

Finally, if a good creature succeeds at a melee attack against a warder creature, the offending attacker takes 1d6 points of temporary Strength damage (Fortitude save negates).

Focus: A tiny reliquary containing some sacred relic, such as a piece of parchment from an unholy text.

The reliquary costs at least 500 gp.

CONJURATION

ACID FOG

Conjuration (Creation) [Acid]

Level: Sor/Wiz 6, Water 7

Components: V, S, M/DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Fog spreads 30 ft., 20 ft. high

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

Acid fog creates a billowing mass of misty vapors similar to a *solid fog* spell.

In addition to slowing creatures down and obscuring sight, this spell's vapors are highly acidic.

Each round, starting when you cast the spell, the fog deals 2d6 points of acid damage to creatures and objects within it.

Arcane Material Components: A pinch of dried, powdered peas combined with powdered animal hoof.

CLOUDKILL

Conjuration (Creation)

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Cloud spreads 30 ft. wide and 20 ft. high

Duration: 1 minute/level

Saving Throw: See text

Spell Resistance: Yes

This spell generates a bank of fog, similar to a *fog cloud* except that its vapors are ghastly yellowish green and poisonous.

They kill any living creature with 3 or fewer HD (no save) and cause creatures with 4 to 6 HD to make Fortitude saving throws or die.

Living creatures above 6 HD, and creatures of 4 to 6 HD who make their saving throws, take 1d10 points of poison damage each round while in the cloud.

Holding one's breath doesn't help.

Unlike a *fog cloud*, the *cloudkill* moves away from you at 10 feet per round, rolling along the surface of the ground. (Figure out the cloud's new spread each round based on its new point of origin, 10 feet farther away from the point of origin where you cast the spell).

Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings; thus, the spell is ideal for slaying nests of giant ants, for example.

It cannot penetrate liquids, nor can it be cast underwater.

CREATE FOOD AND WATER

Conjuration (Creation)

Level: Clr 3

Components: V, S

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Food and water to sustain three humans or one horse/level for 1 day

Duration: 24 hours (see text)

Saving Throw: None

Spell Resistance: No

The food that this spell creates is simple fare of your choice—highly nourishing, if rather bland.

The food decays and becomes inedible within 24 hours, although it can be kept fresh for another 24 hours by casting a *purify food and water* spell on it.

The water created by this spell is just like clean rain water. The water doesn't go bad as the food does.

CREATE WATER

Conjuration (Creation)

Level: Clr 0, Drd 0, Pal 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Up to 2 gallons of water/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell generates wholesome, drinkable water, just like clean rain water.

Water can be created in an area as small as will actually contain the liquid, or in an area three times as large (possibly creating a downpour or filling many small receptacles).

Note: Conjuration spells can't create substances or objects within a creature.

Water weighs about 8 pounds per gallon.

One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

CREEPING DOOM

Conjuration (Summoning)

Level: Animal 8, Drd 7

Components: V, S

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)/100 ft. (see text)

Effect: 1,000 insects that fill a 10-ft.-radius spread

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

When you utter the spell of *creeping doom*, you call forth a mass of 1,000 venomous, biting and stinging spiders, scorpions, beetles, and centipedes.

This carpetlike mass swarms in a square 20 feet on a side.

Upon your command, the swarm creeps forth at 10 feet per round toward any prey within 100 feet, moving in the direction you command.

Each vermin in the *creeping doom* effect automatically bites a creature for 1 point of damage and then dies.

Each creature takes enough damage to kill it, destroying that number of vermin in the process.

Thus, a total of 1,000 points of damage can be inflicted on those in the *creeping doom*'s effect.

These attacks are nonmagical attacks, so creatures with damage reduction, for example, are safe.

If there aren't enough vermin to kill all the creatures in the spell's effect, damage is distributed among the survivors equally.

If *creeping doom* travels more than 100 feet away from you, it loses 50 of its number for each additional 10 feet it travels.

For example, at 120 feet, its numbers have shrunk by 100.

There are a number of ways to thwart or destroy the creatures forming the swarm.

Anything that would deter or destroy normal insects is effective against these insects.

CURE CRITICAL WOUNDS

Conjuration (Healing)

Level: Brd 4, Clr 4, Drd 5, Healing 4

As *cure light wounds*, except *cure critical wounds* cures 4d8 points of damage +1 point per caster level (up to +20).

CURE LIGHT WOUNDS

Conjuration (Healing)

Level: Brd 1, Clr 1, Drd 1, Healing 1, Pal 1, Rgr 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless) (see text)

Spell Resistance: Yes (harmless)

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage +1 point per caster level (up to +5).

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds.

An undead creature can attempt a Will save to take half damage.

CURE MINOR WOUNDS

Conjuration (Healing)

Level: Clr 0, Drd 0

As *cure light wounds*, except *cure minor wounds* cures only 1 point of damage.

CURE MODERATE WOUNDS

Conjuration (Healing)

Level: Brd 2, Clr 2, Drd 3, Healing 2, Pal 3, Rgr 3

As cure light wounds, except cure moderate wounds cures 2d8 points of damage +1 point per caster level (up to +10).

CURE SERIOUS WOUNDS

Conjuration (Healing)

Level: Brd 3, Clr 3, Drd 4, Pal 4, Rgr 4, Healing 3

As cure light wounds, except cure serious wounds cures 3d8 points of damage +1 point per caster level (up to +15).

DELAY POISON

Conjuration (Healing)

Level: Brd 2, Clr 2, Drd 2, Pal 2, Rgr 1

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The subject becomes temporarily immune to poison.

Any poison in the subject's system, or any poison the subject is exposed to during the spell's duration, does not affect the subject until the spell has expired.

Delay poison does not cure any damage that poison may have already done.

DRAWMIJ'S INSTANT SUMMONS

Conjuration (Summoning)

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

Range: See text

Target: One object weighing up to 10 lb. whose longest dimension is 6 ft. or less

Duration: Permanent until discharged

Saving Throw: None

Spell Resistance: No

You call some nonliving item from virtually any location directly to your hand.

First, you place your *arcane mark* on the item.

Then you cast this spell, which magically and invisibly inscribes the name of the item on a sapphire worth at least 1,000 gp.

Thereafter, you can summon the item by speaking a special word (set by you when the spell is cast) and crushing the gem.

The item appears instantly in your hand.

Only you can use the gem in this way.

If the item is in the possession of another creature, the spell does not work, but you know who the possessor is and roughly where he, she, or it is located when the summons is cast.

The inscription on the gem is invisible.

It is also unreadable, except by means of a *read magic* spell, to anyone but you.

The item can be summoned from another plane, but only if no other creature has claimed ownership of it.

Material Components: A sapphire worth at least 1,000 gp.

ELEMENTAL SWARM

Conjuration (Summoning) [see text]

Level: Air 9, Drd 9, Earth 9, Fire 9, Water 9

Components: V, S

Casting Time: 10 minutes

Range: Medium (100 ft. + 10 ft./level)

Effect: Two or more summoned creatures, no two of which can be more than 30 ft. apart

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

This spell opens a portal to an Elemental Plane.

A druid can choose which plane (Air, Earth, Fire, or Water); a cleric opens a portal to the plane matching his domain.

You can then summon elementals from that plane.

When the spell is complete, 2d4 Large elementals appear.

Ten minutes later, 1d4 Huge elementals appear.

Ten minutes after that, one greater elemental appears.

Each elemental has at least 5 hit points per HD.

Once the elementals appear, they serve you for the duration of the spell.

The elementals obey you explicitly and never attack you, even if someone else manages to gain control over them. You do not need to concentrate to maintain control over the elementals.

You can dismiss them singly or in groups at any time.

When you use a summoning spell to summon an air, earth, fire, or water creature, it is a spell of that type.

For example, *elemental swarm* is a fire spell when you cast it to summon fire elementals and a water spell when you use it to summon water elementals.

EVARD'S BLACK TENTACLES

Conjuration (Creation)

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: 1d4 tentacles + one tentacle/level, all within 15 ft. of a central point

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

This spell conjures many rubbery black tentacles.

These waving members seem to spring forth from the earth, floor, or whatever surface is underfoot—including water.

There are 1d4 such tentacles, plus one per caster level, appearing randomly scattered about the area.

Each tentacle is 10 feet long (Large) and saves as you do.

It has AC 16, 1 hit point/per caster level, an attack bonus of +1/per caster level, and a Strength score of 19 (+4 bonus).

It is immune to spells that don't cause damage (other than *disintegrate*).

Each round that a tentacle is not already grappling someone or something, starting the round after it appears, it makes a grapple attack at a random creature or object within 10 feet of it.

These attacks take place on your turn.

The tentacles do not attack each other, nor do they attack objects that are smaller than a Medium-size creature.

The attacks are like regular grappling attacks, except that they don't provoke attacks of opportunity from opponents. Also, they cause 1d6 points of normal damage (+4 for Strength), not subdual damage.

A tentacle maintains its grapple even after its subject is dying or dead.

The DM can place each tentacle randomly by rolling 1d12 for direction (like the numbers on the face of a clock) and 1d3×5 feet for distance from the central point.

Alternatively, the DM can just disperse them more or less evenly across the affected area.

Material Component: A piece of tentacle from a giant octopus or a giant squid.

FIRE SEEDS

Conjuration (Creation) [Fire]

Level: Drd 6, Fire 6, Sun 6

Components: V, S, M

Casting Time: 1 action/seed

Range: Touch

Targets: Up to four touched acorns or up to eight touched holly berries

Duration: 10 minutes/level or until used

Saving Throw: Reflex half (see text)

Spell Resistance: Yes

Depending on the version you choose, you turn acorns into grenadelike weapons or holly berries into bombs that you can detonate on command.

Acorn Grenades: Up to four acorns turn into special grenadelike weapons that can be hurled up to 100 feet.

A ranged touch attack roll is required to strike the intended target.

Each acorn bursts upon striking any hard surface.

Together, the acorns are capable of dealing 1d8 points of fire damage per caster level (maximum 20d8), divided up among the acorns as you wish.

A 20th-level druid could create one 20d8 missile, two 10d8 missiles, one 11d8 and three 3d8 missiles, or any other combination of d8s totaling up to four acorns and 20d8 points of damage.

The acorns deal 1 point of splash damage per die and ignite any combustible materials within 10 feet.

If a creature within the burst area makes a successful Reflex saving throw, it takes only half damage; a creature struck directly always sustains full damage (no saving throw).

Holly Berry Bombs: You turn up to eight holly berries into special bombs.

The holly berries are usually placed by hand, being too light to make effective thrown weapons (they can be tossed only 5 feet).

They burst into flame if you are within 200 feet and speak a word of command.

The berries instantly ignite, causing 1d8 points of fire damage +1 point per caster level to creatures and igniting any combustible materials within 5 feet.

Creatures who successfully make Reflex saving throws take half damage.

Material Component: The acorns or holly berries.

FLAME ARROW

Conjuration (Creation) [Fire]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Targets or Effect: Up to one projectile/level, all of which must be within 10 ft. of you at the time of casting; or one fiery bolt/four levels

Duration: 1 round/Instantaneous

Saving Throw: See text

Spell Resistance: Yes

You can either create flames that turn normal arrows, bolts, and stones into fiery projectiles, or you can create fiery bolts and shoot them at enemies.

Flaming Normal Projectiles: When choosing this version, you can affect up to one projectile per level.

The projectiles must all be within 10 feet of you at the time of casting.

If shot before the end of the next round, these projectiles catch fire.

If they hit, they deal additional fire damage equal to half your caster level (up to +10).

For example, at 9th level, Mialee can affect up to nine arrows (or bolts or stones), which then deal +4 damage each.

The flaming projectiles can easily ignite flammable materials or structures.

No saving throw is allowed for this version of the spell.

Fiery Bolts: When creating a fiery bolt, you must succeed at a ranged touch attack roll to hit.

The bolt deals 4d6 points of fire damage (Reflex save half).

If you create extra bolts (at 8th level or higher), all bolts must be aimed at enemies that are all within 30 feet of each other.

Material Components: A drop of oil and a small piece of flint.

FOG CLOUD

Conjuration (Creation)

Level: Sor/Wiz 2, Water 2

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft. level)

Effect: Fog that spreads in a 30-ft. radius, 20 ft. high

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

A bank of fog billows out from the point you designate.

The fog obscures all sight, including darkvision, beyond 5 feet.

A creature within 5 feet has one-half concealment (attacks suffer a 20% miss chance).

Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

The spell does not function underwater.

GATE

Conjuration (Creation, Calling)

Level: Clr 9, Sor/Wiz 9

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: See text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Casting a *gate* spell has two effects.

First, it creates an interdimensional connection between your plane of existence and the plane desired, allowing travel between the planes in either direction.

Second, you may then call a particular individual or type of being through the *gate*.

The *gate* itself is a circular hoop or disk from 5 to 20 feet in diameter (caster's choice), oriented in the direction you desire when it comes into existence (typically vertical and facing you).

It is a two-dimensional window into the plane you named, and anyone or anything that moves through is shunted instantly to the other side.

The *gate* has a front and a back.

Creatures moving through the *gate* from the front are transported to another plane; creatures moving through it from the back are not.

Planar Travel: As a mode of planar travel, *gate* functions much like the *plane shift* spell, except that the *gate* opens precisely at the point you desire (a creation effect).

Note that deities and other beings who rule a planar realm can prevent a *gate* from opening in their presence or personal demesnes if they so desire.

Travelers need not join hands with you—anyone who chooses to step through the portal is transported.

A *gate* cannot be opened to another point on the same plane; the spell works only for interplanar travel.

A clever caster could fill a hallway with the *gate*'s opening in order to absorb almost any attack or force coming at her by gating it to the target plane.

Whether the denizens of that plane appreciate this tactic is, of course, another matter.

You may hold the *gate* open only for a brief time (no more than 1 round per caster level) and must concentrate on doing so or sever the interplanar connection.

Calling Creatures: The second effect of the *gate* spell is to call an extraplanar creature to your aid (a calling effect).

By naming a particular being or type of being as you cast the spell, you may cause the *gate* to open in the immediate vicinity of the desired creature and pull the subject through, willing or unwilling.

Deities and unique beings are under no compulsion to come through the *gate*, although they may choose to do so of their own accord.

This use of the spell creates a *gate* that remains open just long enough to transport the called creatures.

If you choose to call a type of being instead of a known individual—for instance, a barbaz or a ghaele eladrin—you may call either a single creature (of any HD) or several creatures.

If several creatures, you can call and control them as long as their HD total does not exceed your caster level.

In the case of a single creature, you can control it if its HD do not exceed twice your caster level.

A single creature with more than twice your caster level in HD can't be controlled.

Deities and unique beings cannot be controlled in any event.

An uncontrolled being acts as it pleases, making the calling of such creatures rather dangerous.

An uncontrolled being may return to its home plane at any time.

A controlled creature can be commanded to perform a service for you.

These fall into two categories: immediate tasks and contractual service.

Fighting for you in a single battle or taking any other actions that can be accomplished within 1 round per caster level counts as an immediate task; you need not make any agreement or pay any reward for the creature's help. The creature departs at the end of the spell.

If you choose to exact a longer or more involved form of service from the called creature, you must offer some fair trade in return for that service.

The service exacted must be reasonable with respect to the promised favor or reward.

In general, a gift of 100 gp per HD of the called creature per day of service is reasonable.

(Unfortunately, some creatures want their payment in "livestock" rather than in coin, which may involve complications).

Immediately upon completion of the service, the being is transported to your vicinity, and you must then and there turn over the promised reward.

After this is done, the creature is instantly freed to return to its own plane.

Failure to fulfill the promise to the letter results in your being subjected to service by the creature or by its liege and master, at the very least.

At worst, the creature or its kin may attack you.

Note: When you use a calling spell such as *gate* to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it becomes a spell of that type.

For example, *gate* is a chaotic and evil spell when you cast it to call a demon.

GLITTERDUST

Conjuration (Creation)

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: Creatures and objects within 10-ft. spread

Duration: 1 round/level

Saving Throw: Will negates (blinding only)

Spell Resistance: Yes

A cloud of glittering golden particles covers everyone and everything in the area, blinding creatures and visibly outlining invisible things.

Blindness lasts for the duration of the spell.

All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades.

In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, grants a +2 bonus to opponents' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on Search checks and most Strength- and Dexterity-based skill checks.

Material Component: Ground mica.

GREASE

Conjuration (Creation)

Level: Brd 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target or Area: One object or a 10-ft. x 10-ft. square

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: No

A *grease* spell covers a solid surface with a layer of slippery grease.

Any creature entering the area or caught in it when the spell is cast must make a successful Reflex save or slip, skid, and fall.

Those that successfully save can move at half speed across the surface.

However, those that remain in the area must each make a new saving throw every round to avoid falling and to be able to move.

The DM should adjust saving throws by circumstance.

For example, a creature charging down an incline that is suddenly *greased* has little chance to avoid the effect, but its ability to exit the affected area is almost assured (whether it wants to or not).

The spell can also be used to create a greasy coating on an item—a rope, ladder rungs, or a weapon handle, for instance.

Material objects not in use are always affected by this spell, while objects wielded or employed by creatures receive a Reflex saving throw to avoid the effect.

If the initial saving throw fails, the creature immediately drops the item.

A saving throw must be made each round the creature attempts to pick up or use the *greased* item.

Material Component: A bit of pork rind or butter.

GREATER PLANAR ALLY

Conjuration (Calling) [see text]

Level: Clr 8

Effect: Up to 24 HD worth of summoned elementals and outsiders, no two of which can be more than 30 ft. apart when they appear

As *lesser planar ally*, except you may call a single creature of up to 24 HD or a number of creatures of the same type whose HD total no more than 24.

The creatures agree to help you and request your return favor together.

GREATER PLANAR BINDING

Conjuration (Calling) [see text]

Level: Sor/Wiz 8

Targets: Up to 24 HD worth of elementals and outsiders, no two of which can be more than 30 ft. apart when they appear

As *lesser planar binding*, except you may call a single creature of up to 24 HD or a number of creatures of the same type whose HD total no more than 24.

Each creature gets a saving throw, makes independent attempts to escape, and must be persuaded to aid you individually.

HEAL MOUNT

Conjuration (Healing)

Level: Pal 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Your mount touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (harmless)

Heal mount enables you to wipe away disease and injury in your special mount (typically a warhorse).

It completely cures all diseases, blindness, or deafness of the mount, cures all points of damage taken due to wounds or injury, and repairs temporary ability damage.

It cures those mental disorders caused by spells or injury to the brain.

Heal mount does not remove negative levels, restore drained levels, or restore drained ability scores.

HEAL

Conjuration (Healing)

Level: Clr 6, Drd 7, Healing 6

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (harmless)

Heal enables you to channel positive energy into a creature to wipe away disease and injury.

It completely cures all diseases, blindness, deafness, hit point damage, and all temporary ability damage.

It neutralizes poisons in the subject's system, so that no additional damage or effects are suffered.

It offsets a *feeblemind* spell.

It cures those mental disorders caused by spells or injury to the brain.

Only a single application of the spell is needed to simultaneously achieve all these effects.

Heal does not remove negative levels, restore permanently drained levels, or restore permanently drained ability scores.

If used against an undead creature, *heal* acts like *harm*.

HEALING CIRCLE

Conjuration (Healing)

Level: Brd 5, Clr 5, Drd 6, Healing 5

Components: V, S

Casting Time: 1 action

Range: 20 ft.

Area: All living allies and undead creatures within a 20-ft.-radius burst centered on you

Duration: Instantaneous

Saving Throw: Fortitude half (harmless)

Spell Resistance: Yes (harmless)

Positive energy spreads out in all directions from the point of origin, curing 1d8 points of damage +1 point per caster level (maximum +20) to nearby living allies.

Like *cure* spells, *healing circle* damages undead in its area rather than curing them.

INCENDIARY CLOUD

Conjuration (Creation) [Fire]

Level: Fire 8, Sor/Wiz 8

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Cloud spreads 30 ft. wide and 20 ft. high

Duration: 1 round/level

Saving Throw: Reflex half (see text)

Spell Resistance: Yes (see text)

An *incendiary cloud* spell creates a cloud of roiling smoke shot through with white-hot embers.

The smoke obscures all sight as a *fog cloud* does.

In addition, the white-hot embers within the cloud deal 4d6 points of fire damage to everything within it each round (half damage on a successful Reflex save).

As with a *cloudkill* spell, the smoke moves away from you at 10 feet per round.

Figure out the smoke's new spread each round based on its new point of origin, 10 feet farther away from where you were when you cast the spell.

By concentrating, you can make the cloud (actually its point of origin) move up to 60 feet each round.

Any portion of the cloud that would extend beyond your maximum range dissipates harmlessly, reducing the remainder's spread thereafter.

As with *fog cloud*, wind disperses the smoke, and the spell can't be cast underwater.

INSECT PLAGUE

Conjuration (Summoning) [see text]

Level: Clr 5, Drd 5

Components: V, S, DF

Casting Time: 1 full round

Range: Long (400 ft. + 40 ft./level)

Effect: Cloud of insects 180 ft. in diameter

Duration: 1 minute/level

Saving Throw: See text

Spell Resistance: No

A horde of creeping, hopping, and flying insects swarm in a thick cloud when you cast this spell.

The insects limit vision to 10 feet, and spellcasting within the cloud is impossible.

Creatures inside the *insect plague*, regardless of Armor Class, sustain 1 point of damage at the end of each round they remain within, due to the bites and stings of the insects.

Invisibility is no protection.

All creatures with 2 or fewer HD are driven from the cloud at their fastest possible speed in a random direction and flee until they are at least 100 feet away from the insects.

Creatures with 3 to 5 HD flee as well, though a Will save negates this effect.

(This urge to flee is an extraordinary fear effect).

Heavy smoke drives off insects within its bounds.

Fire also drives insects away.

For example, a *wall of fire* in a ring shape keeps a subsequently cast *insect plague* outside its confines, but a *fireball* spell simply clears insects from its blast area for 1 round.

A single torch is ineffective against this vast horde of insects.

Lightning, cold, and ice are likewise ineffective, while a strong wind (21+ mph) that covers the entire *plague* area disperses the insects and ends the spell.

LEOMUND'S SECRET CHEST

Conjuration (Summoning)

Level: Sor/Wiz 5

Components: V, S, F

Casting Time: 10 minutes

Range: See text

Target: One chest and up to 1 cu. ft. of goods/caster level

Duration: 60 days or until discharged

Saving Throw: None

Spell Resistance: No

You hide a chest on the Ethereal Plane for up to 60 days and can retrieve it at will.

The chest can contain up to 1 cubic foot of material per caster level (regardless of the chest's actual size, which is about 3 feet by 2 feet by 2 feet).

If any living creatures are in the chest, there is a 75% chance that the spell simply fails.

Once the chest is hidden, you can retrieve it by concentrating (a standard action), and it appears next to you.

The chest must be exceptionally well crafted and expensive, constructed for you by master crafters.

If made principally of wood, it must be ebony, rosewood, sandalwood, teak, or the like, and all of its corner fittings, nails, and hardware must be platinum.

If constructed of ivory, the metal fittings of the chest must be gold.

If the chest is fashioned from bronze, copper, or silver, its fittings must be silver or electrum (a valuable metal).

The cost of such a chest is never less than 5,000 gp.

Once it is constructed, you must make a tiny replica (of the same materials and perfect in every detail), so that the miniature of the chest appears to be a perfect copy. (The replica costs 50 gp).

You can have but one pair of these chests at any given time—even *wishes* do not allow exceptions.

The chests themselves are nonmagical and can be fitted with locks, wards, and so on, just as any normal chest can be.

To hide the chest, you cast the spell while touching both the chest and the replica.

The chest vanishes into the Ethereal Plane.

You need the replica to recall the chest.

After 60 days, there is a cumulative chance of 5% per day that the chest is irretrievably lost.

If the miniature of the chest is lost or destroyed, there is no way, not even with a *wish* spell, that the large chest can be summoned back, although an extraplanar expedition might be mounted to find it.

Living things in the chest eat, sleep, and age normally; and they die if they run out of food, air, water, or whatever they need to survive.

Focus: The chest and its replica.

LEOMUND'S SECURE SHELTER

Conjuration (Creation)

Level: Brd 4, Sor/Wiz 4

Components: V, S, M, F (see text)

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 20-ft.-square structure

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

You conjure a sturdy cottage or lodge made of material that is common in the area where the spell is cast—stone, timber, or (at worst) sod.

The floor is level, clean, and dry.

In all respects the lodging resembles a normal cottage, with a sturdy door, two shuttered windows, and a small fireplace. The shelter has no heating or cooling source (other than natural insulation qualities).

Therefore, it must be heated as a normal dwelling, and extreme heat adversely affects it and its occupants.

The dwelling does, however, provide considerable security otherwise—it is as strong as a normal stone building, regardless of its material composition.

The dwelling resists flames and fire as if it were stone.

It is impervious to normal missiles (but not the sort cast by siege machinery or giants).

The door, shutters, and even chimney are secure against intrusion, the former two being *arcane locked* and the latter secured by an iron grate at the top and a narrow flue.

In addition, these three areas are protected by an *alarm* spell.

Finally, an *unseen servant* is conjured to provide service to you for the duration of the shelter.

The *secure shelter* contains rude furnishings—eight bunks, a trestle table, eight stools, and a writing desk.

Material Components: A square chip of stone, crushed lime, a few grains of sand, a sprinkling of water, and several splinters of wood.

These must be augmented by the components of the *unseen servant* spell (string and a bit of wood) and the focus of the *alarm* spell (silver wire and a tiny bell) if these benefits are to be included.



LESSER PLANAR ALLY

Conjuration (Calling) [see text]

Level: Clr 4

Components: V, S, DF

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned elemental or outsider of up to 8 HD

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

By casting this spell, you request your deity to send you an elemental or outsider (of up to 8 HD) of the deity's choice. If you serve no particular deity, the spell is a general plea answered by a creature sharing your philosophical alignment.

If you know an individual creature's name, you may request that individual by speaking the name during the spell (though you might get a different creature anyway).

You may ask the creature to perform one task for you, and the creature may request some service in return.

The more demanding your request, the greater return favor the creature asks for.

This bargaining takes at least 1 round, so any actions by the creature begin in the round after it arrives.

If you agree to the service, the creature performs the task you requested, reports back to you afterward (if possible), and returns to its home plane.

You are honor bound to perform the return favor.

A creature may accept some form of payment, such as a magic item, in return for its service.

The creature may keep it or may deliver the item to another member of your religion somewhere else, where it can help the religion's cause.

Note: When you use a calling spell that calls an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

For example, *lesser planar ally* is a fire spell when it calls a fire elemental.

LESSER PLANAR BINDING

Conjuration (Calling) [see text]

Level: Sor/Wiz 5

Components: V, S

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels) (see text)

Target: One elemental or outsider of up to 8 HD

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Casting this spell attempts a dangerous act: to lure a creature from another plane to a specifically prepared trap, which must lie within the spell's range.

The called creature is held in the trap until it agrees to perform one service in return for its freedom.

To create the trap, you must use a *magic circle* spell, focused inward.

The type of creature to be bound must be known and stated.

If it has a specific, proper, or given name, this must be used in casting the spell.

The target creature must attempt a Will saving throw.

If the saving throw succeeds, the creature resists the spell.

If the saving throw fails, the creature is immediately drawn to the trap (spell resistance does not keep the creature from being called).

The creature can escape from the trap with a successful SR roll, dimensional travel, or a successful Charisma check (DC 15 + 1/2 the caster's level + the caster's Charisma modifier).

It can try each method once per day.

If it breaks loose, it can flee or attack you.

A *dimensional anchor* cast on the creature prevents its escape via dimensional travel.

You can also employ a calling diagram (see Calling, page 157) to make the trap more secure.

If the creature does not break free of the trap, you can keep it bound for as long as you dare.

You can attempt to compel the creature to perform a service by describing the service and perhaps offering some sort of reward.

You make a Charisma check opposed by the creature's Charisma check.

The DM then assigns a bonus based on the service and reward, from +0 to +6.

This bonus applies to your Charisma check.

If the creature wins the opposed check, it refuses service.

New offers, bribes, and the like can be made or the old ones reoffered every 24 hours.

This can be repeated until the creature promises to serve, until it breaks free, or until you decide to get rid of it by means of some other spell.

Impossible demands or unreasonable commands are never agreed to.

If you roll a 1 on the Charisma check, the creature breaks free of the binding and can escape or attack you.

Once the requested service is completed, the creature need only so inform you to be instantly sent back whence it came.

The creature might later seek revenge.

If you assign some open-ended task that the creature cannot complete through its own actions (such as "Wait here" or "Defend this area against attack"), the spell remains in effect for a maximum of one day per caster level, and the creature gains an immediate chance to break free.

Note that a clever recipient can subvert some instructions.

When you use a calling spell to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

For example, *lesser planar binding* is a water spell when you cast it to call a water elemental.

LESSER RESTORATION

Conjuration (Healing)

Level: Clr 2, Drd 2

Components: V, S

Casting Time: 3 rounds

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Lesser restoration dispels any magical effects reducing one of the subject's ability scores (such as *ray of enfeeblement*) or cures 1d4 points of temporary ability damage to one of the subject's ability scores (such as from a shadow's touch or poison).

It does not restore permanent ability drain (such as from a wraith's touch).

MAGE ARMOR

Conjuration (Creation) [Force]

Level: Brd 1, Sor/Wiz 1

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

An invisible but tangible field of force surrounds the subject of *mage armor*, providing a +4 armor bonus to AC. Unlike mundane armor, *mage armor* entails no armor check penalty, arcane spell failure chance, or speed reduction. Since *mage armor* is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Focus: A piece of cured leather.

MAJOR CREATION

Conjuration (Creation)

Level: Sor/Wiz 5

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Duration: See text

As *minor creation*, except you can also create an object of mineral nature: stone, crystal, metal, etc.

The duration of the created item varies with its relative hardness and rarity:

Hardness and Rarity Examples	Duration
Vegetable matter	2 hours/level
Stone, crystal, base metals	1 hour/level
Precious metals	20 minutes/level
Gems	10 minutes/level
Mithral*	2 rounds/level
Adamantite**	1 round/level

*Includes similar rare metals. Items made of mithral are 50% lighter than similar items made of steel.

**Items made of adamantite weigh 75% as much as similar items made of steel. They are also harder and better capable of retaining an edge, so armor and shields provide 1 higher AC and weapons allow +1 on attack and damage rolls (although the items are not magical).

MASS HEAL

Conjuration (Healing)

Level: Clr 8, Drd 9, Healing 8

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more creatures, no two of which can be more than 30 ft. apart
As *heal*, except as noted above.

MAZE

Conjuration (Creation) [Force]

Level: Sor/Wiz 8

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: See text

Saving Throw: None

Spell Resistance: No

You conjure up an extradimensional labyrinth of force planes, and the subject vanishes into it.

If the subject attempts to escape, the time it takes to find the way out depends on its Intelligence score:

Intelligence Score of Mazed Creature	Time Trapped in Maze
Under 3	2d4 minutes
3	1d6 minutes
4–5	1d4 minutes
6–8	5d4 rounds
9–12	4d4 rounds
13–15	3d4 rounds
16–17	2d4 rounds
18+	1d4 rounds

If the subject doesn't attempt to escape, the maze disappears after 10 minutes, forcing the subject to leave. On leaving the maze, the subject reappears in the spot it had been in when the *maze* spell was cast.

If this spot is filled with a solid object, the subject appears nearby.

Spells and abilities that move a creature within a plane, such as *teleport* and *dimension door*, do not help a creature escape a *maze* spell, although a *plane shift* spell allows it to exit to whatever plane is designated in that spell. Minotaurs are not affected by this spell.

MELF'S ACID ARROW

Conjuration (Creation) [Acid]

Level: Sor/Wiz 2

Components: V, S, M, F

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Effect: One arrow of acid

Duration: 1 round + 1 round/three levels

Saving Throw: None

Spell Resistance: Yes

A magical arrow of acid springs from your hand and speeds to its target.

You must succeed at a ranged touch attack to hit your target.

The arrow deals 2d4 points of acid damage.

There is no splash damage.

For every three caster levels (maximum 18), the acid, unless somehow neutralized, lasts for another round, dealing another 2d4 points of damage for that round.

At 3rd–5th level, the acid lasts for 2 rounds; at 6th–8th level, the acid lasts for 3 rounds; and so on, to a maximum of 7 rounds at 18th level.

Material Component: Powdered rhubarb leaf and an adder's stomach.

Focus: A dart.

MINOR CREATION

Conjuration (Creation)

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 minute

Range: 0 ft.

Effect: Unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You create a nonmagical, unattended object of nonliving, vegetable matter: linen clothes, a hemp rope, a wooden ladder, etc.

The volume of the item created cannot exceed 1 cubic foot per caster level.

You must succeed at an appropriate skill check to make a complex item, such as a Craft (bowmaking) check to make straight arrow shafts.

Attempting to use any created object as a material component causes the spell to fail.

Material Component: A tiny piece of matter of the same type of item you plan to create with *minor creation*—a bit of twisted hemp to create rope, and so forth.

MORDENKAINEN'S FAITHFUL HOUND

Conjuration (Creation)

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Phantom watchdog

Duration: 1 hour/caster level or until discharged, then 1 round/caster level

Saving Throw: None

Spell Resistance: No

You conjure up a phantom watchdog that is invisible to everyone but yourself.

It then guards the area where it was conjured.

The phantom watchdog immediately starts barking loudly if any Small or larger creature approaches within 30 feet of it.

(Those already within 30 feet of the hound when it is conjured may move about in the area, but if they leave and return, they activate the barking).

The hound sees invisible and ethereal creatures.

It does not react to figments, but it does react to shadow illusions.

It is stationary.

If an intruder approaches to within 5 feet of the watchdog, the dog stops barking and delivers a vicious bite (+10 attack bonus, 2d6+3 points of damage) once per round.

The dog also gets the bonuses appropriate to an invisible creature.

(For most defenders, the invisible creature gets a +2 attack bonus and the defender loses any Dexterity bonus to AC). The dog is considered ready to bite intruders, so it delivers its first bite on the intruder's turn.

Its bite is the equivalent of a +3 weapon for purposes of damage reduction.

The hound cannot be attacked, but it can be dispelled.

The spell lasts for 1 hour per caster level, but once the hound begins barking, it lasts only 1 round per caster level.

If you are ever more than 100 feet distant from the watchdog, the spell ends.

Material Component: A tiny silver whistle, a piece of bone, and a thread.

MORDENKAINEN'S MAGNIFICENT MANSION

Conjuration (Creation)

Level: Sor/Wiz 7

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Extradimensional mansion, up to three 10-ft. cubes/level (S)

Duration: 2 hours/level

Saving Throw: None

Spell Resistance: No

You conjure up an extradimensional dwelling that has a single entrance on the plane from which the spell was cast. The entry point looks like a faint shimmering in the air that is 4 feet wide and 8 feet high.

Only those you designate may enter the mansion, and the portal is shut and made invisible behind you when you enter.

You may open it again from your own side at will.

Once observers have passed beyond the entrance, they are in a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and warm.

You can create any floor plan you desire to the limit of the spell's effect.

The place is furnished and contains sufficient foodstuffs to serve a nine-course banquet to a dozen people per caster level.

There is a staff of near-transparent servants, liveried and obedient, to wait upon all who enter.

The servants function as *unseen servant* spells except that they are visible and can go anywhere in the mansion.

There are two such servants for each caster level.

Since the place can be entered only through its special portal, outside conditions do not affect the mansion, nor do conditions inside it pass to the plane beyond.

Rest and relaxation within the place occurs as normal.

Focus: A miniature portal carved from ivory, a small piece of polished marble, and a tiny silver spoon.

MOUNT

Conjuration (Summoning)

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One mount

Duration: 2 hours/level

Saving Throw: None

Spell Resistance: No

You summon a light horse or a pony (your choice) to serve you as a mount.

The steed serves willingly and well.

The mount comes with a bit and bridle and a riding saddle.

Material Component: A bit of horse hair.

NEUTRALIZE POISON

Conjuration (Healing)

Level: Brd 4, Clr 4, Drd 3, Pal 4, Rgr 3

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature or object of up to 1 cu. ft./level touched

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You detoxify any sort of venom in the creature or object touched.

A poisoned creature suffers no additional damage or effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

For example, if a poison has dealt 3 points of temporary Constitution damage to a character and threatens to deal more damage later, this spell prevents the future damage but does not repair the damage already done.

This spell also neutralizes the poison in a poisonous creature or object.

A poisonous creature, such as a wyvern, replenishes its poison at its normal rate.

Arcane Material Component: A bit of charcoal.

OBSCURING MIST

Conjuration (Creation)

Level: Air 1, Clr 1, Drd 1, Sor/Wiz 1, Water 1

Components: V, S

Casting Time: 1 action

Range: 30 ft.

Effect: Cloud centered on you spreads 30 ft. and is 20 ft. high

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

A misty vapor arises around you.

It is stationary once created.

The vapor obscures all sight, including darkvision, beyond 5 feet.

A creature 5 feet away has one-half concealment (attacks have a 20% miss chance).

Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A moderate wind (11+ mph), such as from the *gust of wind* spell, disperses the fog in 4 rounds.

A strong wind (21+ mph) disperses the fog in 1 round.

A *fireball*, *flame strike*, or similar spell burns away the fog in the explosive or fiery spell's area.

A *wall of fire* burns away the fog in the area into which it deals damage.

This spell does not function underwater.

PHANTOM STEED

Conjuration (Creation)

Level: Brd 3, Sor/Wiz 3

Components: V, S

Casting Time: 10 minutes

Range: 0 ft.

Effect: One quasi-real, horselike creature

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You conjure a quasi-real, horselike creature.

The steed can be ridden only by you or by the one person for whom you specifically created the mount.

A phantom steed has a black head and body, gray mane and tail, and smoke-colored, insubstantial hooves that make no sound.

It has what seems to be a saddle, bit, and bridle.

It does not fight, but all normal animals shun it and refuse to attack it.

(Dire animals and nonintelligent creatures, such as vermin, can attack it).

The mount has an Armor Class of 18 (–1 size, +4 natural armor, +5 Dex) and 7 hit points +1 hit point per caster level. If it loses all its hit points, the phantom steed disappears.

A phantom steed has a speed of 20 feet per caster level, to a maximum of 240 feet.

It can bear its rider's weight plus up to 10 pounds per caster level.

These mounts gain certain powers according to caster level. A mount's abilities include those of mounts of lower caster levels.

Thus, the mount created by a 12th-level caster has the 8th, 10th, and 12th caster level abilities.

8th Level: The mount can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.

10th Level: The mount can ride over water as if it were firm, dry ground.

12th Level: The mount can ride in the air as if it were firm land, so chasms and the like can be crossed without benefit of a bridge.

The mount cannot simply take off and fly.

It can only ride horizontally across the air.

After 1 round in the air, the mount falls.

14th Level: The mount can fly at its speed.

It has average maneuverability.

PHASE DOOR

Conjuration (Creation)

Level: Sor/Wiz 7, Travel 8

Components: V

Casting Time: 1 action

Range: Touch

Effect: Ethereal 5 ft. × 8 ft. opening, 1 ft./level deep

Duration: One usage/two levels

Saving Throw: None

Spell Resistance: No

This spell creates an ethereal passage through wooden, plaster, or stone walls, but not other materials.

The *phase door* is invisible and inaccessible to all creatures except you, and only you can use the passage.

You disappear when you enter the *phase door* and appear when you exit.

If you desire, you can take one other creature (Medium-size or smaller) through the door.

This counts as two uses of the door.

The door does not allow light, sound, or spell effects through it, nor can you see through it without using it.

Thus, the spell can provide an escape route, though certain creatures, such as phase spiders, can follow with ease.

Gems of true seeing and similar magic reveal the presence of a *phase door* but do not allow its use.

A *phase door* is subject to *dispel magic*.

If anyone is within the passage when it is dispelled, he is harmlessly ejected just as if he were inside a *passwall* effect.

A *phase door* can be made permanent with a *permanency* spell.

You can allow other creatures to use the *phase door* by setting some triggering condition for the door.

Such conditions can be as simple or elaborate as you desire.

They can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities.

Intangibles such as level, class, HD, and hit points don't qualify.

PLANAR ALLY

Conjuration (Calling) [see text]

Level: Clr 6

Effect: Up to 16 HD worth of summoned elementals and outsiders, no two of which can be more than 30 ft. apart when they appear

As *lesser planar ally*, except you may call a single creature of up to 16 HD or a number of creatures of the same type whose HD total no more than 16.

The creatures, as a group, agree to perform one task for you and request one favor in return.

PLANAR BINDING

Conjuration (Calling) [see text]

Level: Sor/Wiz 6

Targets: Up to 16 HD worth of elementals and outsiders, no two of which can be more than 30 ft. apart when they appear

As *lesser planar binding*, except you may call a single creature of up to 16 HD or a number of creatures of the same type whose HD total no more than 16.

Each creature gets a save, makes an independent attempt to escape, and must be individually persuaded to aid you.

POWER WORD, BLIND

Conjuration (Creation)

Level: Sor/Wiz 8, War 8

Components: V

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Creatures with up to 200 total hit points within a 15-ft.-radius sphere

Duration: See text

Saving Throw: None

Spell Resistance: Yes

This spell creates a wave of magical energy that blinds one or more creatures.

It affects the creatures with the lowest hit point totals first, selecting subjects one at a time until the next target would put it over the limit of 200.

(Creatures with negative hit points count as having 0 hit points).

The duration of the spell depends on the total hit points of the affected creatures:

Hit Points	Duration
Up to 50	Permanent
51 to 100	1d4+1 minutes
101 to 200	1d4+1 rounds

POWER WORD, KILL

Conjuration (Creation) [Death]

Level: Sor/Wiz 9, War 9

Components: V

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target or Area: One living creature or one or more creatures within a 15-ft.-radius sphere

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

When *power word, kill* is uttered, you can either target a single creature or let the spell affect a group.

If *power word, kill* is targeted at a single creature, that creature dies if it has 100 or fewer hit points.

If *power word, kill* is cast as an area spell, it kills creatures in a 15-foot-radius sphere.

It kills only creatures who have 20 or fewer hit points, and only up to a total of 200 hit points of such creatures.

The spell affects creatures with the lowest hit point totals first until the next creature would put the total over the limit of 200.

(Creatures with negative hit points count as having 0 hit points).

POWER WORD, STUN

Conjuration (Creation)

Level: Sor/Wiz 7, War 7

Components: V

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature with up to 150 hit points

Duration: See text

Saving Throw: None

Spell Resistance: Yes

When a *power word, stun* spell is uttered, one creature of your choice is stunned, whether the creature can hear the word or not.

A creature with 50 or fewer hit points remains stunned for 4d4 rounds, one with 51 to 100 hit points is stunned for 2d4

rounds, one with 101 to 150 hit points is stunned for 1d4 rounds, and a creature with 151 hit points or more is not affected.

A stunned creature can't act and loses any Dexterity bonus to AC.

Attackers gain +2 bonuses to attack it.

PRAYER

Conjuration (Creation)

Level: Clr 3, Pal 3

Components: V, S, DF

Casting Time: 1 action

Range: 30 ft.

Area: All allies and foes within a 30-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

You bring special favor upon yourself and your allies while bringing disfavor to your enemies.

You and your allies gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks, while foes suffer a -1 penalty on such rolls.

RAISE DEAD

Conjuration (Healing)

Level: Clr 5

Components: V, S, M, DF

Casting Time: 1 minute

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None (see text)

Spell Resistance: Yes (harmless)

The cleric restores life to a deceased creature.

The cleric can raise creatures who have been dead only up to one day per caster level.

In addition, the subject's soul must be free and willing to return (see *Bringing Back the Dead*, page 153).

If the subject's soul is not willing to return, the spell does not work; therefore, subjects who want to return receive no saving throw.

The subject loses a level (or 1 Constitution point, if she's 1st level) when raised.

Raise dead cures hit point damage up to a total of 1 hit point per Hit Die.

Any ability scores damaged to 0 are raised to 1.

Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone.

While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole.

Otherwise, missing parts are still missing when the creature is brought back to life.

None of the dead creature's equipment or possessions are affected in any way by this spell.

A creature who has been turned into an undead creature or killed by a death effect can't be raised by this spell.

Constructs, elementals, outsiders, and undead creatures can't be raised.

The spell cannot bring back a creature who has died of old age.

Coming back from the dead is an ordeal.

The subject of the spell loses one level when it is raised, just as if it had lost a level to an energy-draining creature.

This level loss cannot be repaired by any spell.

If the subject is 1st level, it loses 1 point of Constitution instead.

A character who died with spells prepared has a 50% chance of losing any given spell upon being raised, in addition to losing spells for losing a level.

A spellcasting creature that doesn't prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell, in addition to losing spell slots for losing a level.

Material Component: A diamond worth at least 500 gp.

RAY OF FROST

Conjuration (Creation) [Cold]

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A ray of freezing air and ice projects from your pointing finger.

You must succeed at a ranged touch attack with the ray to deal damage to a target.

The ray deals 1d3 points of cold damage.

REGENERATE

Conjuration (Healing)

Level: Clr 7, Healing 7

Components: V, S, DF

Casting Time: 3 full rounds

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures), broken bones, and ruined organs grow back.

After the spell is cast, the physical regeneration is complete in 1 round if the severed members are present and touching the creature.

It takes 2d10 rounds otherwise.

Regenerate also cures 1d8 points of damage +1 point per caster level (up to +20).

REMOVE BLINDNESS/DEAFNESS

Conjuration (Healing)

Level: Clr 3, Pal 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Remove blindness/deafness cures blindness or deafness (caster's choice), whether the effect is normal or magical. The spell does not restore ears or eyes that have been lost, but it repairs them if they are damaged.

Remove blindness/deafness counters and dispels blindness/deafness.

REMOVE DISEASE

Conjuration (Healing)

Level: Brd 3, Clr 3, Drd 3, Rgr 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Remove disease cures all diseases that the subject is suffering from.

The spell also kills parasites, including green slime, rot grubs, and others.

Note: Since the spell's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

REMOVE PARALYSIS

Conjuration (Healing)

Level: Clr 2, Pal 2

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to four creatures, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You can free one or more creatures from the effects of any temporary paralysis or from related magic, including a ghoul's touch, a *hold* spell, or a *slow* spell.

If the spell is cast on one creature, the paralysis is negated.

If cast on two creatures, each receives another save with a +4 resistance bonus against the effect that afflicts it.

If cast on three or four creatures, each receives another save with a +2 resistance bonus.

The spell does not restore ability scores reduced by penalties, damage, or loss.

RESTORATION

Conjuration (Healing)

Level: Clr 4

Components: V, S, M

As *lesser restoration*, except the spell also dispels negative energy levels and restores one experience level to a creature who has had a level drained.

The drained level is restored only if the time since the creature lost the level is equal to or less than one day per caster level.

Thus, if a 10th-level character has been struck by a wight and drained to 9th level, *restoration* brings the character up

to exactly the minimum number of experience points necessary to restore her to 10th level (45,000 XP), gaining her an additional HD and level functions accordingly. *Restoration* cures all temporary ability damage, and it restores all points permanently drained from a single ability score (caster's choice if more than one is drained). *Restoration* does not restore levels or Constitution points lost due to death.

Material Component: Diamond dust worth 100 gp that is sprinkled over the target.

RESURRECTION

Conjuration (Healing)

Level: Clr 7

Casting Time: 10 minutes

As *raise dead*, except you are able to restore life and complete strength to any deceased creature.

The condition of the remains is not a factor.

So long as some small portion of the creature's body still exists, it can be resurrected, but the portion receiving the spell must have been part of the creature's body at the time of death.

(The remains of a creature hit by a *disintegrate* spell count as a small portion of its body).

The creature can have been dead no longer than 10 years per caster level.

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of prepared spells.

However, the subject loses one level (or 1 point of Constitution if the subject was 1st level).

You can revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed.

You cannot revive someone who has died of old age.

Material Components: A sprinkle of holy water and a diamond worth at least 500 gp.

SEPIA SNAKE SIGIL

Conjuration (Creation) [Force]

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: One touched book or written work

Duration: Permanent or until discharged; until released or 1d4 days +1 day/level (see text)

Saving Throw: Reflex negates

Spell Resistance: No

When you cast *sepia snake sigil*, a small symbol appears in the text of one written work such as a book, scroll, or map. The text containing the symbol must be at least twenty-five words long.

When anyone reads the text containing the symbol, the sepia snake springs into being and strikes the reader, provided there is line of effect between the symbol and the reader.

Simply seeing the enspelled text is not sufficient to trigger the spell; the subject must deliberately read the text.

(Original text resumes with The target is entitled).

The target is entitled to a save to evade the snake's strike.

If it succeeds, the sepia snake dissipates in a flash of brown light accompanied by a puff of dun-colored smoke and a loud noise.

If the target fails its save, it is engulfed in a shimmering amber field of force and immobilized until released, either at your command or when 1d4 days +1 day per caster level have elapsed.

While trapped in the amber field of force, the subject does not age, breathe, grow hungry, sleep, or regain spells.

He is preserved in a state of suspended animation, unaware of his surroundings.

He can be damaged by outside forces (and perhaps even killed), since the field provides him with no protection against physical injury.

However, if he is reduced to -1 to -9 hit points, he does not lose hit points or stabilize until the spell ends.

The hidden sigil cannot be detected by normal observation, and *detect magic* reveals only that the entire text is magical.

A *dispel magic* can remove the sigil.

An *erase* spell destroys the entire page of text.

Sepia snake sigil can be cast in combination with other spells that hide or garble text, such as *secret page*.

Material Components: 500 gp worth of powdered amber, a scale from any snake, and a pinch of mushroom spores.

SHAMBLER

Conjuration (Creation)

Level: Drd 9, Plant 9

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Three or more shambling mounds, no two of which can be more than 30 ft. apart (see text)

Duration: Seven days or seven months (D) (see text)

Saving Throw: None

Spell Resistance: No

Shambler creates 1d4+2 shambling mounds of 11 HD each. (See the *Monster Manual* for details about shambling mounds).

The creatures willingly aid you in combat or battle, perform a specific mission, or serve as bodyguards.

The creatures remain with you for seven days unless you dismiss them.

If the shamblers are created only for guard duty, however, the duration of the spell is seven months.

In this case, the shamblers can only be ordered to guard a specific site or location.

Shamblers summoned to guard duty cannot move outside the spell's range, which is measured from the point where each first appeared.

The shamblers have resistance to fire as normal shambling mounds do only if the terrain is rainy, marshy, or damp.

SLEET STORM

Conjuration (Creation) [Cold]

Level: Drd 4, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Effect: Sleet spreads 40 ft., 20 ft. high

Duration: 1 round/level

Saving Throw: Reflex partial

Spell Resistance: No

Driving sleet blocks all sight (even darkvision) within it and causes the ground in the area to be icy, slowing movement to one-half normal.

Additionally, any creature in sleet that attempts to move must succeed at a Reflex save or fall down instead.

The sleet extinguishes torches and small fires.

Arcane Material Components: A pinch of dust and a few drops of water.

SOLID FOG

Conjuration (Creation)

Level: Sor/Wiz 4

Components: V, S, M

Duration: 1 minute/level

As *fog cloud*, but in addition to obscuring sight, the *solid fog* is so thick that any creature attempting to move through it progresses at one-tenth normal speed, and all melee attack and melee damage rolls suffer a -2 penalty.

The vapors prevent effective ranged weapon attacks (except for magic rays and the like).

A creature or object that falls into *solid fog* is slowed, so that each 10 feet of vapor that the creature or object passes through reduces falling damage by 1d6.

However, unlike normal fog, only a severe wind (31+ mph) disperses these vapors, and it does so in 1 round.

Material Components: A pinch of dried, powdered peas combined with powdered animal hoof.

STINKING CLOUD

Conjuration (Creation)

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Cloud that spreads in 30-ft. radius, 20 ft. high

Duration: 1 round/level

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

Stinking cloud creates a bank of fog like that created by *fog cloud*, except that the vapors are nauseating.

Living creatures in the cloud are nauseated (Fortitude negates), making them unable to attack, cast spells, concentrate on spells, and so on.

The only action a nauseated character can take is a single move (or move-equivalent action) per turn.

These effects last as long as the character is in the cloud and for 1d4+1 rounds after he or she leaves the cloud.

(Roll separately for each nauseated character).

Those who succeed at their saves but remain in the cloud must continue to save each round.

Material Component: A rotten egg or several skunk cabbage leaves.

STORM OF VENGEANCE

Conjuration (Summoning)

Level: Clr 9

Components: V, S

Casting Time: 1 full round

Range: Long (400 ft. + 40 ft./level)

Effect: 360-ft.-radius storm cloud

Duration: Concentration (maximum 10 rounds) (D)

Saving Throw: See text

Spell Resistance: Yes

This spell creates an enormous black storm cloud.

Lightning and crashing claps of thunder appear within the storm.

Creatures beneath the cloud must succeed at Fortitude saves or be deafened (see *blindness/deafness*) for 1d4×10 minutes.

If you do not maintain concentration on the spell after casting it, the spell ends.

If you continue to concentrate, the spell generates additional effects in each following round, as noted below. Each effect occurs during your turn.

2nd Round: Acid rains down in the area, dealing 1d6 points of acid damage.

No save is allowed.

3rd Round: You call six bolts of lightning down from the cloud.

You decide where the bolts strike.

All may be directed at a single target, or they may be directed at up to six separate targets.

Each bolt deals 10d6 points of electricity damage.

Creatures struck can attempt Reflex saves for half damage.

4th Round: Hailstones rain down in the area, dealing 5d6 points of damage (no save).

5th through 10th Rounds: Violent rain and wind gusts reduce visibility.

The rain obscures all sight, including darkvision, beyond 5 feet.

A creature 5 feet away has one-half concealment (attacks suffer a 20% miss chance).

Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

Speed is reduced by three-quarters.

Ranged attacks within the area of the storm are impossible.

Spells cast within the area are disrupted unless the caster succeeds at a Concentration check against a DC equal to the *storm of vengeance's* save + the level of the spell the caster is trying to cast.

SUMMON MONSTER I

Conjuration (Summoning) [see text]

Level: Brd 1, Clr 1, Sor/Wiz 1

Components: V, S, F/DF

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell summons an outsider (extraplanar creature).

It appears where you designate and acts immediately, on your turn.

It attacks your opponents to the best of its ability.

If you can communicate with the outsider, you can direct it not to attack, to attack particular enemies, or to perform other actions.

The spell conjures one of the creatures from the 1st-level list on the Summon Monster table below.

You choose which creature to summon, and you can change that choice each time you cast the spell.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

For example, *summon monster I* is a lawful and evil spell when cast to summon a dire rat.

Arcane Focus: A tiny bag and a small (not necessarily lit) candle.

SUMMON MONSTER II

Conjuration (Summoning) [see text]

Level: Brd 2, Clr 2, Sor/Wiz 2

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon monster I*, except you can summon one outsider from the 2nd-level list or 1d3 outsiders of the same type from the 1st-level list.

SUMMON MONSTER III

Conjuration (Summoning) [see text]

Level: Brd 3, Clr 3, Sor/Wiz 3

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart As *summon monster I*, except you can summon one creature from the 3rd-level list, 1d3 creatures of the same type from the 2nd-level list, or 1d4+1 creatures of the same type from the 1st-level list.

SUMMON MONSTER IV

Conjuration (Summoning) [see text]

Level: Brd 4, Clr 4, Sor/Wiz 4

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon monster I*, except you can summon one creature from the 4th-level list, 1d3 creatures of the same type from the 3rd-level list, or 1d4+1 creatures of the same type from a lower-level list.

SUMMON MONSTER V

Conjuration (Summoning) [see text]

Level: Brd 5, Clr 5, Sor/Wiz 5

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon monster I*, except you can summon one creature from the 5th-level list, 1d3 creatures of the same type from the 4th-level list, or 1d4+1 creatures of the same type from a lower-level list.

SUMMON MONSTER VI

Conjuration (Summoning) [see text]

Level: Brd 6, Clr 6, Sor/Wiz 6

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon monster I*, except you can summon one creature from the 6th-level list, 1d3 creatures of the same type from the 5th-level list, or 1d4+1 creatures of the same type from a lower-level list.

SUMMON MONSTER VII

Conjuration (Summoning) [see text]

Level: Clr 7, Sor/Wiz 7

As *summon monster I*, except you can summon one creature from the 7th-level list, 1d3 creatures of the same type from the 6th-level list, or 1d4+1 creatures of the same type from a lower-level list.

SUMMON MONSTER VIII

Conjuration (Summoning) [see text]

Level: Clr 8, Sor/Wiz 8

As *summon monster I*, except you can summon one creature from the 8th-level list, 1d3 creatures of the same type from the 7th-level list, or 1d4+1 creatures of the same type from a lower-level list.

SUMMON MONSTER IX

Conjuration (Summoning) [see text]

Level: Chaos 9, Clr 9, Evil 9, Good 9, Law 9, Sor/Wiz 9

As *summon monster I*, except you can summon one creature from the 9th-level list, 1d3 creatures of the same type from the 8th-level list, or 1d4+1 creatures of the same type from a lower-level list.

SUMMON MONSTER								
1st Level			Fiendish shark, Large (animal)	NE	Achaierai	LE	Djinni	CG
Celestial dog (animal)	LG		Fiendish viper, Small snake (animal)	CE	Fiendish griffon	LE	Ravid [alone]	N
Celestial badger (animal)	CG		Fiendish crocodile (animal)	CE	Fiendish snake, giant constrictor (animal)	LE	Elemental, Huge	N
Fiendish dire rat	LE		Dretch	CE	Yeth hound	NE	Invisible stalker	N
Fiendish hawk (animal)	CE		Fiendish leopard (animal)	CE	Fiendish dire boar	NE	Xorn, Large	N
			Fiendish wolverine (animal)	CE	Fiendish rhinoceros (animal)	NE	Arrowhawk, Large	N
2nd Level					Fiendish shark, Large (animal)	NE	Tojanida, Large	N
Celestial eagle (animal)	CG		4th Level				Slaad, blue	CN
Formian worker	LN		Lantern archon (celestial)	LG	Salamander, Medium-size	NE	Hamatula (devil)	LE
Lemure (devil)	LE		Giant owl	NG	Shadow mastiff	NE	Osyluth (devil)	LE
Fiendish squid (animal)	LE		Giant eagle	CG	Fiendish viper, Large snake (animal)	CE	Fiendish dire tiger	CE
Fiendish wolf (animal)	LE		Celestial lion (animal)	CG	Quasit	CE	Bebliith	CE
Fiendish shark, Medium-size (animal)	NE		Tojanida, Small	N	Fiendish dire wolverine	CE	Fiendish octopus, giant (animal)	CE
Fiendish viper, Tiny snake (animal)	CE		Xorn, Small	N	Fiendish giant crocodile (animal)	CE		
Fiendish hyena [treat as wolf (animal)]	CE		Arrowhawk, Small	N	Fiendish tiger (animal)	CE	8th Level	
Fiendish octopus (animal)	CE		Magmin	CN	Fiendish girallon	CE	Lillend	CG
			Imp (devil)	LE			Formian taskmaster [alone]	LN
			Fiendish dire ape	LE			Janni (genie)	N
			Fiendish dire wolf	LE			Elemental, greater	N
			Hell hound	LE	6th Level		Barghest, Medium-size	LE
			Vargouille	NE	Celestial dire bear	LG	Cornugon (devil)	LE
3rd Level			Fiendish viper, Medium-size snake (animal)	CE	Celestial unicorn	CG	Fiendish squid, giant (animal)	LE
Celestial bear, black (animal)	LG		Howler	CE	Elemental, Large	N	Salamander, Large	NE
Celestial bison (animal)	NG				Rast	N	Succubus (demon)	CE
Triton	NG		5th Level		Xorn, Medium-size	N		
Celestial dire badger	CG		Celestial bear, brown (animal)	LG	Slaad, red	CN	9th Level	
Azer	LN		Hound archon (celestial)	LG	Chaos beast	CN	Lammasu	LG
Elemental, Small	N		Celestial orca, whale (animal)	NG	Kyton	LE	Couatl	LG
Thoqqua	N		Celestial pegasus	CG	Barbazu (devil)	LE	Astral deva (celestial)	NG
Fiendish dire weasel	LE		Celestial dire lion	CG	Bezekira	LE	Ghaele eladrin (celestial)	CG
Fiendish gorilla (animal)	LE		Formian warrior	LN	Erinyes (devil)	LE	Elemental, elder	N
Fiendish snake, constrictor (animal)	LE		Elemental, Medium-size	N	Belker	NE	Barghest, Large	LE
Fiendish boar	NE		Mephit, any	N	Fiendish viper, Huge snake (animal)	CE	Xill	LE
Fiendish dire bat	NE		Arrowhawk, Medium-size	N			Rakshasa	LE
Fiendish lizard, giant (animal)	NE		Tojanida, Medium-size	N	7th Level		Gelugon (devil)	LE
Salamander, Small	NE				Celestial elephant (animal)	NG	Night hag	NE
					Avoral guardinal (celestial)	NG	Nightmare	NE
							Vrock (demon)	CE

SUMMON NATURE'S ALLY I

Conjuration (Summoning) [see text]

Level: Drd 1, Rgr 1

Components: V, S, DF

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell summons a natural creature.

It appears where you designate and acts immediately, on your turn.

It attacks your opponents to the best of its ability.

If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

The spell conjures one of the creatures from the 1st-level list on the Summon Nature's Ally table below.

You choose which creature to summon, and you can change that choice each time you cast the spell.

All the creatures on the table are neutral unless otherwise noted.

SUMMON NATURE'S ALLY II

Conjuration (Summoning) [see text]

Level: Drd 2, Rgr 2

Effect: One or more creatures, no two of which can be more than 30 ft. apart

As *summon nature's ally I*, except that you can summon one 2nd-level creature or 1d3 1st-level creatures of the same type.

SUMMON NATURE'S ALLY III

Conjuration (Summoning) [see text]

Level: Drd 3, Rgr 3

Effect: One or more creatures, no two of which can be more than 30 ft. apart

As *summon nature's ally I*, except that you can summon one 3rd-level creature, 1d3 2nd-level creatures of the same type, or 1d4+1 1st-level creatures of the same type.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

For example, *summon nature's ally III* is an evil and fire spell when you cast it to summon a salamander.

SUMMON NATURE'S ALLY IV

Conjuration (Summoning) [see text]

Level: Drd 4, Rgr 4

Effect: One or more creatures, no two of which can be more than 30 ft. apart

As *summon nature's ally I*, except that you can summon one 4th-level creature, 1d3 3rd-level creatures of the same type, or 1d4+1 lower-level creatures of the same type.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

SUMMON NATURE'S ALLY V

Conjuration (Summoning) [see text]

Level: Drd 5

Effect: One or more creatures, no two of which can be more than 30 ft. apart

As *summon nature's ally I*, except that you can summon one 5th-level creature, 1d3 4th-level creatures of the same type, or 1d4+1 lower-level creatures of the same type.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

SUMMON NATURE'S ALLY VI

Conjuration (Summoning) [see text]

Level: Drd 6

Effect: One or more creatures, no two of which can be more than 30 ft. apart

As *summon nature's ally I*, except that you can summon one 6th-level creature, 1d3 5th-level creatures of the same type, or 1d4+1 lower-level creatures of the same type.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

SUMMON NATURE'S ALLY

1st Level

Badger (animal)
Dire rat
Dog (animal)
Hawk (animal)
Viper, Tiny snake (animal)

2nd Level

Eagle (animal)
Hyena [treat as wolf (animal)]
Octopus (animal)
Shark, Medium-size (animal)
Squid (animal)
Wolf (animal)
Viper, Small snake (animal)

3rd Level

Ape (animal)
Bear, black (animal)
Bison
Boar
Crocodile (animal)
Dire badger
Dire bat
Dire weasel
Elemental, Small

Leopard (animal)

Lizard, giant (animal)
Salamander, Small [neutral evil]
Satyr [without pipes]
Shark, Large (animal)
Snake, constrictor (animal)
Thoqqua
Viper, Medium-size snake (animal)
Wolverine (animal)

4th Level

Arrowhawk, Small
Assassin vine
Dire ape
Dire wolf
Giant eagle [chaotic good]
Giant owl [neutral good]
Grig (sprite) [without pipes, neutral good]
Lion (animal)
Phantom fungus
Tojanida, Small
Viper, Large snake (animal)
Xorn, Small

SUMMON NATURE'S ALLY VII

Conjuration (Summoning) [see text]

Level: Drd 7

Effect: One or more creatures, no two of which can be more than 30 ft. apart

As *summon nature's ally I*, except that you can summon one 7th-level creature, 1d3 6th-level creatures of the same type, or 1d4+1 lower-level creatures of the same type.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

SUMMON NATURE'S ALLY VIII

Conjuration (Summoning) [see text]

Level: Drd 8

Effect: One or more creatures, no two of which can be more than 30 ft. apart

As *summon nature's ally I*, except that you can summon one 8th-level creature, 1d3 7th-level creatures of the same type, or 1d4+1 lower-level creatures of the same type.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

SUMMON NATURE'S ALLY IX

Conjuration (Summoning) [see text]

Level: Drd 9

Effect: One or more creatures, no two of which can be more than 30 ft. apart

As *summon nature's ally I*, except that you can summon one 9th-level creature, 1d3 8th-level creatures of the same type, or 1d4+1 lower level creatures of the same type.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

5th Level

Arrowhawk, Medium-size
Bear, brown (animal)
Dire boar
Dire lion
Dire wolverine
Elemental, Medium-size
Giant crocodile (animal)
Rhinoceros (animal)
Salamander, Medium-size [neutral evil]
Satyr [with pipes]
Shark, Large (animal)
Snake, giant constrictor (animal)
Tiger (animal)
Tojanida, Medium-size
Viper, Huge snake (animal)
Whale, orca (animal)

6th Level

Dire bear
Elemental, Large
Shambling mound
Tendriculos
Unicorn [chaotic good]
Xorn, Medium-size

7th Level

Arrowhawk, Large
Dire tiger
Elemental, Huge
Elephant
Octopus, giant (animal)
Pixie [can't cast *Otto's irresistible dance*, neutral good]
Tojanida, Large
Treant [neutral good]
Xorn, Large

8th Level

Elemental, greater
Salamander, Large [neutral evil]
Squid, giant (animal)

9th Level

Elemental, elder
Pixie [can cast *Otto's irresistible dance*, neutral good]

SUMMON SWARM

Conjuration (Summoning)

Level: Brd 2, Drd 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Swarm of small creatures in a 5-ft. spread

Duration: Concentration + 2 rounds

Saving Throw: None

Spell Resistance: No

A swarm of little creatures carpets the effect's area, viciously attacking all other creatures there.

(Roll on the table below to see what sort of creature is summoned).

A creature in the swarm who takes no actions other than fighting off the creatures takes 1 point of damage on its turn.

A creature in the swarm who takes any other action, including leaving the swarm, takes 1d4 points of damage +1 point per three caster levels.

Spellcasting or concentrating on spells within the swarm is impossible.

1d20 Swarm Type*

1–8 Rats (animals)

9–14 Bats (animals)

15–16 Spiders (vermin, poisonous)

17–18 Centipedes (vermin, poisonous)

19–20 Flying beetles (vermin)

*The creature types (in parentheses) indicate what sorts of spells and effects might aid a subject against the swarm.

A swarm of poisonous creatures deals no damage to creatures who are immune to poison, though it still prevents spellcasting and concentration.

The creatures' attacks are nonmagical.

Damage reduction, being incorporeal, and other special abilities also make a creature immune to damage from the swarm.

The swarm cannot be fought effectively with weapons, but fire and damaging area effects can force it to disperse.

The swarm disperses when it has taken a total of 2 hit points of damage per caster level from these attacks.

Certain area or effect spells, such as *gust of wind* and *stinking cloud*, disperse a swarm immediately if appropriate to the swarm summoned.

(For example, only fliers are affected by a *gust of wind*).

The swarm is stationary once summoned.

A druid caster, however, can (as a move-equivalent action) direct the swarm to move up to 30 feet per round (or 90 feet per round if she has summoned bats or beetles).

Arcane Material Component: A square of red cloth.

TRAP THE SOUL

Conjuration (Summoning)

Level: Sor/Wiz 8

Components: V, S, M, (F)

Casting Time: 1 action or see text

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Permanent (see text)

Saving Throw: See text

Spell Resistance: Yes (see text)

Trap the soul forces a creature's life force (and its material body) into a gem.

The gem holds the trapped entity indefinitely or until the gem is broken and the life force is released, which allows the material body to reform.

If the trapped creature is a powerful creature from another plane (which could mean a character trapped by an inhabitant of another plane when the character is not on the 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.

Depending on the version selected, the spell can be triggered in one of two ways.

Spell Completion: First, the spell can be completed by speaking its final word as a standard action as if you were casting a regular spell at the subject.

This allows SR (if any) and a Will save to avoid the effect. If the creature's name is spoken as well, any SR is ignored and the save DC increases by 2.

If the save or SR is successful, the gem shatters.

Trigger Object: The second method is far more insidious, for it tricks the subject into accepting a trigger object inscribed with the final spell word, automatically placing the creature's soul in the trap.

To use this method, both the creature's name and the trigger word must be inscribed on the trigger object when the gem is enchanted.

A *sympathy* spell can also be placed on the trigger object.

As soon as the subject picks up or accepts the trigger object, its life force is automatically transferred to the gem without the benefit of SR or a save.

Material Component: Before the actual casting of *trap the soul*, you must procure a gem of at least 1,000 gp value for every Hit Die possessed by the creature to be trapped (for example, it requires a gem of 10,000 gp value to trap a 10 HD creature).

If the gem is not valuable enough, it shatters when the entrapment is attempted.

(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).

Focus (Trigger Object Only): If the trigger object method is used, a special trigger object, prepared as described above, is needed.

TRUE RESURRECTION

Conjuration (Healing)

Level: Clr 9, Healing 9

Casting Time: 10 minutes

As *raise dead*, except the cleric can resurrect a creature who has been dead up to 10 years per caster level.

This spell can even bring back creatures whose bodies have been wholly destroyed, provided you unambiguously identify the deceased in some fashion (reciting the

deceased's time and place of birth or death is the most common method).
Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of level (or Constitution point) or prepared spells.
You can revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed.
Even *true resurrection* can't restore to life a creature who has died of old age.
Material Components: A sprinkle of holy water and a diamond worth at least 5,000 gp.

UNSEEN SERVANT

Conjuration (Creation)
Level: Brd 1, Sor/Wiz 1
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One invisible, mindless, shapeless servant
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No
The unseen servant is an invisible, mindless, shapeless force that performs simple tasks at your command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend.
The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so, thus allowing you to command the servant to clean the floor and then turn your attention elsewhere as long as you remain within range.
It can open only normal doors, drawers, lids, etc.
It has an effective Strength score of 2 (so it can lift 20 pounds or drag 100 pounds).
It can trigger traps and such, but it can exert only 20 pounds of force, and that is not enough to activate certain pressure plates and other devices.
Its speed is 15 feet.
The servant cannot attack in any way; it is never allowed an attack roll.
It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks.
(It gets no saves against attacks).
If you attempt to send it beyond the spell's range (measured from your current position), the servant ceases to exist.
Material Components: A piece of string and a bit of wood.

WALL OF IRON

Conjuration (Creation)
Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: Iron wall whose area is up to one 5-ft. square/level (see text)
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: No
You cause a flat, 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 cannot be conjured so that it occupies the same space as a creature or another object.
It must always be a flat plane, though you can shape its edges to fit the available space.
The *wall of iron* is 1 inch thick per four caster levels.
You can double the wall's area by halving its thickness.
Each 5-foot square of the wall has 30 hit points per inch of thickness.
Creatures can hit the wall automatically, but it is so hard that the first 10 points of damage from each blow are ignored.
(For example, a blow of 17 points of damage deals only 7 to the wall).
A section of wall whose hit points drop to 0 is breached.
If a creature tries to break through the wall with a single attack, the DC for the Strength check is 25 + 2 per inch of thickness.
If you desire, the wall can be created vertically resting on a flat surface but not attached to the surface so that it can be tipped over to fall on and crush creatures beneath it.
The wall is 50% likely to tip in either direction if left unpushed.
Creatures can push the wall in one direction rather than letting it fall randomly.
A creature must succeed at a Strength check (DC 40) to push the wall over.
Creatures with room to flee the falling wall may do so by making successful Reflex saves.
Large and smaller creatures who fail take 10d6 points of damage.
The wall cannot crush Huge and larger creatures.
Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena.
Material Component: A small piece of sheet iron plus gold dust worth 50 gp (1 pound of gold dust).

WALL OF STONE

Conjuration (Creation)
Level: Clr 5, Drd 6, Earth 5, Sor/Wiz 5
Components: V, S, M/DF
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: Stone wall whose area is up to one 5-ft. square/level (S)
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: No
This spell creates a wall of 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 inch thick per four caster levels and composed of up to one 5-foot square per level.
You can double the wall's area by halving its thickness.
The wall cannot be conjured so that it occupies the same space as a creature or another object.
Unlike a *wall of iron*, you can create a *wall of stone* in almost any shape you desire.

The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed.

This requirement reduces the spell's area by half.

Thus, a 20th-level caster can create a span with a surface area of ten 5-foot squares.

The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area. Like any other stone wall, this one can be destroyed by *disintegrate* or by normal means such as breaking and chipping.

Each 5-foot square has 15 hit points per inch of thickness. Creatures can hit the wall automatically, but the wall is so hard that the first 8 points of damage from each blow are ignored.

A section of wall whose hit points drop to 0 is breached.

If a creature tries to break through the wall with a single attack, the DC for the Strength check is $20 + 2$ per inch of thickness.

It is possible, but difficult, to trap mobile opponents within or under a *wall of stone*, provided the wall is shaped so it can hold the creatures.

Creatures avoid entrapment with successful Reflex saves.

Arcane Material Component: A small block of granite.

WALL OF THORNS

Conjuration (Creation)

Level: Drd 5, Plant 5

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Wall of thorny brush, up to one 10-ft. cube/level (S)

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

The *wall of thorns* spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a person's finger.

Any creature forced into or attempting to move through the *wall of thorns* takes 25 points of damage per round of movement, minus 1 point for each point of the creature's AC.

Dexterity bonuses to AC and dodge bonuses do not count for this calculation.

(Creatures with an Armor Class of 25 or higher take no damage from contact with the wall).

You can make the wall as thin as 5 feet thick, which allows you to shape the wall as a number of 10-by-10-by-5-foot blocks equal to caster level $\times 2$.

This has no effect on the damage inflicted by the thorns, but any creature attempting to break through takes that much less time to force its way through the barrier.

Creatures can force their way slowly through the wall.

To make any progress, a creature must succeed at a Strength check (DC 20).

A successful creature moves a number of feet equal to its Strength check result minus 19, so a creature who rolled 24 on its Strength check could move 5 feet in a round.

Of course, moving or attempting to move through the thorns incurs damage as described above.

A creature trapped in the thorns can choose to remain motionless in order to avoid taking any more damage.

Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall and is caught inside.

In order to escape, it must attempt to push its way free, or it can wait until the spell ends.

Creatures with the ability to pass through overgrown areas unhindered can pass through a *wall of thorns* at their normal speed without taking damage.

A *wall of thorns* can be carefully breached by slow work with edged weapons.

Chopping away at the wall creates a safe passage 1 foot deep for every 10 minutes of work.

Normal fire cannot harm the barrier, but magical fire burns away the barrier in 10 minutes.

WEB

Conjuration (Creation)

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Webs in a 20-ft.-radius spread

Duration: 10 minutes/level

Saving Throw: Reflex negates (see text)

Spell Resistance: Yes

Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them.

The strands are similar to spider webs but far larger and tougher.

These masses must be anchored to two or more solid and diametrically opposed points—floor and ceiling, opposite walls, etc.—or else the web collapses upon itself and disappears.

Creatures caught within a *web* or simply touching its strands become entangled among the gluey fibers.

An entangled creature suffers a -2 penalty to attack rolls, suffers a -4 penalty to effective Dexterity, and can't move.

An entangled character who attempts to cast a spell must make a Concentration check (DC 15) or lose the spell.

Anyone in the effect's area when the spell is cast must make a Reflex save.

If this save succeeds, the creature is not stuck in the webs and is free to act, though moving may be a problem (see below).

If the save fails, the creature is stuck.

A stuck creature can break loose by spending 1 round and succeeding at a Strength check (DC 20) or an Escape Artist check (DC 25).

Once loose (either by making the initial Reflex save or a later Strength check or Escape Artist check), a creature may progress through the web very slowly.

Each round devoted to moving allows the creature to make a new Strength check or Escape Artist check.

The creature moves 5 feet for each full 5 points by which the check result exceeds 10.

The web provides one-quarter cover for every 5 feet of the substance between you and an opponent—one-half cover for 10 feet of web, three-quarters for 15 feet, and total cover for 20 feet or more.

(See Table 8–9: Cover, page 133).

The strands of a *web* spell are flammable.

A magic *flaming sword* can slash them away as easily as a hand brushes away cobwebs.

Any fire—a torch, burning oil, a flaming sword, etc.—can set them alight and burn away 5 square feet in 1 round.

All creatures within flaming webs take 2d4 points of damage from the flames.

Material Component: A bit of spider web.

DIVINATION

ANALYZE DWEOMER

Divination

Level: Sor/Wiz 6

Components: V, S, F

Casting Time: 8 hours

Range: Close (25 ft. + 5 ft./2 levels)

Target: One object or creature

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: No

You discern spells and magical properties present in a creature or object.

One property, spell, or power is revealed each round, from lowest level (or weakest power) to highest (or strongest).

For each spell or power, you make a caster level check (1d20 + caster level).

If the result is equal to or higher than the spell's or power's caster level, you identify it.

Otherwise, you fail to identify that spell or power, and you can check for the next one next round.

Analyze dweomer does not function when used on an artifact (see the DUNGEON MASTER's Guide for details on artifacts).

After you analyze one object or creature, the spell ends, even if its duration has not expired yet.

Casting this spell is physically taxing; you must make a Fortitude save (DC 21) when the spell ends or be exhausted for the next 1d8 hours.

While this spell is most frequently used in the comfort and safety of your laboratory, you could also cast *analyze dweomer* to study the magic seals and barriers on a portal or to determine just how a companion has been cursed.

Focus: A tiny lens of ruby or sapphire set in a small golden loop.

The gemstone must be worth at least 1,500 gp.

ARCANE EYE

Divination

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 10 minutes

Range: Unlimited

Effect: Magical sensor

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

You create an invisible magical sensor that sends you visual information.

The *arcane eye* travels at 30 feet per round (300 feet per minute) if viewing an area ahead as a human would (primarily looking at the floor) or 10 feet per round (100 feet per minute) if examining the ceiling and walls as well as the floor ahead.

The *arcane eye* sees exactly as you would see if you were there.

The *arcane eye* can travel in any direction as long as the spell lasts.

Solid barriers prevent the passage of an *arcane eye*, although it can pass through a space no smaller than a small mouse hole (1 inch in diameter).

You must concentrate to use the eye.

If you do not concentrate, the eye is inert until you again concentrate.

The powers of the eye cannot be enhanced by other spells or items (though you can use magic to improve your own eyesight).

You are subject to any gaze attack met by the eye.

A successful *dispel magic* cast on you or the eye ends the spell.

With respect to blindness, magical darkness, and other phenomena that affect vision, the *arcane eye* is considered an independent sensory organ of yours.

(For example, it is not blinded if your normal eyes are blinded).

Any creature with Intelligence 12 or higher can notice the *arcane eye* by making a Scry check or an Intelligence check (DC 20).

Spells such as *detect scrying* can also detect the eye.

Material Component: A bit of bat fur.

AUGURY

Divination

Level: Clr 2

Components: V, S, F

Casting Time: 1 action

Range: Personal

Target: You

Duration: Instantaneous

An *augury* can tell you whether a particular action will bring good or bad results for you in the immediate future.

For example, if a party is considering destroying a weird seal that closes a portal, an *augury* might determine whether it's a good idea.

The base chance for receiving a meaningful reply is 70% + 1% per caster level; the DM makes the roll secretly.

The DM may determine that the question is so straightforward that a successful result is automatic, or so vague as to have no chance of success.

If the *augury* succeeds, you get one of four results:

- “Weal” (if the action will probably bring good results).
- “Woe” (for bad results).
- “Weal and woe” (for both).
- “Nothing” (for actions that don't have especially good or bad results).

If the spell fails, you get the “nothing” result.

A cleric who gets the “nothing” result has no way to tell whether it resulted from a failed or successful *augury*.

The *augury* can see into the future only about half an hour, so anything that might happen after that does not affect the *augury*.

Thus, it might miss the long-term consequences of the contemplated action.

All *auguries* cast by the same person about the same topic use the same dice result as the first *augury*.

Focus: A set of marked sticks, bones, or similar tokens of at least 25 gp value.

CLAIRAUDIENCE/CLAIRVOYANCE

Divination

Level: Brd 3, Knowledge 3, Sor/Wiz 3

Components: V, S, F/DF

Casting Time: 1 action

Range: See text

Effect: Magical sensor

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

Clairaudience/clairvoyance enables you to concentrate upon some locale and hear or see (your choice) almost as if you were there.

Distance is not a factor, but the locale must be known—a place familiar to you or an obvious one (such as behind a door, around a corner, or in a grove of trees).

The spell does not allow magically enhanced senses to work through it.

If the chosen locale is magically dark, you see nothing.

If it is naturally pitch black, you can see in a 10-foot radius around the center of the spell's effect.

Lead sheeting or magical protection (such as *antimagic field*, *mind blank*, or *nondetection*) blocks the spell, and you sense that the spell is so blocked.

The spell creates an invisible sensor, similar to that created by a *scrying* spell, that can be dispelled.

The spell functions only on the plane of existence you are currently occupying.

Arcane Focus: A small horn (for hearing) or a glass eye (for seeing).

COMMUNE WITH NATURE

Divination

Level: Animal 5, Drd 5

Components: V, S

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: Instantaneous

You become one with nature, attaining knowledge of the surrounding territory.

You instantly gain knowledge of up to three facts from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or even the general state of the natural setting.

For example, you could determine the location of any powerful undead creatures, the location of all major sources of safe drinking water, and the location of any buildings (which register as blind spots).

In outdoor settings, the spell operates in a radius of one mile per caster level.

In natural underground settings—caves, caverns, etc.—the range is limited to 100 feet per caster level.

The spell does not function where nature has been replaced by construction or settlement (such as in dungeons and towns).

COMMUNE

Divination

Level: Clr 5

Components: V, S, M, DF, XP

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: 1 round/level

You contact your deity—or agents thereof—and ask questions that can be answered by a simple yes or no. (A cleric of no particular deity contacts a philosophically allied deity).

You are allowed one such question per caster level.

The answers given are correct within the limits of the entity's knowledge.

"Unclear" is a legitimate answer, because powerful beings of the Outer Planes are not necessarily omniscient.

In cases where a one-word answer would be misleading or contrary to the deity's interests, the DM should give a short phrase (five words or less) as an answer instead.

The spell, at best, provides information to aid character decisions.

The entities contacted structure their answers to further their own purposes.

If you lag, discuss the answers, or go off to do anything else, the spell ends.

Material Components: Holy (or unholy) water and incense.

XP Cost: 100 XP.

COMPREHEND LANGUAGES

Divination

Level: Clr 1, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level

You can understand the spoken words of creatures or read otherwise incomprehensible written messages (such as writing in another language).

In either case, you must touch the creature or the writing.

Note that the ability to read does not necessarily impart insight into the material, merely its literal meaning.

Note also that the spell enables you to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of one page (250 words) per minute.

Magical writing cannot be read, other than to know it is magical, but the spell is often useful when deciphering treasure maps.

This spell can be foiled by certain warding magic (such as the *secret page* and *illusory script* spells).

It does not decipher codes or reveal messages concealed in otherwise normal text.

Arcane Material Components: A pinch of soot and a few grains of salt.

CONTACT OTHER PLANE

Divination

Level: Brd 5, Sor/Wiz 5

Components: V

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: Concentration

You send your mind to another plane of existence in order to receive advice and information from powers there.

(See the accompanying table for possible consequences and results of the attempt).

The powers reply in a language you understand, but they resent such contact and give only brief answers to your questions.

(The DM answers all questions with "yes", "no", "maybe", "never", "irrelevant", or some other one-word answer).

You must concentrate on maintaining the spell (a standard action) in order to ask questions at the rate of one per round.

A question is answered by the power during the same round.

For every two caster levels, you may ask one question.

You can contact an Elemental Plane or some plane farther removed.

Contact with minds far removed from your home plane increases the probability of suffering an effective decrease to Intelligence and Charisma, but the chance of the power knowing the answer, as well as the probability of the being telling the correct answer, are likewise increased by moving to distant planes.

Once the Outer Planes are reached, the power of the deity contacted determines the effects.

(Random results obtained from the table are subject to DM changes, the personalities of individual deities, and so on).

On rare occasions, this divination may be blocked by an act of certain deities or forces.

CONTACT OTHER PLANE

Plane Contacted	Avoid Effective Int/Cha Decrease	True Answer	Don't Know	Lie	Random Answer
Elemental Plane (appropriate)	DC 7/1 week (DC 7/1 week)	01–34 (01–68)	35–62 (69–75)	63–83 (76–98)	84–100 (99–100)
Positive/Negative Energy Plane	DC 8/1 week	01–39	40–65	66–86	87–100
Astral Plane	DC 9/1 week	01–44	45–67	68–88	89–100
Outer Plane, demideity	DC 10/2 weeks	01–49	50–70	71–91	92–100
Outer Plane, lesser deity	DC 12/3 weeks	01–60	61–75	76–95	96–100
Outer Plane, intermediate deity	DC 14/4 weeks	01–73	74–81	82–98	99–100
Outer Plane, greater deity	DC 16/5 weeks	01–88	89–90	91–99	100

Avoid Effective Intelligence/Charisma Decrease: You must succeed at an Intelligence check against this DC in order to avoid effective Intelligence and Charisma decrease. If the check fails, your Intelligence and Charisma scores fall to 8 for the stated duration, and you become unable to cast arcane spells. If you lose Intelligence and Charisma, the effect strikes as soon as the first question is asked, and no answer is received. (The entries in parentheses are for questions that pertain to the appropriate Elemental Plane.)

Results of a Successful Contact: The DM rolls d% for the result shown on the table:

True Answer: You get a true, one-word answer. Questions not capable of being answered in this way are answered randomly.

Don't Know: The entity tells you that it doesn't know.

Lie: The entity intentionally lies to you.

Random Answer: The entity tries to lie but doesn't know the answer, so it makes one up.

DETECT ANIMALS OR PLANTS

Divination

Level: Drd 1, Rgr 1

Components: V, S

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Area: Quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You can detect a particular type of animal or plant in a quarter circle emanating out from you in whatever direction you face.

You must think of a species of animal or plant when using the spell.

Each round you can change the animal or plant type.

The amount of information revealed depends on how long you search a particular area or focus on a specific type of animal or plant: *1st Round*: Presence or absence of the animal or plant type in that quarter.

2nd Round: Number of individuals of the specified type in the area, and the condition of the healthiest specimen.

3rd Round: The condition and location of each individual present.

If an animal or plant is outside your line of sight, then you discern its direction but not its exact location.

Conditions: For purposes of this spell, the categories of condition are as follows: *Normal*: Has at least 90% of original hit points, free of disease.

Fair: 30% to 90% of original hit points remaining.

Poor: Up to 30% of original hit points remaining, afflicted with a disease, or suffering from a debilitating injury.

Weak: 0 or fewer hit points remaining, afflicted with a disease in the terminal stage, or crippled.

If a creature falls into more than one category, the spell indicates the weaker of the two.

Note: Each round you can turn to detect things in a new area.

The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

The DM decides if a specific type of animal or plant is present.

DETECT CHAOS

Divination

Level: Clr 1, Rgr 2

As *detect evil*, except that the spell detects chaotic creatures, spells, and magic items, and you are vulnerable to an overwhelming chaotic aura if you are lawful.

It does not detect undead.

DETECT EVIL

Divination

Level: Clr 1, Rgr 2

Components: V, S, DF

Casting Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You can sense the presence of evil.

The amount of information revealed depends on how long you study a particular area or subject: *1st Round*: Presence or absence of evil.

2nd Round: Number of evil auras (creatures, objects, or spells) in the area and the strength of the strongest evil aura present.

If you are of good alignment, the strongest evil aura's strength is "overwhelming" (see below), and the strength is at least twice your character level, you are stunned for 1 round and the spell ends.

While you are stunned, you can't act, you lose any Dexterity bonus to AC, and attackers gain +2 bonuses to attack you.

3rd Round: The strength and location of each aura.

If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength: An aura's evil power and strength depend on the type of evil creature or object that you're detecting and its HD, caster level, or (in the case of a cleric) class level.

Creature/Object	Evil Power
Evil creature	HD / 5
Undead creature	HD / 2
Evil elemental	HD / 2
Evil magic item or spell	Caster level / 2
Evil outsider	HD
Cleric of an evil deity	Level

Evil Power	Aura Strength
Lingering	Dim
1 or less	Faint
2–4	Moderate
5–10	Strong
11+	Overwhelming

If an aura falls into more than one strength category, the spell indicates the stronger of the two.

Length Aura Lingers: How long the aura lingers depends on its original strength:

Original Strength	Duration
Faint	1d6 minutes
Moderate	1d6 x 10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Remember that animals, traps, poisons, and other potential perils are not evil; this spell does not detect them.

Note: Each round, you can turn to detect things in a new area.

The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

DETECT GOOD

Divination

Level: Clr 1, Rgr 2

As *detect evil*, except that the spell detects good creatures, spells, and magic items, and you are vulnerable to an overwhelming good aura if you are evil.

It does not detect undead.

Also, remember that healing potions, antidotes, and similar beneficial items are not good.

DETECT LAW

Divination

Level: Clr 1, Rgr 2

As *detect evil*, except that the spell detects lawful creatures, spells, and magic items, and you are vulnerable to an overwhelming lawful aura if you are chaotic. It does not detect undead.

DETECT POISON

Divination

Level: Clr 0, Drd 0, Pal 1, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target or Area: One creature, one object, or a 5-ft. cube

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You determine whether a creature, object, or area has been poisoned or is poisonous.

You can determine the exact type of poison with a successful Wisdom check (DC 20).

A character with the Alchemy skill may try an Alchemy check (DC 20) if the Wisdom check fails, or may try the Alchemy check prior to the Wisdom check.

Note: The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

DETECT SCRYING

Divination

Level: Brd 4, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: 120 ft.

Area: 120-ft.-radius emanation centered on you

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

You immediately become aware of any attempt to observe you by means of *clairaudience/clairvoyance* or *scrying*.

The spell's effect radiates from you moves as you move.

The spell also reveals the use of *crystal balls* or other magic scrying devices.

You know the location of every magical sensor within the spell's area.

If the scrying attempt originates within the area, you also know its location.

If the attempt originates outside this range, you and the scrier immediately make opposed Scry skill checks.

(A Scry check is the same as an Intelligence check for a creature without the Scry skill).

If you at least match the scrier's result, you get a visual image of the scrier and a sense of the scrier's direction and distance from you (accurate to within one-tenth the distance).

Material Components: A small piece of mirror and a miniature brass hearing trumpet.

DETECT SECRET DOORS

Divination

Level: Brd 1, Knowledge 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

You can detect secret doors, compartments, caches, and so forth.

Only passages, doors, or openings that have been specifically constructed to escape detection are detected by this spell—an ordinary trapdoor underneath a pile of crates would not be detected.

The amount of information revealed depends on how long you study a particular area or subject: *1st Round:* Presence or absence of secret doors.

2nd Round: Number of secret doors and the location of each. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Each Additional Round: The mechanism or trigger for one particular secret portal closely examined by you.

Note: Each round, you can turn to detect things in a new area.

The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

DETECT SNARES AND PITS

Divination

Level: Drd 1, Rgr 1

Components: V, S

Casting Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You can detect simple pits, deadfalls, snares of wilderness creatures (trapdoor spiders, giant sundews, ant lions, etc.), and primitive traps constructed of natural materials (mantraps, missile traps, hunting snares, etc.).

The spell does not detect complex traps, including trapdoor traps.

The spell does detect certain natural hazards—quicksand (registers as a snare), a sinkhole (pit), or unsafe walls of natural rock (deadfall).

However, it does not reveal other potentially dangerous conditions, such as a cavern that floods during rain, an unsafe construction, or a naturally poisonous plant.

The spell does not detect magic traps (except those that operate by pit, deadfall, or snaring; see the spell *snare*), nor mechanically complex ones, nor those that have been rendered safe or inactive.

The amount of information revealed depends on how long you study a particular area: *1st Round:* Presence or absence of hazards.

2nd Round: Number of hazards and the location of each.

If a hazard is outside your line of sight, then you discern its direction but not its exact location.

Each Additional Round: The general type and trigger for one particular hazard closely examined by you.

Note: Each round, you can turn to detect things in a new area.
The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

DETECT THOUGHTS

Divination [Mind-Affecting]

Level: Brd 2, Knowledge 2, Sor/Wiz 2

Components: V, S, F/DF

Casting Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: Will negates (see text)

Spell Resistance: No

You detect surface thoughts.

The amount of information revealed depends on how long you study a particular area or subject: *1st Round:* Presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).

2nd Round: Number of thinking minds and the mental strength of each.

3rd Round: Surface thoughts of any mind in the area.

A target's Will save prevents you from reading its thoughts, and you must cast *detect thoughts* again to have another chance.

Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts that you can pick up.

Intelligence	Mental Strength
1–2	Animal
3–5	Very low
6–9	Low
10–11	Average
12–15	High
16–17	Very high
18–21	Genius
22–25	Supra-genius
26+	Deific

Note: Each round, you can turn to detect thoughts in a new area.

The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Arcane Focus: A copper piece.

DETECT UNDEAD

Divination

Level: Clr 1, Pal 1, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

You can detect the aura that surrounds undead.

The amount of information revealed depends on how long you study a particular area or subject: *1st Round:* Presence or absence of undead auras.

2nd Round: Number of undead auras in the area and the strength of the strongest undead aura present.

If you are of good alignment, the strongest undead aura's strength is "overwhelming" (see below), and the strength is at least twice your character level, you are stunned for 1 round and the spell ends.

While you are stunned, you can't act, you lose any Dexterity bonus to AC, and attackers gain +2 bonuses to attack you.

3rd Round: The strength and location of each aura.

If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength: The strength of the undead aura is determined by the HD of the undead creature.

Strength	HD
Dim	Lingering aura
Faint	1 or less
Moderate	2–4
Strong	5–10
Overwhelming	11+

Length Aura Lingers: How long the aura lingers depends on its original strength:

Original Strength	Duration
Faint	1d6 minutes
Moderate	1d6 x 10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Note: Each round, you can turn to detect things in a new area.

The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Arcane Material Component: A bit of earth from a grave.

DISCERN LIES

Divination

Level: Clr 4, Pal 3

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart

Duration: Concentration, up to 1 round/level

Saving Throw: Will negates

Spell Resistance: No

Each round, you concentrate on one subject, who must be in range.

You know if the subject deliberately and knowingly speaks a lie by discerning disturbances in her aura caused by lying. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions.

Each round, you may concentrate on a different subject.

DISCERN LOCATION

Divination

Level: Clr 8, Knowledge 8, Sor/Wiz 8

Components: V, S, DF

Casting Time: 10 minutes

Range: Unlimited

Target: One creature or object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

A *discern location* spell is among the most powerful means of locating creatures or objects.

Nothing short of the direct intervention of a deity keeps you from learning the exact location of a single individual or object.

Discern location circumvents normal means of protection from scrying or location.

The spell reveals the name of the location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and plane where the subject lies.

To find a creature with the spell, you must have seen the creature or have some item that once belonged to it.

To find an object, you must have touched the object at least once.

DIVINATION

Divination

Level: Clr 4, Knowledge 4

Components: V, S, M

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: Instantaneous

Similar to *augury* but more powerful, a *divination* spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within one week.

The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen.

For example, suppose the question is "Will we do well if we venture into the ruined temple of Erythnul?" The DM knows that a terrible troll guarding 10,000 gp and a +1 *shield* lurks near the entrance but estimates that your party could beat the troll after a hard fight.

Therefore the divination response might be: "Ready oil and open flame light your way to wealth".

In all cases, the DM controls what information you receive. Note that if your party doesn't act on the information, the conditions may change so that the information is no longer useful.

(For example, the troll could move away and take the treasure with it).

The base chance for a correct *divination* is 70% + 1% per caster level.

The DM adjusts the chance if unusual circumstances require it (if, for example, unusual precautions against divination spells have been taken).

If the dice roll fails, you know the spell failed, unless specific magic yielding false information is at work.

As with *augury*, multiple *divinations* about the same topic by the same caster use the same dice result as the first *divination* and yield the same answer each time.

Material Component: Incense and a sacrificial offering appropriate to your religion, together worth at least 25 gp.

FIND THE PATH

Divination

Level: Clr 6, Drd 6, Knowledge 6, Travel 6

Components: V, S, F

Casting Time: 3 rounds

Range: Personal or touch

Target: You or creature touched

Duration: 10 minutes/level

Saving Throw: None or Will negates (harmless)

Spell Resistance: No or Yes (harmless)

The recipient of this spell can find the shortest, most direct physical route to a specified destination, be it the way into or out of a locale.

The locale can be outdoors, underground, or even inside a *maze* spell.

Note that the spell works with respect to locales, not objects or creatures within a locale.

Thus, the spell could not find the way to "a forest where a green dragon lives" or to the location of "a hoard of platinum pieces", but it could find the exit to a labyrinth. The location must be on the same plane as you are at the time of casting.

The spell enables the subject to sense the correct direction that will eventually lead him to his destination, indicating at the appropriate times the exact path to follow or physical actions to take.

For example, the spell enables the subject to sense trip wires or the proper word to bypass a *glyph*.

The spell ends when the destination is reached or the duration elapses, whichever comes first.

The spell frees the subject, and those with him, from a *maze* spell in a single round.

This divination is keyed to the recipient, not his companions, and does not predict or allow for the actions of creatures (including guardians).

Focus: A set of divination counters of the sort favored by you—bones, ivory counters, sticks, carved runes, etc.

FIND TRAPS

Divination

Level: Clr 2

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: You

Duration: 1 minute/level

You gain intuitive insight into the workings of traps.

You can use your Search skill to detect traps just as a rogue can but gain no special bonus on your Search checks.

FORESIGHT

Divination

Level: Drd 9, Knowledge 9, Sor/Wiz 9

Components: V, S, M/DF

Casting Time: 1 action

Range: Personal or touch

Target: See text

Duration: 10 minutes/level

Saving Throw: None or Will negates (harmless)

Spell Resistance: No or Yes (harmless)

This spell grants you a powerful sixth sense in relation to yourself or another.

Once the spell is cast, you receive instantaneous warnings of impending danger or harm to the subject of the spell.

Thus, if you are the subject of the spell, you would be warned in advance if a rogue were about to attempt a sneak attack on you, or if a creature were about to leap out from an unexpected direction, or if an attacker were specifically targeting you with a spell or ranged weapon.

You are never surprised or flat-footed.

In addition, the spell gives you a general idea of what action you might take to best protect yourself—duck, jump right, close your eyes, and so on—and gives you a +2 insight bonus to AC and to Reflex saves.

This insight bonus is lost whenever you would lose a Dexterity bonus to AC.

When another creature is the object of the spell, you receive warnings about that creature.

You must communicate what you learn to the other creature for the warning to be useful, and it can be caught unprepared in the absence of such a warning.

Shouting a warning, yanking a person back, and even telepathically communicating (via an appropriate spell) can all be accomplished before some danger befalls the spell subject, provided you act on the warning without delay. The subject, however, does not gain the insight bonus to AC and Reflex saves.

Arcane Material Component: A hummingbird's feather.

GREATER SCRYING

Divination

Level: Brd 6, Clr 7, Drd 7, Sor/Wiz 7

Components: V, S

Casting Time: 1 action

Duration: 1 hour/level

As *scrying*, except as noted above.

All of the following spells can be cast reliably through the sensor: *comprehend languages*, *darkvision*, *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, *message*, *read magic*, and *tongues*.

GUIDANCE

Divination

Level: Clr 0, Drd 0

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute or until discharged

Saving Throw: None

Spell Resistance: Yes

This spell imbues the subject with a touch of divine guidance.

The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check.

It must choose to use the bonus before making the roll to which it applies.

IDENTIFY

Divination

Level: Brd 1, Magic 2, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 8 hours

Range: Touch

Targets: Up to 1 touched object per level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The spell determines the single most basic function of each magic item, including how to activate that function (if appropriate), and how many charges are left (if any).

For example, a +2 *vorpal sword*, a +2 *dancing sword*, and a +2 *sword* would all register as “+2 to attack and damage rolls”.

If a magic item has multiple different functions that are equally basic, *identify* determines the lowest-level function. If these functions are also of equal level, the DM decides randomly which is identified.

Arcane Material Components: A pearl of at least 100 gp value, crushed and stirred into wine with an owl feather; the infusion must be drunk prior to spellcasting.

KNOW DIRECTION

Divination

Level: Drd 0

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: Instantaneous

You instantly know the direction of north from your current position.

The spell is effective in any environment in which “north” exists, but it may not work in extraplanar settings.

Your knowledge of north is correct at the moment of casting, but note that you can get lost again within moments if you don't find some external reference point to help you keep track of direction.

LEGEND LORE

Divination

Level: Brd 4, Knowledge 7, Sor/Wiz 6

Components: V, S, M, F

Casting Time: See text

Range: Personal

Target: You

Duration: See text

Legend lore brings to your mind legends about an important person, place, or thing.

If the person or thing is at hand, or if you are in the place in question, the casting time is only 1d4×10 minutes.

If you have only detailed information on the person, place, or thing, casting time is 1d10 days, and the resulting lore is less complete and specific (though it often provides enough information to help you find the person, place, or thing, thus allowing a better *legend lore* next time).

If you know only rumors, casting time is 2d6 weeks, and the resulting lore is vague and incomplete (though it often directs you to more detailed information, thus allowing a better *legend lore*).

During the casting, you cannot engage in other than routine activities: eating, sleeping, etc.

When completed, the divination brings legends (if any) about the person, place, or things to your mind.

These may be legends that are still current, legends that have been forgotten, or even information that has never been generally known.

If the person, place, or thing is not of legendary importance, you gain no information.

As a rule of thumb, characters 11th level and higher are “legendary”, as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.

Examples of *legend lore* results: A divination about a mysterious magic axe you have at hand: “Woe to the evildoer whose hand touches the axe, for even the haft chops the hand of the evil ones.”

Only a true Son or Daughter of Stone, one who loves Moradin and whom Moradin loves, may awaken the true powers of the axe, and only with the sacred word ‘*Rudnogg*’ on the lips”.

A divination about a legendary paladin about whom you know many details: “Vanashon has been denied the glory of death and the duty of life.

He waits patiently beneath the Forbidden Mountain”. (The paladin has been turned to stone in the caverns beneath the mountain).

A divination about ancient ruins about which you have only a passing reference in a partially damaged tome: “The sorcerer who called herself Ryth built a library without words and a temple without gods.

Those who read and those who pray tore it down in a night and a day”.

(These clues may be enough for you to find out more and get the details you need to cast a better *legend lore*).

Material Component: Incense worth at least 250 gp.

Focus: Four strips of ivory (worth 50 gp each) formed into a rectangle.

LOCATE CREATURE

Divination

Level: Brd 4, Sor/Wiz 4

Components: V, S, M

Duration: 10 minutes/level

As *locate object*, except this spell locates a known or familiar creature.

You slowly turn and sense when you are facing in the direction of the creature to be located, provided the creature is within range.

You also know in which direction the creature is moving, if any.

The spell can locate a creature of a specific type (such as human or unicorn) or a specific creature known to you. It cannot find a creature of a general type (such as humanoid or beast).

To find a type of creature, you must have seen such a creature up close (within 30 feet) at least once.

Running water blocks the spell.

It cannot detect objects.

It can be fooled by *mislead*, *nondetection*, and *polymorph* spells.

Material Component: A bit of bloodhound’s fur.

LOCATE OBJECT

Divination

Level: Brd 2, Clr 3, Sor/Wiz 2, Travel 2

Components: V, S, F/DF

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Area: Circle, centered on you, with a radius of 400 ft. + 40 ft./level

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

You sense the direction of a well-known or clearly visualized object.

The spell locates such objects as apparel, jewelry, furniture, tools, weapons, and even a ladder.

You can search for general items such as a stairway, a sword, or a jewel, in which case you locate the nearest one of its type if more than one is within range.

Attempting to find a specific item, such as a particular piece of jewelry, requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails.

You cannot specify a unique object (such as “Baron Vulden’s signet ring”) unless you have observed that particular item firsthand (not through divination).

The spell is blocked by lead.

Creatures cannot be found by this spell.

Polymorph any object fools it.

Arcane Focus: A forked twig.

PRYING EYES

Divination

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 minute

Range: One mile

Effect: Creates 1d4 levitating eyes +1 eye/level

Duration: 1 hour/level (see text)

Saving Throw: None

Spell Resistance: No

You create ten or more semitangible, visible magical orbs (called “eyes”) that move out, scout around, and return as you direct them when casting the spell.

When an eye returns, it relays what it has seen to you and then disappears.

Each eye is about the size of a small apple and can see 120 feet (normal vision only) in all directions.

The spell conjures 1d4 eyes +1 eye per caster level.

While the individual eyes are quite fragile, they’re small and difficult to spot.

Each eye is a Fine construct that has 1 hit point, has AC 18 (+8 bonus for its size), flies at a speed of 30 feet with perfect maneuverability, and has a +16 skill modifier on Hide checks.

The eyes are subject to illusions, darkness, fog, and any other factors that would affect your ability to receive visual information about your surroundings.

An eye traveling through darkness must find its way by touch.

When you create the eyes, you specify instructions you want them to follow in a command of up to twenty-five words.

Any knowledge you possess is known by the eyes as well, so if you know, for example, what a typical merchant looks like, the eyes do as well.

Sample commands might include: "Surround me at a range of four hundred feet and return if you spot any dangerous creatures".

The phrase "Surround me" directs the eyes to form an equally spaced, horizontal ring at whatever range you indicate, and then move with you.

As eyes return or are destroyed, the rest automatically space themselves to compensate.

In the case of this sample command, an eye returns only if it spots a creature whom you would regard as dangerous.

A "peasant" that is actually a *shapechanged* dragon wouldn't trigger an eye's return.

Ten eyes can form a ring with a radius of 400 feet and among themselves see everything that crosses the ring.

"Spread out and search the town for Arweth.

Follow him for three minutes, staying out of sight, and then return".

The phrase "Spread out" directs the eyes to move away from you in all directions.

In this case, each eye would separately follow Arweth for three minutes once it spots him.

Other commands that might be useful include having the eyes form a line in a certain manner, making them move at random within a certain range, or having them follow a certain type of creature.

The DM is the final judge of the suitability of your directions.

In order to report their findings, the eyes must return to your hand.

Each replays in your mind everything it has seen during its existence.

It takes an eye only 1 round to replay 1 hour of recorded images.

If an eye ever gets more than one mile distant from you, it instantly ceases to exist.

However, your link with the eye is such that you won't know if the eye was destroyed because it wandered out of range or because of some other event.

The eyes exist for up to 1 hour per caster level or until they return to you.

After relaying its findings, an eye disappears.

Dispel magic can destroy eyes.

Roll separately for each eye caught in an area dispel.

Of course, if the eye is sent into darkness, then it's very possible that it could hit a wall or similar obstacle and destroy itself.

Material Component: A handful of crystal marbles.

RARY'S TELEPATHIC BOND

Divination

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/three levels, no two of which can be more than 30 ft. apart

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

You forge a telepathic bond among creatures, each of which must have an Intelligence score of 6 or higher.

Each creature included in the link is linked to all the others.

The bond can be established only among willing subjects, which therefore receive no saving throw or SR.

The creatures can communicate telepathically through the bond regardless of language.

No special power or influence is established as a result of the bond.

Once the bond is formed, it works over any distance (although not from one plane to another).

A *wish* spell can make a *Rary's telepathic bond* permanent, but it can bond only two people per *wish*.

Material Components: A piece of eggshell from two different species of creatures.

SCRYING

Divination

Level: Brd 3, Clr 5, Drd 4, Sor/Wiz 4

Components: V, S, M/DF, F

Casting Time: 1 hour

Range: See text

Effect: Magical sensor

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

You can see and hear some creature, who may be at any distance.

You must succeed at a Scry check to do so.

The difficulty of the task depends on how well you know the subject and what sort of physical connection (if any) you have to that creature.

Furthermore, if the subject is on another plane, you get a -5 penalty on the Scry check.

Knowledge	DC
None*	20
Secondhand (you have heard of the subject)	15
Firsthand (you have met the subject)	10
Familiar (you know the subject well)	5

*You must have some sort of connection to a creature you have no knowledge of.

Connection	Scry Check Bonus
Likeness or picture	+5
Possession or garment	+8
Body part, lock of hair, nail clippings, etc.	+10

This spell creates a magical sensor located near the subject. Any creature with Intelligence 12 or higher can notice the sensor by making a Scry check (or an Intelligence check) against DC 20.

You may cast the following spells through a *scrying* spell: *comprehend languages*, *read magic*, *tongues*, and *darkvision*.

The following spells have a 5% chance per caster level of operating correctly: *detect magic*, *detect chaos*, *detect evil*, *detect good*, *detect law*, and *message*.

Arcane Material Components: The eye of a hawk, an eagle, or even a roc, and nitric acid, copper, and zinc.

Wizard, Sorcerer, or Bard Focus: A mirror of finely wrought and highly polished silver costing not less than 1,000 gp. The mirror must be at least 2 feet by 4 feet.

Cleric Focus: A holy water font costing not less than 100 gp.

Druid Focus: A natural pool of water.

SEE INVISIBILITY

Divination

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: Cone

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You see any objects or beings that are invisible, as well as any that are astral or ethereal, as if they were normally visible.

The spell does not reveal the method used to obtain invisibility, though an astral traveler is easy to identify if he has a silver cord.

It does not reveal illusions or enable you to see through opaque objects.

It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

Material Components: A pinch of talc and a small sprinkling of powdered silver.

SPEAK WITH ANIMALS

Divination

Level: Clr 2, Drd 2, Rgr 1

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level

You can comprehend and communicate with animals.

You are able to ask questions of and receive answers from animals, although the spell doesn't make animals any more friendly or cooperative than normal.

Furthermore, wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments.

If the animal is friendly, it may do some favor or service for you (as determined by the DM).

Note: This spell does not work on beasts, magical beasts, or vermin.

SPEAK WITH PLANTS

Divination

Level: Clr 3, Drd 3, Rgr 2

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level

You can comprehend and communicate with plants, including normal plants and plant creatures.

You are able to ask questions of and receive answers from plants.

A regular plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity.

The spell doesn't make plant creatures any more friendly or cooperative than normal.

Furthermore, wary and cunning plant creatures are likely to be terse and evasive, while the more stupid ones may make inane comments.

If the plant creature is friendly, it may do some favor or service for you (as determined by the DM).

STATUS

Divination

Level: Clr 4

Components: V, S

Casting Time: 1 action

Range: Touch

Targets: One creature touched/three levels

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

When a cleric needs to keep track of comrades who may get separated, *status* allows him to mentally monitor their relative positions and general condition.

The cleric is aware of direction and distance to the creatures and their status: unharmed, wounded, disabled, staggered, unconscious, dying, dead, etc.

Once the spell has been cast upon the subjects, the distance between them and the caster does not affect the spell as long as they are on the same plane of existence.

If they leave it, the spell ceases to function for them.

STONE TELL

Divination

Level: Drd 6

Components: V, S, DF

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: 1 minute/level

You gain the ability to speak with stones, which relate to you who or what has touched them as well as revealing what is covered or concealed behind or under them. The stones relate complete descriptions if asked. Note that a stone's perspective, perception, and knowledge may prevent the stone from providing the details you are looking for (as determined by the DM). You can speak with natural or worked stone.

TONGUES

Divination

Level: Brd 2, Clr 4, Sor/Wiz 3

Components: V, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. Naturally, the subject can speak only one language at a time, although she may be able to understand several languages.

Tongues does not enable the subject to speak with creatures who don't speak.

The subject can make herself understood as far as her voice carries.

This spell does not predispose any creature addressed toward the subject in any way.

Arcane Material Component: A small clay model of a ziggurat, which shatters when the verbal component is pronounced.

TRUE SEEING

Divination

Level: Clr 5, Drd 7, Knowledge 5, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You confer on the subject the ability to see all things as they actually are.

The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under *blur* or *displacement* effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things.

Further, the subject can focus her vision to see into the Ethereal Plane (but not into extradimensional spaces).

The range of *true seeing* conferred is 120 feet.

True seeing, however, does not penetrate solid objects.

It in no way confers X-ray vision or its equivalent.

It does not cancel concealment, including that caused by fog and the like.

True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means.

In addition, the spell effects cannot be further enhanced with known magic, so one cannot use *true seeing* through a crystal ball or in conjunction with *clairaudience*/*clairvoyance*. Additionally, the divine version of this spell allows the subject to see auras, noting alignments of creatures at a glance.

Material Component: An ointment for the eyes that costs 250 gp and is made from very rare mushroom powder, saffron, and fat.

TRUE STRIKE

Divination

Level: Sor/Wiz 1

Components: V, F

Casting Time: 1 action

Range: Personal

Target: You

Duration: See text

You gain temporary, intuitive insight into the immediate future during your next attack.

Your next single attack roll (if it is made before the end of the next round) gains a +20 insight bonus.

Additionally, you are not affected by the miss chance that applies to attacks against a concealed target.

Focus: A small wooden replica of an archery target.

VISION

Divination

Level: Sor/Wiz 7

Components: V, S, M, XP

Casting Time: 1 action

As *legend lore*, except *vision* works more quickly but produces some strain on you.

You pose a question about some person, place, or object, then cast the spell.

If the person or object is at hand or if you are in the place in question, you receive a vision about it with a successful Scry check (DC 10).

If only detailed information on the person, place, or object is known, the DC is 15, and the information gained is incomplete.

If only rumors are known, the DC is 20, and the information gained is vague.

XP Cost: 100 XP.

ENCHANTMENT

AID

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 2, Good 2, Luck 2

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes (harmless)

Aid is almost like a *bless* and a proactive *cure light wounds* spell rolled into one.

The subject is encouraged just as with *bleed* (+1 morale bonus to attack rolls and saves against fear effects), plus it gains 1d8 temporary hit points (see page 129).

ANIMAL FRIENDSHIP

Enchantment (Charm) [Mind-Affecting]

Level: Drd 1, Rgr 1

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One animal

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You win the loyalty of an animal, provided that your heart is true.

The spell functions only if you actually wish to be the animal's friend.

If you are not willing to treat the animal as a friend (for example, you intend to eat it, or to use it to set off traps), the spell fails.

An animal's loyalty, once gained, is natural (not magical) and lasting.

You can teach the befriended animal three specific tricks or tasks for each point of Intelligence it possesses.

Typical tasks include attacking, coming when called, guarding a place, and protecting a character.

They cannot be complex (complex tricks, such as accepting a rider, require the Handle Animal skill; see page 68).

At any one time, you can have only a certain number of animals befriended to you.

At most, you can have animal friends whose Hit Dice total no more than twice your caster level (though the demands of adventuring generally restrict a character to half that number).

For example, a 3rd-level druid could use this spell to win the friendship of an animal of 6 HD or less, but an adventuring druid would only be able to maintain an animal of 3 HD as a friend.

An adventuring 5th-level ranger would generally be able to maintain animal friends whose HD totaled 2 or less.

You may dismiss animal friends to enable you to befriend new ones.

Material Component: A piece of food the animal likes.

ANIMAL MESSENGER

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 2, Drd 2, Rgr 2

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One Tiny animal

Duration: 1 day/level

Saving Throw: None

Spell Resistance: Yes

You compel a Tiny animal to go to a spot you designate.

The most common use for this spell is to get the animal to carry a message to your allies.

The animal cannot be one tamed or trained by someone else.

Using some type of food desirable to the animal as a lure, you call the animal to you.

It advances and awaits your bidding.

You can mentally impress on the animal a certain place well known to you or an obvious landmark (such as the peak of a distant mountain or mouth of a nearby river).

The directions must be simple, because the animal depends on your knowledge and can't find a destination on its own.

You can attach some small item or note to the messenger.

The animal then goes to the designated location and waits there until the duration of the spell expires, whereupon it resumes its normal activities.

During this period of waiting, the messenger allows others to approach it and remove any scroll or token it carries.

Note that unless the intended recipient of a message is expecting a messenger in the form of a bird or other small animal, the carrier may be ignored.

The intended recipient of a message gains no special ability to communicate with the animal or read any attached message (if it's in a language she doesn't know, for example).

Material Component: A morsel of food the animal likes.

ANIMAL TRANCE

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Brd 2, Drd 2

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Animals, beasts, or magical beasts of Intelligence 1 or 2

Duration: Concentration

Saving Throw: Will negates (see text)

Spell Resistance: Yes

Your swaying motions and music (or singing, or chanting) compel animals, beasts, and magical beasts to do nothing but watch you.

Only creatures with Intelligence scores of 1 or 2 can be affected by this spell.

Roll 2d6 to determine the total number of HD that you entrance.

The closest targets are selected first until no more targets within range can be affected.

For example, if Vadiana affects 7 HD worth of animals and there are several 2-HD wolves within close range, only the three closest wolves are affected.

Animals trained to attack or guard, beasts, and magical beasts are allowed saving throws; animals not trained to attack or guard are not.

An entranced creature can be struck (with a +2 bonus to the attack roll, as if it were stunned), but it then recovers from the compulsion and is no longer affected by the spell.

ANTIPATHY

Enchantment (Compulsion) [Mind-Affecting]

Level: Drd 9, Sor/Wiz 8

Components: V, S, M/DF

Casting Time: 1 hour

Range: Close (25 ft. + 5 ft./2 levels)

Target: One location (up to a 10-ft. cube/level) or one object

Duration: 2 hours/level

Saving Throw: Will partial

Spell Resistance: Yes

You cause an object or location to emanate magical vibrations that repel either a specific type of intelligent creature or creatures of a particular alignment, as defined by you.

The particular type of creature to be affected must be named specifically—for example, red dragons, hill giants, wererats, lammasu, cloaklers, or vampires. Larger groups, such as “goblinoids”, are not specific enough. Likewise, the specific alignment must be named—for example, chaotic evil, chaotic good, lawful neutral, or true neutral.

Creatures of the designated type or alignment feel an overpowering urge to leave the area or to avoid the affected item.

A compulsion forces them to abandon the area or item, shunning it and never willingly returning to it while the spell is in effect.

A creature who makes a successful saving throw can stay in the area or touch the item, but feels very uncomfortable doing so.

This distracting discomfort reduces the creature’s Dexterity score by 4 points.

Antipathy counters and dispels *sympathy*.

This spell cannot be cast upon living creatures.

Arcane Material Component: A lump of alum soaked in vinegar.

BANE

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 1

Components: V, S, DF

Casting Time: 1 action

Range: 50 ft.

Area: All enemies within 50 ft.

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

Bane fills your enemies with fear and doubt.

They suffer a –1 morale penalty on their attack rolls and a –1 morale penalty on saving throws against fear effects.

Bane counters and dispels *bless*.

BINDING

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: One minute

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: See text (D)

Saving Throw: Will negates (see text)

Spell Resistance: Yes

A *binding* spell creates a magical restraint to hold a creature. The target only gets an initial saving throw if its HD is equal to at least half your caster level.

You may have up to six assistants help you with the spell.

For each assistant who casts *suggestion*, your caster level for this casting of the spell increases by +1.

For each assistant who casts *dominate animal*, *dominate person*, or *dominate monster*, your effective level increases by a number equal to one-third that assistant’s level (provided the target is appropriate for the spell).

Since the assistants’ spells are cast simply to improve the caster level of the caster of the binding spell, saving throws and spell resistance against them are irrelevant.

Your caster level determines whether the target gets an initial Will saving throw and how long the *binding* lasts.

All *binding* durations are dismissible.

Regardless of the version of *binding* you cast, you can specify triggering conditions that end the spell and release the creature whenever they occur.

These can be as simple or elaborate as you desire (but the DM must agree that the condition is reasonable and has a likelihood of coming to pass).

The conditions can be based on a creature’s name, identity, or alignment but otherwise must be based on observable actions or qualities.

Intangibles such as level, class, HD, or hit points don’t qualify.

For example, a *bound* creature can be released when a lawful good creature approaches, but not when a paladin approaches.

Once the spell is cast, its triggering conditions cannot be changed.

Setting a release condition increases the save DC (assuming a saving throw is allowed) by +2.

The *binding* spell has six versions.

Choose one of the following versions when you cast the spell.

Chaining: The subject is confined by restraints that generate an *antipathy* spell affecting all creatures who approach the subject, except you.

Duration is one year per caster level.

The subject of this form of *binding* is confined to the spot it occupied when it received the spell.

Slumber: Brings a comatose sleep upon the subject for up to one year per caster level.

The subject does not need to eat or drink while *slumbering*, nor does it age.

This form of *binding* is more difficult to cast than *chaining*, making it slightly easier to resist.

Reduce the spell’s save DC by 1.

Bound Slumber: A combination of *chaining* and *slumber* that lasts for up to one month per caster level.

Reduce save DC by 2.

Hedged Prison: The subject is transported to or otherwise brought within a confined area (such as a labyrinth) from which it cannot wander by any means.

The spell is permanent.

Reduce save DC by 3.

Metamorphosis: The subject assumes gaseous form, except for its head or face.

It is held harmless in a jar or other container, which may be transparent (your choice).

The creature remains aware of its surroundings and can speak, but cannot leave the container, attack, or use any of its powers or abilities.

The *binding* is permanent.

The subject does not need to breathe, eat, or drink while *metamorphosed*, nor does it age.

Reduce save DC by 4.

Minimus Containment: The subject is shrunk to a height of 1 inch or even less and held within some gem or similar object or jar.

The *binding* is permanent.

The subject does not need to breathe, eat, or drink while *contained*, nor does it age.

Reduce save DC by 4.

In the case of the first three versions of *binding* (those with limited durations), you may cast additional *binding* spells to prolong the effect (the durations overlap).

If you do so, the target gets a saving throw at the end of the first spell's duration (even if your caster level was high enough to disallow an initial saving throw).

If the creature succeeds at this save, all the *binding* spells it has received are broken.

Components: The components for a *binding* spell vary according to the version of the spell, but they include a continuous chanting utterance read from the scroll or book page giving the spell, somatic gestures, and materials appropriate to the form of *binding*.

These include such items as miniature chains of special metals (silver for lycanthropes, etc.), soporific herbs of the rarest sort (for *slumber* bindings), a bell jar of the finest crystal, and so on.

In addition to the specially made props suited to the specific type of *binding* (cost 500 gp), the spell requires opals worth at least 500 gp for each HD of the target and a vellum depiction or carved statuette of the subject to be captured.

BLESS

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 1, Pal 1

Components: V, S, DF

Casting Time: 1 action

Range: 50 ft.

Area: All allies within 50 ft.

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes (harmless)

Bless fills your allies with courage.

They gain a morale bonus of +1 on their attack rolls and a morale bonus of +1 on saving throws against fear effects.

Bless counters and dispels *bane*.

CALM ANIMALS

Enchantment (Compulsion) [Mind-Affecting]

Level: Animal 1, Drd 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Animals, beasts, or magical beasts with Intelligence 1 or 2 within 30 ft. of each other

Duration: 1 minute/level

Saving Throw: Will negates (see text)

Spell Resistance: Yes

This spell soothes and quiets animals, beasts, and magical beasts, rendering them docile and harmless.

Only creatures with Intelligence scores of 1 or 2 can be affected by this spell.

All the subjects must be of the same species and within a 30-foot sphere.

Roll 2d4 + caster level to determine the total number of HD affected.

Animals trained to attack or guard, dire animals, beasts, and magical beasts are allowed saving throws.

Animals not trained to attack or guard are not.

(A druid could calm a normal bear or wolf with little trouble, but it's more difficult to affect a winter wolf, a bulette, or a trained guard dog).

The affected creatures remain where they are and do not attack or flee.

They are not helpless and defend themselves normally if attacked.

Any threat (fire, a hungry predator, an imminent attack) breaks the spell on the threatened creatures.

CALM EMOTIONS

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 2, Law 2

Components: V, S, DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Targets: 1d6 creatures/level, all of whom must be within 30 ft. of each other

Duration: Concentration, up to 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

This spell calms agitated creatures.

You have no control over the affected creatures, but this spell can stop raging creatures from fighting or joyous ones from reveling.

Creatures so affected cannot take violent actions (although they can defend themselves) or do anything destructive, except to protect themselves.

Any aggressive action or life-threatening damage against calmed creatures immediately breaks the spell on the threatened creatures.

This spell automatically suppresses (but does not dispel) mind-affecting spells such as *bless*, *confusion*, *emotion*, and *fear*, as well as negating a bard's ability to inspire courage or a barbarian's rage.

While the *calm emotions* spell lasts, a suppressed spell has no effect.

When the *calm emotions* spell ends, the original spell takes hold of the creature again, provided its duration has not expired in the meantime.

CHARM MONSTER

Enchantment (Charm) [Mind-Affecting]

Level: Brd 3, Sor/Wiz 4

Target: One living creature

Duration: 1 day/level

As *charm person*, except that the spell is not restricted by creature type or size.

CHARM PERSON OR ANIMAL

Enchantment (Charm) [Mind-Affecting]

Level: Drd 2

Target: One person or animal

As *charm person*, except that it can also affect an animal.

When in doubt about whether something is an "animal" as defined by the spell, check the *Monster Manual*.

CHARM PERSON

Enchantment (Charm) [Mind-Affecting]

Level: Brd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One person

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

This charm makes a humanoid of Medium-size or smaller regard you as his trusted friend and ally.

If the creature is currently being threatened or attacked by you or your allies, however, he receives a +5 bonus on his saving throw.

The spell does not enable you to control the *charmed* person as if he were an automaton, but he perceives your words and actions in the most favorable way.

You can try to give the subject orders, but you must win an opposed Charisma check to convince him to do anything he wouldn't ordinarily do.

(Retries not allowed).

A *charmed* person never obeys suicidal or obviously harmful orders, but he might believe you if you assured him that the only chance to save your life is for him to hold back an onrushing red dragon for "just a few seconds".

Any act by you or your apparent allies that threatens the *charmed* person breaks the spell.

Note also that you must speak the person's language to communicate your commands, or else be good at pantomiming.

COMMAND PLANTS

Enchantment (Charm) [Mind-Affecting]

Level: Drd 8, Plant 8

Components: V

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Plants and plant creatures (see text)

Duration: 1 day/level or 1 hour/level (see text)

Saving Throw: See text

Spell Resistance: See text

The spell has three versions: Plants, fungi, plant creatures, and fungus creatures do your bidding.

Charm: Against plant creatures and fungus creatures, *command plants* functions as a *mass charm* spell.

You can command a number of plant creatures whose combined level or HD do not exceed three times your level (or at least one creature regardless of HD).

No two affected creatures can be more than 30 feet from each other, and each is allowed a Will saving throw to negate the effect.

Spell resistance applies.

The effect lasts one day per caster level.

This is a *charm* effect.

Animate: The spell imbues trees or other large, inanimate vegetable life with mobility.

The animated plants then attack whomever or whatever you first designate.

Animated plants gain humanlike senses.

The plants' AC, speed, attacks, and special abilities vary with their size and form, as described for animated objects in the *Monster Manual*.

You can animate two trees, four shrubs, or eight vines.

All plants to be affected must be within 60 feet of each other.

You can animate different types of plants if desired (for example, one tree and four vines or a tree and two shrubs). Creatures who have the plants in their possession can prevent the effect with Will saves or spell resistance. The effect lasts 1 hour per caster level.

Entangle: You imbue all plants within range with semimobility, which allows them to entwine around creatures in the area.

This duplicates the effect of an *entangle* spell.

Spell resistance does not keep creatures from being entangled.

The effect lasts 1 hour per caster level.

COMMAND

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Clr 1

Components: V

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

You give the subject a one-word command, which she obeys to the best of her ability.

A very reasonable command causes the subject to suffer a penalty on the saving throw (from -1 to -4, at the DM's discretion).

Typical commands are "Flee", "Die" (which causes the subject to feign death), "Halt", "Run", "Stop", "Fall", "Go", "Sleep", "Surrender", and "Rest".

(A command of "Suicide" fails because "suicide" is generally used as a noun, not as a command).

CONFUSION

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 3, Sor/Wiz 4, Trickery 4

Components: V, S, M/DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Targets: All creatures in a 15-ft. radius

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Creatures affected by this spell behave randomly, as indicated on the following table:

1d10	Behavior
1	Wander away for 1 minute (unless prevented)
2-6	Do nothing for 1 round
7-9	Attack nearest creature for 1 round
10	Act normally for 1 round

Except on a result of 1, roll again each round to see what the subject does that round.
Wandering creatures leave the scene as if disinterested.
Attackers are not at any special advantage when attacking them.
Behavior is checked at the beginning of each creature's turn.
Any *confused* creature who is attacked automatically attacks its attackers on its next turn.
Arcane Material Component: A set of three nut shells.

DAZE

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 0, Sor/Wiz 0

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One person

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

This enchantment clouds the mind of a humanoid of Medium-size or smaller so that he takes no actions. Humanoids of 5 or more HD are not affected. The dazed subject is not stunned (so attackers get no special advantage against him), but he can't move, cast spells, use mental abilities, etc.

Material Component: A pinch of wool or similar substance.

DEMAND

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 8

Saving Throw: Will partial

Spell Resistance: Yes

As *sending*, but the message can also contain a suggestion (see the *suggestion* spell), which the subject does her best to carry out.

A successful Will save negates the *suggestion* effect but not the contact itself.

The demand, if received, is understood even if the creature's Intelligence score is as low as 1.

If the message is impossible or meaningless according to the circumstances that exist for the subject at the time the demand comes, the message is understood but the suggestion is ineffective.

The demand's message to the creature must be twenty-five words or less, including the suggestion.

The creature can also give a short reply immediately.

Material Component: A short piece of copper wire and some small part of the subject—a hair, a bit of nail, etc.

DOMINATE ANIMAL

Enchantment (Compulsion) [Mind-Affecting]

Level: Animal 3, Drd 3

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One animal

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You can enchant an animal and direct it with simple commands such as "Attack", "Run", and "Fetch".

Suicidal or self-destructive commands (including an order to attack a creature two or more size categories larger than the *dominated* animal) are simply ignored.

Dominate animal establishes a mental link between you and the subject animal.

The animal can be directed by silent mental command as long as it remains in range.

You need not see the animal to control it.

You do not receive direct sensory input from the animal, but you know what it is experiencing.

Because you are directing the animal with your own intelligence, it may be able to undertake actions normally beyond its own comprehension, such as manipulating objects with its paws and mouth.

You need not concentrate exclusively on controlling the animal unless you are trying to direct it to do something it normally couldn't do.

DOMINATE MONSTER

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 9

Target: One creature

As *dominate person*, except that the spell is not restricted by creature type or size.

DOMINATE PERSON

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 4, Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One humanoid of Medium-size or smaller

Duration: 1 day/level

Saving Throw: Will negates

Spell Resistance: Yes

You can control the actions of any humanoid that is Medium-size or smaller.

You establish a telepathic link with the subject's mind.

If a common language is shared, you can generally force the subject to perform as you desire, within the limits of his abilities.

If no common language is shared, you can communicate only basic commands, such as "Come here", "Go there", "Fight", and "Stand still".

You know what the subject is experiencing, but you do not receive direct sensory input from him.

Subjects resist this control, and those forced to take actions against their nature receive a new saving throw with a bonus of +1 to +4, depending on the type of action required. Obviously self-destructive orders are not carried out.

Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane.

You need not see the subject to control it.

Protection from evil or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so warded, but it does not prevent the establishment of domination or dispel it.

DOOM

Enchantment (Compulsion) [Fear, Mind-Affecting]

Level: Clr 1

Components: V, S, DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

This curse fills a single subject with a feeling of horrible dread and causes her to weaken and lose confidence.

The subject is shaken, suffering a -2 morale penalty to attack rolls, checks, and saving throws.

EMOTION

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 3, Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Targets: All living creatures within a 15-ft. radius

Duration: Concentration

Saving Throw: Will negates

Spell Resistance: Yes

This spell arouses a single emotion of your choice in the subjects.

You can choose any one of the following versions:

Despair: The enchanted creatures suffer a -2 morale penalty to saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

Emotion (despair) dispels *emotion (hope)*.

Fear: The enchanted creatures flee from you whenever they are in sight of you.

Emotion (fear) dispels *emotion (rage)*.

Friendship: The enchanted creatures react more positively toward others.

Their attitude on the Influencing NPC Attitude Table (see NPC Attitudes in the *DUNGEON MASTER's Guide*) shifts to the next more favorable reaction (hostile to unfriendly, unfriendly to indifferent, indifferent to friendly, or friendly to helpful).

Creatures involved in combat, however, continue to fight back normally.

Emotion (friendship) dispels *emotion (hate)*.

Hate: The enchanted creatures react more negatively toward others.

Their attitude on the Influencing NPC Attitude Table (see NPC Attitudes in the *DUNGEON MASTER's Guide*) shifts to the next less favorable reaction (helpful to friendly, friendly to indifferent, indifferent to unfriendly, or unfriendly to hostile).

Emotion (hate) dispels *emotion (friendship)*.

Hope: The enchanted creatures gain a +2 morale bonus to saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

Emotion (hope) dispels *emotion (despair)*.

Rage: The enchanted creatures gain a +2 morale bonus to Strength and Constitution scores, a +1 morale bonus on Will saves, and a -1 penalty to AC.

They are compelled to fight heedless of danger.

Emotion (rage) does not stack with barbarian rage or with itself.

Emotion (rage) dispels *emotion (fear)*.

ENTHRALL

Enchantment (Charm) [Language-Dependent, Mind-Affecting, Sonic]

Level: Brd 2, Clr 2

Components: V, S

Casting Time: 1 full round

Range: Medium (100 ft. + 10 ft./level)

Targets: Any number of creatures

Duration: Up to 1 hour

Saving Throw: Will negates (see text)

Spell Resistance: Yes

If you have the attention of a group of creatures, you can use this spell to hold them spellbound.

To cast the spell, you must speak or sing without interruption for 1 full round.

Thereafter, those affected give you their undivided attention, ignoring their surroundings.

They are considered to have an attitude of friendly while under the effect of the spell (see the *DUNGEON MASTER's Guide* for information about attitudes).

Those of a race or religion unfriendly to yours have a +4 bonus to the saving throw.

Creatures with 4 or more HD or with Wisdom scores of 16 or higher remain aware of their surroundings and have an attitude of indifferent.

They gain new saving throws if they witness actions that they oppose.

The enchantment lasts as long as you speak or sing, to a maximum of 1 hour.

Those *enthralled* by your words take no action while you speak or sing, and for 1d3 rounds thereafter while they discuss the topic or performance.

Those entering the area during the performance must also successfully save or become *enthralled*.

The speech ends (but the 1d3-round delay still applies) if you lose concentration or do anything other than speaking or singing.

If those not *enthralled* have unfriendly or hostile attitudes toward you, they can collectively make a Charisma check to try to end the spell by jeering and heckling.

This check is based on the character with the highest Charisma and has a +2 bonus for each other jeerer who can make a Charisma check of 10 or higher.

The heckling ends the spell if it beats your opposed Charisma check.

Only one such challenge is allowed per use of the spell.

If any member of the audience is attacked (or subjected to an overtly hostile act), the spell ends and the audience becomes immediately unfriendly toward you (or hostile, for audience members with 4 or more HD and Wisdom 16 or higher).

FEEBLEMIND

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (see text)

Spell Resistance: Yes

The subject's Intelligence score drops to 1: roughly the intellect of a lizard.

The creature is unable to cast spells, use Intelligence-based skills, or communicate coherently.

Still, the creature knows who its friends are and can follow them and even protect them.

The creature remains in this state until a *heal*, *limited wish*, *miracle*, or *wish* spell is used to cancel the effects.

Creatures who can cast arcane spells, such as sorcerers and wizards, or use arcane spell-like effects suffer a -4 penalty on their saving throws.

Material Component: A handful of clay, crystal, glass, or mineral spheres.

GEAS/QUEST

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Brd 6, Clr 6, Sor/Wiz 6

Target: One living creature

Saving Throw: None

As *lesser geas*, except that *geas/quest* affects a creature of any HD and allows no saving throw.

Instead of suffering penalties to abilities, the subject takes 3d6 points of damage each day he does not attempt to follow the *geas/quest*.

Additionally, each day he must make a Fortitude saving throw or sicken.

A sickened creature moves at half his normal speed and suffers -4 penalties on both Strength and Dexterity.

He heals damage at one-tenth his normal rate and cannot benefit from any magical healing effects.

A sickened creature must make a Fortitude save each day or become crippled.

Once crippled, the subject is effectively disabled (as if he had 0 hit points) and can't choose to take strenuous actions. These effects end one day after the creature attempts to resume the *geas/quest*.

Remove curse ends the *geas/quest* only if its caster level is at least two higher than your caster level.

Break enchantment does not end the *geas/quest*, although *limited wish*, *miracle*, and *wish* do.

Bards, sorcerers, and wizards usually refer to this spell as *geas*, while clerics call the same spell *quest*.

GREATER COMMAND

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Clr 5

Targets: One creature/level, no two of which can be more than 30 ft. apart

Duration: 1 round/level

As *command*, except that up to one creature per level may be affected.

At the start of each commanded creature's action after the first, it gets another Will save to attempt to break free from the spell.

HOLD ANIMAL

Enchantment (Compulsion) [Mind-Affecting]

Level: Animal 2, Drd 2, Rgr 2

Components: V, S

Target: One animal

As *hold person*, except the spell affects an animal instead.

Hold animal does not work on beasts, magical beasts, or vermin.

When in doubt about whether something is an "animal" as defined by the spell, check the *Monster Manual*.

HOLD MONSTER

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 4, Law 6, Sor/Wiz 5

Components: V, S, M/DF

Target: One living creature

As *hold person*, except this spell holds any living creature that fails its Will save.

Arcane Material Component: One hard metal bar or rod, which can be as small as a three-penny nail.

HOLD PERSON

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Clr 2, Sor/Wiz 3

Components: V, S, F/DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One humanoid of Medium-size or smaller

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

The subject freezes in place, standing helpless.

He is aware and breathes normally but cannot take any physical actions, even speech.

He can, however, execute purely mental actions (such as casting a spell with no components).

A winged creature who is *held* cannot flap its wings and falls.

A swimmer can't swim and may drown.

Arcane Focus: A small, straight piece of iron.

HYPNOTISM

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Several living creatures, no two of which may be more than 30 ft. apart

Duration: 2d4 rounds (D)

Saving Throw: Will negates

Spell Resistance: Yes

Your gestures and droning incantation cause creatures nearby to stop and stare blankly at you, *hypnotized*.

You can use their rapt attention to make your suggestions and requests seem more plausible.

Roll 2d4 to see how many total HD you affect.

Creatures with fewer HD are affected before creatures with more HD.

Only creatures who can see or hear you are affected, but they do not need to understand the character to be *hypnotized*.

If you use this spell in combat, the targets gain a +2 bonus to their saving throws.

If the spell affects only a single creature not in combat at the time, the saving throw has a penalty of -2.

While *hypnotized*, a creature's Spot and Listen checks suffer a -4 penalty.

Any potential threat (such as an armed party member moving behind the *hypnotized* creature) allows the creature a second saving throw.

Any obvious threat, such as casting a spell, drawing a sword, or aiming an arrow, automatically breaks the *hypnotism*, as does shaking or slapping the creature.

A *hypnotized* creature's ally may shake it free of the spell as a standard action.

While the subject is *hypnotized*, you can make a suggestion or request (provided you can communicate with it).

The suggestion must be brief and reasonable.

An affected creature reacts as though it were two steps more friendly in attitude.

(The DUNGEON MASTER's Guide has rules for creatures' attitudes).

Even once the spell ends, it retains its new attitude toward you, but only with respect to that particular suggestion.

A creature who fails its saving throw does not remember that you enspelled it.

INSANITY

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

The enchanted creature suffers from a continuous *confusion* effect.

Remove curse does not remove *insanity*.

Greater restoration, *limited wish*, *miracle*, or *wish* can restore the creature.

LESSER GEAS

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Brd 3, Sor/Wiz 4

Components: V

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature of up to 7 HD

Duration: 1 day/level or until discharged (D)

Saving Throw: Will negates

Spell Resistance: Yes

A *lesser geas* places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by you.

The creature must have 7 or fewer HD and be able to understand you.

While a *geas* cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity.

The *geased* creature must follow the given instructions until the *geas* is completed, no matter how long it takes.

If the instructions involve some open-ended task that the recipient cannot complete through his own actions (such as "Wait here" or "Defend this area against attack"), the spell remains in effect for a maximum of one day per caster level.

Note that a clever recipient can subvert some instructions. For example, if you order the recipient to protect you from all harm, it might place you in a nice, safe dungeon for the duration of the spell.

If the subject is prevented from obeying the *lesser geas* for a whole day, he suffers a -2 penalty on each ability score.

Each day, another -2 penalty accumulates, up to a total of -8.

Abilities are not reduced below 1.

The ability penalties end one day after the character resumes obeying the *lesser geas*.

A *lesser geas* (and all ability penalties) can be ended by *break enchantment*, *limited wish*, *remove curse*, *miracle*, or *wish*.

Dispel magic does not affect a *lesser geas*.

MASS CHARM

Enchantment (Charm) [Mind-Affecting]

Level: Sor/Wiz 8

Components: V

Targets: One or more creatures, no two of which can be more than 30 ft. apart

Duration: 1 day/level

As *charm person*, except the spell affects a number of creatures (persons or not) whose combined HD do not exceed twice your level (or at least one creature regardless of HD).

If there are more potential targets than you can affect, you choose them one at a time until you choose a creature with too many HD.

MASS SUGGESTION

Enchantment (Compulsion) [Mind-Affecting, Language-Dependent]

Level: Brd 6, Sor/Wiz 6

Range: Medium (100 ft. + 10 ft./level)

Targets: One creature/level, no two of which can be more than 30 ft. apart

As *suggestion*, except that it can affect more creatures.

The same suggestion applies to all these creatures.

MIND FOG

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Fog that spreads to fill a 20-ft. cube

Duration: 30 minutes/+2d6 rounds (see text)

Saving Throw: Will negates

Spell Resistance: Yes

Mind fog produces a bank of fog that weakens the mental resistance of those caught in it.

Creatures in the *mind fog* suffer a -10 competence penalty to all Wisdom checks and Will saves. (A creature who successfully saves against the fog is not affected and need not make further saves even if it remains in the fog).

Affected creatures suffer the penalty as long as they remain in the fog and for 2d6 rounds thereafter.

The fog itself is stationary and lasts for 30 minutes (or until dispersed by wind).

The fog is thin and does not significantly hamper vision.

MODIFY MEMORY

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 4

Components: V, S

Casting Time: 1 action (see text)

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

You reach into the subject's mind and modify up to 5 minutes of her memory in one of the following ways:

- Eliminate all memory of an event the subject actually experienced.

This spell cannot negate *charm*, *suggestion*, *geas*, *quest*, or similar spells.

- Allow the subject to recall with perfect clarity an event she actually experienced.

For instance, she could recall every word from a 5-minute conversation or every detail from a passage in a book.

- Change the details of an event the subject actually experienced.

- Implant a memory of an event the subject never experienced.

Casting the spell takes 1 action.

If the subject fails to save, you proceed with the spell by spending up to 5 minutes (a period of time equal to the amount of memory time you want to modify) visualizing the memory you wish to modify in the subject.

If your concentration is disturbed before the visualization is complete, or if the subject is ever beyond the spell's range during this time, the spell is lost.

A modified memory does not necessarily affect the subject's actions, particularly if it contradicts her natural inclinations.

An illogical modified memory, such as the subject recalling how much she enjoyed drinking poison, is dismissed by the subject as a bad dream or a memory muddled by too much wine.

More useful applications of *modify memory* include implanting memories of friendly encounters with you (inclining the subject to act favorably toward you), changing the details of orders given to the subject by a superior, or causing the subject to forget that she ever saw you or your party.

The DM reserves the right to decide whether a modified memory is too nonsensical to significantly affect the subject.

OTTO'S IRRESISTIBLE DANCE

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 8

Components: V

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 1d4+1 rounds

Saving Throw: None

Spell Resistance: Yes

The subject feels an undeniable urge to dance and begins doing so, complete with foot shuffling and tapping. The dance makes it impossible for the subject to do anything other than caper and prance, worsens the Armor Class of the creature by -4, makes Reflex saves impossible except on a roll of 20, and makes it impossible to use a shield.

RANDOM ACTION

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 1

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

The enchanted creature is compelled to act randomly for 1 round.

Rather than deciding its action for itself, the subject of the spell takes an action determined randomly on the following table:

1d8	Action
1	Attack self (succeed on any attack roll other than a natural 1).
2	Attack nearest being (for this purpose, a familiar counts as part of the subject's "self").
3	Flee away from caster at top possible speed.
4	Drop anything held.
5	Stand motionless (as if stunned).
6	Do nothing but defend (total defense).
7	Speak (in the subject's native tongue, usually regarding surface thoughts) or make noises (if not capable of speech).
8	Attack caster with melee or ranged weapons (or close with caster if attacking is not possible).

Nothing can affect this die roll in any way. It is always entirely random.

Note: Nonintelligent creatures are immune to mind-affecting spells.

SLEEP

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 1, Rgr 2, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: Several living creatures within a 15-ft.-radius burst

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

A *sleep* spell causes a comatose slumber to come upon one or more creatures.

Roll 2d4 to determine how many total HD of creatures can be affected.

Creatures with the fewest HD are affected first.

Among creatures with equal HD, those who are closest to the spell's point of origin are affected first.

No creature with 5 or more HD is affected, and HD that are not sufficient to affect a creature are wasted.

For example, Mialee casts *sleep* at three kobolds (1/2 HD), two gnolls (2 HD), and an ogre (4 HD).

The roll (2d4) result is 4.

All three kobolds and one gnoll are affected (1/2 + 1/2 + 1/2 + 2 = 3 1/2 HD).

The remaining 1/2 HD is not enough to affect the last gnoll or the ogre.

Mialee can't choose to have *sleep* affect the ogre or the two gnolls.

Sleeping creatures are helpless.

Slapping or wounding awakens affected creatures, but normal noise does not.

Awakening a creature is a standard action (an application of the aid another action).

Sleep does not target unconscious creatures, constructs, or undead creatures.

Note: Extra hit points are irrelevant for determining how many HD a creature has.

An ogre with 4d8+8 hit points still has only 4 HD and can be affected by the spell.

Arcane Material Component: A pinch of fine sand, rose petals, or a live cricket.

SUGGESTION

Enchantment (Compulsion) [Mind-Affecting, Language-Dependent]

Level: Brd 2, Sor/Wiz 3

Components: V, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 hour/level or until completed

Saving Throw: Will negates

Spell Resistance: Yes

You influence the actions of the enchanted creature by suggesting a course of activity (limited to a sentence or two).

The suggestion must be worded in such a manner as to make the activity sound reasonable.

Asking the creature to 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 is actually pure water and that a quick dip would be refreshing is another matter.

Urging a red dragon to stop attacking your 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 suggested course of activity can continue for the entire duration, such as in the case of the red dragon mentioned above.

If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what he was asked to do.

You can instead specify conditions that will trigger a special activity during the duration.

For example, you might suggest that a noble knight give her warhorse to the first beggar she meets.

If the condition is not met before the spell expires, the activity is not performed.

A very reasonable suggestion causes the save to be made with a penalty (such as -1, -2, etc.) at the discretion of the DM.

Material Components: A snake's tongue and either a bit of honeycomb or a drop of sweet oil.

SYMPATHY

Enchantment (Compulsion) [Mind-Affecting]

Level: Drd 9, Sor/Wiz 8

Components: V, S, M

Casting Time: 1 hour

Range: Close (25 ft. + 5 ft./2 levels)

Target: One location (up to a 10-ft. cube/level) or one object

Duration: 2 hours/level

Saving Throw: Will negates (see text)

Spell Resistance: Yes

You cause an object or location to emanate magical vibrations that attract either a specific type of intelligent creature or creatures of a particular alignment, as defined by you.

The particular type of creature to be affected must be named specifically—for example, red dragons, hill giants, wererats, lammasu, vampires, etc.

Larger groups, such as "goblinoids", are not specific enough. Likewise, the specific alignment must be named—for example, chaotic evil, chaotic good, lawful neutral, or true neutral.

Creatures of the type or alignment feel elated and pleased to be in the area or desire to touch or to possess the object. The compulsion to stay in the area or touch the object is overpowering.

If the save is successful, the creature is released from the enchantment, but a subsequent save must be made 1d6×10 minutes later.

If this save fails, the affected creature attempts to return to the area or object.

Sympathy counters and dispels *antipathy*.

Material Components: 1,500 gp worth of crushed pearls and a drop of honey.

TASHA'S HIDEOUS LAUGHTER

Enchantment (Compulsion)

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature (see text)

Duration: 1d3 rounds

Saving Throw: Will negates

Spell Resistance: Yes

This spell afflicts the subject with uncontrollable laughter.

It collapses into gales of manic laughter, falling prone.

The subject can take no actions while laughing.

After the spell ends, it can act normally.

Creatures with Intelligence scores of 2 or lower are not affected.

A creature whose type (such as humanoid or dragon) is different from the caster's receives a +4 bonus on its saving throw, because humor doesn't "translate" well.

Material Component: Tiny tarts that are thrown at the target and a feather that is waved in the air.

ZONE OF TRUTH

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 2

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 5-ft.-radius/level emanation

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

Creatures within the emanation area (or those who enter it) can't speak any deliberate and intentional lies.

Creatures are allowed a save to avoid the effects when the spell is cast or when they first enter the emanation area.

Affected creatures are aware of this enchantment.

Therefore, they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth.

Creatures who leave the area are free to speak as they choose.

EVOCATION

BIGBY'S CLENCHED FIST

Evocation

Level: Sor/Wiz 8, Strength 8

Components: V, S, F/DF

As *Bigby's interposing hand*, except it moves and attacks as directed by you.

(You direct it as a free action).

The floating hand can move up to 60 feet and can attack in the same round.

Since this hand is directed by you, its ability to notice or attack invisible or concealed creatures is no better than yours.

The hand attacks once per round, and its attack bonus equals your level + your Intelligence, Wisdom, or Charisma

modifier (for a wizard, cleric, or sorcerer, respectively), +11 for the hand's Strength score (33), -1 for being Large. The hand's damage is 1d8+12, and any creature struck must make a Fortitude save (against this spell's save DC) or be stunned for 1 round.

A stunned creature can't act and loses any Dexterity bonus to AC.

Attackers gain +2 bonuses to attack it.

Clerics who cast this spell name it for their deities—*Pelor's clenched fist*, for example.

Arcane Focus: A leather glove and a small device (similar to brass knuckles) consisting of four rings joined in a slightly curved line, which must be slipped onto the four fingers of the caster's dominant hand.

The device must be fashioned of an alloy of copper and zinc.

BIGBY'S CRUSHING HAND

Evocation

Level: Sor/Wiz 9, Strength 9

Components: V, S, M, F/DF

As *Bigby's interposing hand*, except the hand can interpose itself, push, or crush one opponent that you select.

The *crushing hand* can interpose itself as *Bigby's interposing hand* does, or it can bull rush an opponent as *Bigby's forceful hand* does, but at +18 on the Strength check.

The *crushing hand* can grapple an opponent as *Bigby's grasping hand* does, but with a +12 bonus for the hand's Strength score (35).

The hand deals 2d6+12 points of grapple damage (normal, not subdual).

Clerics who cast this spell name it for their deities—*St. Cuthbert's crushing hand*, for example.

Arcane Material Component: The shell of an egg.

Arcane Focus: A glove of snakeskin.

BIGBY'S FORCEFUL HAND

Evocation

Level: Sor/Wiz 6

Components: V, S, F

As *Bigby's interposing hand*, except the *forceful hand* pursues and pushes away the opponent that you designate.

Treat this as a bull rush with a +14 bonus on the Strength check (+8 for Strength 27, +4 for being Large, and +2 for charging bonus, which it always gets).

The hand always moves with the opponent to push him back the full distance allowed, and it has no speed limit.

A very strong creature could not push the hand out of its way (because the hand would instantly reposition itself between the creature and you), but it could push the hand up against you by successfully bull rushing the hand.

Focus: A sturdy glove made of leather or heavy cloth.

Bigby.

BIGBY'S GRASPING HAND

Evocation

Level: Sor/Wiz 7, Strength 7

Components: V, S, F/DF

As *Bigby's interposing hand*, except the hand can also grapple one opponent that you select.

The *grasping hand* gets one grappling attack per round.

Its attack bonus to make contact is your level + your Intelligence, Wisdom, or Charisma modifier (for wizards, clerics, and sorcerers, respectively), +10 for the hand's Strength score (31), -1 for being Large. Its grapple check is this same figure, except with +4 for being Large instead of -1. It holds but does not harm creatures it grapples. The *grasping hand* can also bull rush an opponent as *Bigby's forceful hand* does, but at +16 on the Strength check, or interpose itself as *Bigby's interposing hand* does. Clerics who cast this spell name it for their deities—Kord's *grasping hand*, for example. Arcane Focus: A leather glove. Bigby.

BIGBY'S INTERPOSING HAND

Evocation

Level: Sor/Wiz 5

Components: V, S, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: 10-ft. hand

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

Bigby's interposing hand creates a Large magic hand that appears between you and one opponent. This floating, disembodied hand then moves to remain between the two, regardless of where you move or how the opponent tries to get around it, providing nine-tenths cover (+10 AC) for you against that opponent. Nothing can fool the hand—it sticks with the selected opponent in spite of darkness, *invisibility*, polymorphing, or any other attempt to hide or disguise himself. The hand does not pursue an opponent, however. A *Bigby's hand* is 10 feet long and about that wide with its fingers outstretched. It has as many hit points as you when undamaged, and its AC is 20 (-1 size, +11 natural). It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it. The hand cannot push through a *wall of force* or enter an *antimagic field*. It suffers the full effects of a *prismatic wall* or *prismatic sphere*. The hand makes saving throws as its caster. *Disintegrate* or a successful *dispel magic* destroys the hand. Any creature weighing less than 2,000 pounds trying to push past the hand is slowed to half its normal speed. If the opponent weighs more than 2,000 pounds, the hand cannot reduce its speed but still affects the opponent's attacks. By concentrating (as a standard action), you can designate a new opponent for the hand. Focus: A soft glove.

BLADE BARRIER

Evocation

Level: Clr 6, Good 6, War 6

Components: V, S

Casting Time: 1 full round

Range: Medium (100 ft. + 10 ft./level)

Effect: Spinning disk of blades, up to 30-ft. radius

Duration: 10 minutes/level

Saving Throw: Reflex negates (see text)

Spell Resistance: Yes

This spell creates a spinning disk of razor-sharp blades. These whirl and flash around a central point, creating an immobile, circular barrier. Any creature passing through the *blade barrier* takes 1d6 points of slashing damage per caster level (maximum 20d6). The plane of rotation of the blades can be horizontal, vertical, or slanted. Creatures within the *blade barrier* when it is invoked take the damage as well. They can negate the damage with a successful Reflex saving throw, provided they can and do physically leave the area of the blades by the shortest possible route. Once the barrier is in place, anything entering or passing through the blades automatically takes damage. A *blade barrier* serves as one-half cover (+4 AC) for anyone beyond it.

BLASPHEMY

Evocation [Evil, Sonic]

Level: Clr 7, Evil 7

Components: V

Casting Time: 1 action

Range: 30 ft.

Area: Creatures in a 30-ft.-radius spread centered on you

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Uttering *blasphemy* creates two effects. If you are on your home plane, nonevil extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least one day. This effect takes place regardless of whether the creatures hear the *blasphemy*. Creatures native to your plane who hear the *blasphemy* and are not evil suffer the following ill effects:

HD	Effect
12 or more	Dazed
Less than 12	Weakened, dazed
Less than 8	Paralyzed, weakened, dazed
Less than 4	Killed

The effects are cumulative.

Dazed: The creature is dazed and can take no actions for 1 round (but defends itself normally).

Weakened: The creature's Strength score decreases by 2d6 points for 2d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes, unable to move or act in any way.

Killed: Living creatures die.

Undead creatures are destroyed.

CALL LIGHTNING

Evocation [Electricity]

Level: Drd 3

Components: V, S

Casting Time: 10 minutes, plus 1 action per bolt called

Range: Long (400 ft. + 40 ft./level)

Effect: See text

Duration: 10 minutes/level

Saving Throw: Reflex half

Spell Resistance: Yes

To cast *call lightning*, you must be in a stormy area—a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinn or air elemental of 7 HD or more).

You are then able to evoke bolts of lightning as long as you remain in the stormy area.

(The spell ends if you leave the stormy area).

You can call down one bolt every 10 minutes.

You need not call a bolt of lightning immediately—other actions, even spellcasting, can be performed.

However, you must use a standard action (concentrating on the spell) to call each bolt.

A bolt causes 1d10 points of electrical damage per caster level (maximum 10d10).

The bolt of lightning flashes down in a vertical stroke at whatever target point you choose, within range (measured from your position at the time).

The bolt takes the shortest possible unobstructed path between a nearby cloud and the target.

Any creature within a 10-foot radius of the path or the point where the lightning strikes is affected.

This spell can be used only outdoors.

It does not function indoors, underground, or underwater.

CHAIN LIGHTNING

Evocation [Electricity]

Level: Air 6, Sor/Wiz 6

Components: V, S, F

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Targets: One primary target plus one secondary target/level (each must be within 30 ft. of the primary target)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This spell creates an electrical discharge that begins as a single stroke commencing from your fingertips.

Unlike *lightning bolt*, *chain lightning* strikes one object or creature initially, then arcs to other targets.

The bolt deals 1d6 points of electricity damage per caster level (maximum 20d6) on the primary target.

After the bolt strikes, lightning can arc to as many secondary targets as you have levels.

The secondary bolts each strike one target and deal half as many dice of damage as the primary (rounded down).

For example, a 19th-level caster generates a primary bolt (19d6 points of damage) and up to nineteen secondary bolts (9d6 points of damage each).

All subjects can attempt Reflex saving throws for half damage.

You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once.

You can choose to affect fewer secondary targets than the maximum (to avoid allies in the area, for example).

Focus: A bit of fur; a piece of amber, glass, or a crystal rod; and one silver pin for each of your caster levels.

CHAOS HAMMER

Evocation [Chaotic]

Level: Chaos 4

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will half (see text)

Spell Resistance: Yes

You unleash chaotic power to smite your enemies.

The power takes the form of a multicolored explosion of leaping, ricocheting energy.

Only lawful and neutral (not chaotic) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to lawful creatures and staggers them for 1d6 rounds.

A staggered character can take only partial actions.

A successful Will save reduces the damage by half and negates the stagger effect.

The spell deals only half damage against creatures who are neither lawful nor chaotic, and they are not staggered.

They can reduce the damage by half again (down to one-quarter of the roll) with a successful Will save.

CONE OF COLD

Evocation [Cold]

Level: Sor/Wiz 5, Water 6

Components: V, S, M/DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Cone of cold creates an area of extreme cold, originating at your hand and extending outward in a cone.

It drains heat, causing 1d6 points of cold damage per caster level (maximum 15d6).

Arcane Material Component: A very small crystal or glass cone.

CONSECRATE

Evocation

Level: Clr 2

Components: V, S, M, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius emanation

Duration: 2 hours/level

Saving Throw: None

Spell Resistance: No

This spell blesses an area with positive energy.

All Charisma checks made to turn undead within this area gain a +3 sacred bonus.

Undead entering this area suffer minor disruption, giving them a -1 sacred penalty on attack rolls, damage rolls, and saving throws.

Undead cannot be created within or summoned into a consecrated area.

If the consecrated area contains an altar, shrine, or other permanent fixture dedicated to your deity, pantheon, or aligned higher power, the modifiers listed above are doubled (+6 sacred bonus to turning, -2 penalty to undead rolls).

You cannot consecrate an area with a similar fixture of a deity other than your own patron.

Consecrate counters and dispels *desecrate*.

Material Components: A little holy water and 25 gp worth (5 pounds) of silver dust, all of which must be sprinkled around the area.

CONTINGENCY

Evocation

Level: Sor/Wiz 6

Components: V, S, M, F

Casting Time: At least 10 minutes (see text)

Range: Personal

Target: You

Duration: 1 day/level or until discharged

You can place another spell upon your person so that the latter spell comes into effect under some condition you dictate when casting *contingency*.

The *contingency* spell and the companion spell are cast at the same time.

The 10-minute casting time is the minimum total for both castings; if the companion spell has a casting time longer than 10 minutes, use that casting time instead.

The spell to be brought into effect by the *contingency* must be one that affects your person (*feather fall*, *levitate*, *fly*, *teleport*, and so forth) and be of a spell level no higher than one-third your caster level (rounded down, maximum 6th level).

The conditions needed to bring the spell into effect must be clear, although they can be general.

For example, a *contingency* cast with *water breathing* might prescribe that any time you are plunged into or otherwise engulfed in water or similar liquid, the *water breathing* spell instantly comes into effect.

Or a *contingency* could bring a *feather fall* spell into effect any time you fall more than 4 feet.

In all cases, the *contingency* immediately brings into effect the second spell, the latter being "cast" instantaneously when the prescribed circumstances occur.

Note that if complicated or convoluted conditions are prescribed, the whole spell combination (*contingency* and the companion magic) may fail when called on.

The companion spell occurs based solely on the stated conditions, regardless of whether you want it to.

You can use only one *contingency* spell at a time; if a second is cast, the first one (if still active) is dispelled.

Material Components: Those of the companion spell, plus quicksilver and an eyelash of an ogre mage, ki-rin, or similar spell-using creature.

Focus: A statuette of you carved from elephant ivory and decorated with gems (worth at least 1,500 gp).

You must carry the focus for the *contingency* to work.

CONTINUAL FLAME

Evocation [Light]

Level: Clr 3, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: 0 ft.

Effect: Illusory flame

Duration: Permanent

Saving Throw: None

Spell Resistance: No

A flame, equivalent in brightness to a torch, springs forth from an object that you touch.

The flame looks like a regular flame, but it creates no heat and doesn't use oxygen.

The flame can be covered and hidden but not smothered or quenched.

Material Component: You sprinkle ruby dust (worth 50 gp) on the item that is to carry the flame.

DANCING LIGHTS

Evocation [Light]

Level: Brd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Up to four illusionary lights, all within a 10-ft.-radius area

Duration: 1 minute

Saving Throw: None

Spell Resistance: No

Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape.

The *dancing lights* must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, etc.

The lights can move up to 100 feet per round.

A light winks out if the distance between you and it exceeds the spell's range.

DARKNESS

Evocation [Darkness]

Level: Brd 2, Clr 2, Sor/Wiz 2

Components: V, M/DF

Casting Time: 1 action

Range: Touch

Target: Object touched

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

This spell causes an object to radiate darkness out to a 20-foot radius.

Not even creatures who can normally see in the dark (such as with darkvision) can see in an area shrouded in magical darkness.

Normal lights (torches, candles, lanterns, and so forth) do not work, nor do light spells of lower level (*flare*, *light*, *dancing lights*).

Darkness and the 2nd-level arcane spell *daylight* cancel each other, leaving whatever light conditions normally prevail in the overlapping areas of the spells.

Higher-level light spells (such as the 3rd-level cleric spell *daylight*) are not affected by *darkness*.

If the spell is cast on a small object that is then placed inside or under a lightproof covering, the spell's effects are blocked until the covering is removed.

Darkness counters or dispels any light spell of equal or lower level.

Arcane Material Components: A bit of bat fur and either a drop of pitch or a piece of coal.

DAYLIGHT

Evocation [Light]

Level: Brd 2, Clr 3, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Object touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

The object touched sheds light as bright as full daylight in a 60-foot radius.

Creatures who suffer penalties in bright light suffer them while exposed to this magical light.

If the spell is cast on a small object that is then placed inside or under a lightproof covering, the spell's effects are blocked until the covering is removed.

Daylight brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Daylight counters or dispels any darkness spell of equal or lower level, such as *darkness*.

DEEPER DARKNESS

Evocation [Darkness]

Level: Clr 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Object touched

Duration: 1 day/level

Saving Throw: None

Spell Resistance: No

This spell causes the object touched to shed absolute darkness in a 60-foot radius.

Even creatures who can normally see in the dark cannot see through this magical darkness.

If the spell is cast on a small object that is then placed inside or under a lightproof covering, the spell's effects are blocked until the covering is removed.

Daylight brought into an area of *deeper darkness* (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Deeper darkness counters or dispels any light spell of equal or lower level, including *daylight* and *light*.

DELAYED BLAST FIREBALL

Evocation [Fire]

Level: Sor/Wiz 7

Duration: Up to 5 rounds (see text)

As *fireball*, except this spell is more powerful and can detonate up to 5 rounds after the spell is cast.

The burst of flame detonates with a low roar and delivers 1d6 points of fire damage per caster level (maximum 20d6).

The glowing bead created by the spell can detonate immediately if you desire, or you can choose to delay the burst for up to 5 rounds.

You choose the amount of delay upon completing the spell, and the delay cannot change once it has been set (unless someone touches the bead; see below).

If you choose a delay, the glowing bead sits at its destination until it detonates.

A creature can pick up and hurl the bead as a thrown weapon (range increment 10 feet).

If a creature handles and moves the bead within 1 round of its detonation, there is a 25% chance that the bead detonates while the creature is handling it.

DESECRATE

Evocation

Level: Clr 2, Evil 2

Components: V, S, M, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius emanation

Duration: 2 hours/level

Saving Throw: None

Spell Resistance: Yes

This spell imbues an area with negative energy.

All Charisma checks made to turn undead within this area suffer a -3 profane penalty.

Undead entering this area gain a +1 profane bonus to attack rolls, damage rolls, and saving throws.

Undead created within or summoned into a desecrated area gain +1 hit points per HD.

If the desecrated area contains an altar, shrine, or other permanent fixture dedicated to your deity, pantheon, or aligned higher power, the effects are doubled (turning at -6, +2 profane bonuses to undead rolls, +2 hit points per HD).

If the area contains a similar fixture of a deity, pantheon, or higher power other than your patron, the *desecrate* spell instead curses the area, cutting off its connection with the associated deity or power.

This secondary function, if used, does not also grant the bonuses to undead as listed above.

Desecrate counters and dispels *consecrate*.

Material Component: A little unholy water and 25 gp worth (5 pounds) of silver dust, all of which must be sprinkled around the area.

DICTUM

Evocation [Lawful, Sonic]

Level: Clr 7, Law 7

Components: V

Casting Time: 1 action

Range: 30 ft.

Area: Creatures in a 30-ft.-radius spread centered on you

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Uttering *dictum* creates two effects.

If you are on your home plane, nonlawful extraplanar creatures within the area are instantly banished back to their home planes.

Creatures so banished cannot return for at least one day.

This effect takes place regardless of whether the creatures hear the *dictum*.

Creatures native to your plane who hear the *dictum* and are not lawful suffer the following ill effects:

HD	Effect
12 or more	Deafened
Less than 12	<i>Slowed</i> , deafened
Less than 8	Paralyzed, <i>slowed</i> , deafened
Less than 4	Killed, paralyzed, <i>slowed</i> , deafened

The effects are cumulative.

Deafened: The creature is struck deaf (see *blindness/deafness*) for 1d4 rounds.

Slowed: The creature is *slowed*, as by the *slow* spell, for 2d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes, unable to move or act in any way.

Killed: Living creatures die.

Undead creatures are destroyed.

DIVINE FAVOR

Evocation

Level: Clr 1, Pal 1

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 minute

Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus to attack and weapon damage rolls for every three caster levels you have (at least +1, maximum +6).

The bonus doesn't apply to spell damage.

DIVINE POWER

Evocation

Level: Clr 4, War 4

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

Calling upon the divine power of your patron, you imbue yourself with strength and skill in combat.

You gain the base attack bonus of a fighter of your total character level, an enhancement bonus to Strength sufficient to raise your Strength score to 18 (if it is not already 18 or higher), and 1 temporary hit point per level.

EARTHQUAKE

Evocation

Level: Clr 8, Destruction 8, Drd 9, Earth 7

Components: V, S, DF

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Area: 5 ft./level radius (S)

Duration: 1 round

Saving Throw: See text

Spell Resistance: No

When you cast *earthquake*, an intense but highly localized tremor rips the ground.

It knocks creatures down, collapses structures, opens cracks in the ground, and more.

The shock lasts 1 round, during which time creatures on the ground can't move or attack.

Spellcasters on the ground must make Concentration checks (DC 20 + spell level) or lose any spells they try to cast.

The earthquake affects all terrain, vegetation, structures, and creatures in the area.

The exact effects depend on the terrain and its features:

Cave, Cavern, or Tunnel: The spell collapses the roof, dealing 8d6 points of damage to any creature caught under the cave-in (Reflex half DC 15).

An earthquake cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris.

Cliffs: They crumble, causing a landslide that travels horizontally as far as it fell vertically.

An earthquake cast at the top of a 100-foot cliff would sweep 100 feet outward from the base of the cliff.

Any creature in the path sustains 8d6 points of damage (Reflex half DC 15).

Open Ground: All creatures standing in the area must make Reflex saving throws (DC 15) or fall down.

Fissures open in the ground, and every creature on the ground has a 25% chance to fall into one (Reflex save DC 20 to avoid the fissure).

At the end of the spell, all fissures grind shut, killing any creatures still trapped within.

Structure: Most structures standing on open ground collapse, dealing 8d6 points of damage to those caught within or beneath the rubble (Reflex half DC 15).

River, Lake, or Marsh: Fissures open underneath the water, draining away the water from that area and forming muddy ground.

Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures.

Creatures must make Reflex saving throws (DC 15) or sink down in the mud and quicksand.

At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

FAERIE FIRE

Evocation

Level: Drd 1

Components: V, S, DF

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Area: Creatures and objects within a 5-ft.-radius burst

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

A pale glow surrounds and outlines the subjects.

Outlined subjects shed light as candles.

Outlined creatures do not benefit from the concealment normally caused by darkness, *blur*, displacement, invisibility, or similar effects.

The light is too dim to have any special effect on undead or dark-dwelling creatures.

The *faerie fire* can be blue, green, or violet, according to your word at the time of casting.

The *faerie fire* does not cause any harm to the objects or creatures thus outlined.

FIRE SHIELD

Evocation [Fire or Cold]

Level: Fire 5, Sor/Wiz 4, Sun 4

Components: V, S, M/DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level (D)

Saving Throw: None

This spell wreathes you in flame and causes damage to each creature who attacks you in melee.

The flames also protect you from either cold-based or fire-based attacks (your choice).

Any creature striking you with its body or handheld weapons deals normal damage, but at the same time the attacker takes 1d6 points of damage +1 point per caster level.

This damage is either cold damage (if the *shield* protects against fire-based attacks) or fire damage (if the *shield* protects against cold-based attacks).

If a creature has spell resistance, it applies to this damage.

Note that weapons with exceptional reach, such as longspears, do not endanger their users in this way.

When casting this spell, you appear to immolate yourself, but the flames are thin and wispy, shedding no heat and giving light equal to only half the illumination of a normal torch (10 feet).

The color of the flames is determined randomly (50% chance of either color)—blue or green if the *chill shield* is cast, violet or blue if the *warm shield* is employed.

The special powers of each version are as follows.

Warm Shield: The flames are warm to the touch.

You take only half damage from cold-based attacks.

If that attack allows a Reflex save for half damage, you take no damage on a successful save.

Chill Shield: The flames are cool to the touch.

You take only half damage from fire-based attacks.

If that attack allows a Reflex save for half damage, you take no damage on a successful save.

Arcane Material Component: A bit of phosphorus for the *warm shield*; a live firefly or glowworm or the tail portions of four dead ones for the *chill shield*.

FIRE STORM

Evocation [Fire]

Level: Clr 8, Drd 7, Fire 7

Components: V, S

Casting Time: 1 full round

Range: Medium (100 ft. + 10 ft./level)

Area: Two 10-ft. cubes/level (S)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

When a *fire storm* spell is cast, the whole area is shot through with sheets of roaring flame.

The raging flames do not harm natural vegetation, ground cover, and plant creatures in the area, if you so desire.

Any other creatures (and plant creatures you wish to affect) within the area take 1d6 points of fire damage per caster level (maximum 20d6).

FIREBALL

Evocation [Fire]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A *fireball* spell is a burst of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to all creatures within the area.

Unattended objects also take this damage.

The explosion creates almost no pressure.

You point your finger and determine the range (distance and height) at which the *fireball* is to burst.

A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the *fireball* at that point (an early impact results in an early detonation).

If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must “hit” the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely.

The *fireball* sets fire to combustibles and damages objects in the area.

It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze.

If the damage caused to an interposing barrier shatters or breaks through it, the *fireball* may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

Material Component: A tiny ball of bat guano and sulfur.



FLAME BLADE

Evocation [Fire]

Level: Drd 2

Components: V, S, DF

Casting Time: 1 action

Range: 0 ft.

Effect: Swordlike beam

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: Yes

A 3-foot-long, blazing beam of red-hot fire springs forth from your hand.

You wield this bladelike beam as if it were a scimitar.

Attacks with the *flame blade* are melee touch attacks.

The blade deals 1d8 points of damage +1 point per two caster levels (maximum +10).

Since the blade is immaterial, your Strength modifier does not apply to the damage, which is all fire damage.

The *flame blade* can ignite combustible materials such as parchment, straw, dry sticks, and cloth.

It can harm any creature who is harmed by magical fire.

The spell does not function underwater.

FLAME STRIKE

Evocation [Fire]

Level: Clr 5, Drd 4, Sun 5, War 5

Components: V, S, DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: Cylinder (10-ft. radius, 40 ft. high)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A *flame strike* produces a vertical column of divine fire roaring downward.

The spell deals 1d6 points of damage per caster level (maximum 15d6).

Half the damage is fire damage, but the rest results directly from divine power and is therefore not subject to being reduced by *protection from elements (fire)*, *fire shield (chill shield)*, and similar magic.

FLAMING SPHERE

Evocation [Fire]

Level: Drd 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: 3-ft.-radius sphere

Duration: 1 round/level

Saving Throw: Reflex negates (see text)

Spell Resistance: Yes

A burning globe of fire rolls in whichever direction you point and burns those it strikes.

It moves 30 feet per round and can leap up to 30 feet to strike a target.

If it enters a space with a creature, it stops moving for the round and deals 2d6 points of fire damage to that creature. (The subject can negate this damage with a successful Reflex save).

The *flaming sphere* rolls over barriers less than 4 feet tall, such as furniture and low walls.

The sphere ignites flammable substances it touches and illuminates the same area as a torch.

The sphere moves as long as you actively direct it (a move-equivalent action for you); otherwise, it merely stays at rest and burns.

It can be extinguished by any means that would put out a normal fire of its size.

The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame.

It cannot push aside unwilling creatures or batter down large obstacles.

The sphere winks out if it exceeds the spell's range.

Arcane Material Components: A bit of tallow, a pinch of brimstone, and a dusting of powdered iron.

FLARE

Evocation [Light]

Level: Brd 0, Drd 0, Sor/Wiz 0

Components: V

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Burst of light

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

This cantrip creates a burst of bright light.

If you cause the light to burst directly in front of a single creature, that creature is dazzled.

A dazzled creature suffers a -1 penalty on attack rolls.

The creature recovers in 1 minute.

Sightless creatures are not affected by *flare*.

FORCECAGE

Evocation [Force]

Level: Sor/Wiz 7

Components: V, S, M (see text)

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Barred cage (20-ft. cube) or windowless cell (10-ft. cube)

Duration: 2 hours/level

Saving Throw: None

Spell Resistance: No

This powerful spell brings into being an immobile cubical prison with bars or solid walls of force (your choice). Creatures within the area are caught and contained unless they are too big to fit inside or can pass through the slits in the barred cage.

All spells and breath weapons can pass through the gaps in the bars.

Teleportation and other forms of astral travel provide a means of escape, but the force walls or bars extend into the Ethereal Plane, blocking ethereal travel.

Like a *wall of force* spell, the *forcecage* resists *dispel magic*, but it is vulnerable to a *disintegrate* spell, and it can be destroyed by a *sphere of annihilation* or a *rod of cancellation*.

Barred Cage: The barred cage is a 20-foot cube with bands of force (similar to a *wall of force* spell) for bars.

The bands are a half-inch wide, with half-inch gaps between the bars.

Windowless Cell: The cell is a 10-foot cube with no way in and no way out.

Solid walls of force form its six sides.

Material Component: The spell needs no material component at the time of casting, but you must have 1,500 gp worth of ruby dust to prepare the spell.

Upon completing preparations, you toss the dust into the air and it disappears, leaving only the verbal and somatic components to be provided at the time of casting.

GUST OF WIND

Evocation

Level: Brd 3, Sor/Wiz 3

Components: V, S, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Gust of wind (10 ft. wide, 10 ft. high) emanating out from you to the extreme of the range

Duration: 1 round

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell creates a strong blast of air that originates from you and moves in the direction you are facing.

The force of this *gust* automatically extinguishes candles, torches, and similar unprotected flames.

It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish these lights.

Creatures caught in the area may be affected (see the DUNGEON MASTER's *Guide* for details about wind effects on creatures).

Any creature is entitled to a saving throw to ignore the *gust's* effects.

A *gust of wind* can do anything a sudden blast of wind would be expected to do.

It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of the range.

Focus: A tiny leather bellows.

HALLOW

Evocation [Good]

Level: Clr 5, Drd 5

Components: V, S, M, DF

Casting Time: One day

Range: Touch

Area: 10-ft./level radius emanating from the touched point

Duration: Instantaneous

Saving Throw: None

Spell Resistance: See text

Hallow makes a particular site, building, or structure a holy site.

This has four major effects.

First, the site or structure is guarded by a *magic circle against evil* effect.

Second, all Charisma checks to turn undead gain a +4 sacred bonus and Charisma checks to command undead suffer a -4 sacred penalty.

Spell resistance does not apply to this effect.

(Note: This provision does not apply to the druid version of the spell).

Third, any dead body interred in a hallowed site cannot be turned into an undead creature.

Finally, you may choose to fix a single spell effect to the hallowed site.

The spell effect lasts for one year and functions throughout the entire site, regardless of the normal duration and area or effect.

You may designate whether the effect applies to all creatures, creatures who share your faith or alignment, or creatures who adhere to another faith or alignment.

For example, you may create a *bless* effect that aids all creatures of your alignment or faith in the area, or a *bane* effect that hinders creatures of the opposed alignment or an enemy faith.

At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting *hallow* again.

Spell effects that may be tied to a *hallow* site include *aid*, *bane*, *bless*, *cause fear*, *darkness*, *daylight*, *deeper darkness*, *detect evil*, *detect magic*, *dimensional anchor*, *discern lies*, *dispel magic*, *endure elements*, *freedom of movement*, *invisibility purge*, *negative energy protection*, *protection from elements*, *remove fear*, *resist elements*, *silence*, *tongues*, and *zone of truth*.

Spell resistance might apply to these spells' effects.

(See the individual spell descriptions for details).

An area can receive only one *hallow* spell (and its associated spell effect) at a time.

Hallow counters but does not *dispel unhallow*.

Material Components: Herbs, oils, and incense worth at least 1,000 gp, plus 1,000 gp per level of the spell to be included in the hallowed area.

HELPING HAND

Evocation

Level: Clr 3

Components: V, S, DF

Casting Time: 1 action

Range: Five miles

Effect: Ghostly hand

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You create the ghostly image of a hand, which you can send to find someone within five miles.

The hand then beckons to that person and leads her to you if she follows it.

When the spell is cast, the hand appears in front of you.

You then specify a person (or any creature) by physical description, which can include race, gender, and appearance but not ambiguous factors such as level, alignment, or class. When the description is complete, the hand streaks off in search of a subject that fits the description. The amount of time it takes to find the subject depends on how far away she is.

Distance	Time to Locate
Up to 100 ft.	1 round
1,000 ft.	1 minute
One mile	10 minutes
Two miles	1 hour
Three miles	2 hours
Four miles	3 hours
Five miles	4 hours

Once the hand locates the subject, it beckons her to follow it.

If she follows, the hand points in your direction, leading her in the most direct, feasible route.

The hand hovers 10 feet in front of the subject, moving before her at a rate of anywhere up to 240 feet per round. Once the hand leads the subject to you, it disappears.

The subject is not compelled to follow the hand or act in any particular way toward you.

If she chooses not to follow, the hand continues to beckon for the duration of the spell, then disappears.

If the spell expires while the subject is en route to you, the hand disappears; she will have to rely on her own devices to locate you.

If more than one subject within a five-mile radius meets the description, the hand locates the closest creature.

If that creature refuses to follow the hand, the hand does not seek out a second subject.

If, at the end of 4 hours of searching, the hand has found no subject that matches the description within five miles, it returns to you, displays an outstretched palm (indicating that no such creature was found), and disappears.

The ghostly hand has no physical form.

It is invisible to anyone except you and potential subjects.

It cannot engage in combat or execute any other task aside from locating the subject and leading her back to you.

The hand does not pass through solid objects but can ooze through small cracks and slits.

The hand cannot travel more than five miles from the spot it appeared when you cast the spell.

HEROES' FEAST

Evocation

Level: Clr 6

Components: V, S, DF

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Feast for one creature/level

Duration: 1 hour + 12 hours (see text)

Saving Throw: None

Spell Resistance: Yes (harmless)

You bring forth a great feast, including a magnificent table, chairs, service, and food and drink.

The feast takes 1 hour to consume, and the beneficial effects do not set in until this hour is over.

Those partaking of the feast are cured of all diseases, are immune to poison for 12 hours, and are healed of 1d4+4 points of damage after imbibing the nectarlike beverage that is part of the feast.

The ambrosial food that is consumed creates an effect equal to *bless* that lasts for 12 hours.

During this same period, the people who consumed the feast are immune to magical *fear* and *hopelessness*.

If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated.

HOLY SMITE

Evocation [Good]

Level: Good 4

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level) shaking or slapping the creature.

Area: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You draw down holy power to smite the character's enemies.

Only evil and neutral creatures are harmed by the spell; good creatures are unaffected.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to evil creatures and blinds them for 1 round.

A successful Reflex saving throw reduces damage to half and negates the blinding effect.

The spell deals only half damage against creatures who are neither good nor evil, and they are not blinded.

They can reduce that damage by half (down to one-quarter of the roll) with a successful Reflex save.

In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, grants a +2 bonus to opponents' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on Search checks and most Strength- and Dexterity-based skill checks.

HOLY SWORD

Evocation

Level: Pal 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Weapon touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell allows you to channel holy power into your sword, or any weapon you choose.

The weapon acts as a +5 magic weapon and deals double damage against evil opponents.

It emits a *magic circle against evil* (as the spell).
 If the *magic circle* ends, the sword creates a new one on your turn as a free action.
 The spell is automatically canceled 1 round after the weapon leaves your hand for any reason.
 You cannot have more than one holy sword at a time.
 If this spell is cast on a magic weapon, the powers of the spell supersede any that the weapon normally has, rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the spell.
 This spell is not cumulative with *bless weapon* or any other spell that might modify the weapon in any way.
 This spell does not work on artifacts.
 Note: A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

HOLY WORD

Evocation [Good, Sonic]
Level: Clr 7, Good 7
Components: V
Casting Time: 1 action
Range: 30 ft.
Area: Creatures in a 30-ft.-radius spread centered on you
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes
 Uttering *holy word* has two effects.
 If you are on your home plane, the spell instantly banishes nongood elementals and outsiders creatures within the area back to their home planes.
 Creatures so banished cannot return for at least 1 day.
 This effect takes place regardless of whether the creatures hear the *holy word*.
 Creatures native to the your plane who hear the *holy word* and are not good suffer the following ill effects:

HD	Effect
12 or more	Deafened
Less than 12	Blinded, deafened
Less than 8	Paralyzed, blinded, deafened
Less than 4	Killed, paralyzed, blinded, deafened

The effects are cumulative.
 Deafened: The creature is deafened (see *blindness/deafness*) for 1d4 rounds.
 Blinded: The creature is blinded (see *blindness/deafness*) for 2d4 rounds.
 Paralyzed: The creature is paralyzed and helpless for 1d10 minutes, unable to move or act in any way.
 Killed: Living creatures die.
 Undead creatures are destroyed.

ICE STORM

Evocation [Cold]
Level: Drd 5, Sor/Wiz 4, Water 5
Components: V, S, M/DF

Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Area: Cylinder (20-ft. radius, 40 ft. high)
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes
 Great hailstones pound down, dealing 5d6 points of damage to creatures in their path; the damage is 3d6 impact plus 2d6 cold.
Arcane Material Components: A pinch of dust and a few drops of water.

IMBUE WITH SPELL ABILITY

Evocation
Level: Clr 4, Magic 4
Components: V, S, DF
Casting Time: 10 minutes
Range: Touch
Target: Creature touched
Duration: Permanent until discharged
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
 You transfer some of your currently prepared spells, and the ability to cast them, to another creature.
 Only a creature with an Intelligence score of at least 5 and a Wisdom score of at least 9 can receive this bestowal.
 Only cleric abjurations, divinations, or conjuration (healing) spells can be transferred.
 The number and level of spells that the subject can be granted depends on her HD; even multiple castings of *imbue with spell ability* can't exceed this limit.
 If your limit of 4th-level spells decreases, and it drops below the current number of active *imbue with spell ability* spells, the more recently cast imbued spells are dispelled.

HD of Recipient	Spells Imbued
1–2	One 1st-level spell
3–4	Up to two 1st-level spells
5+	Up to two 1st- and one 2nd-level spell

The transferred spell's variable characteristics (range, duration, area, etc.) function according to your level, not the level of the recipient.
 Once you cast *imbue with spell ability* on another character, you cannot prepare a new 4th-level spell to replace it until the recipient uses the transferred spells or is slain.
 In the meantime, you remain responsible to your deity or your principles for the use to which the spell is put.
 To cast a spell with a verbal component, the recipient must be able to speak.
 To cast a spell with a somatic component, she must have humanlike hands.
 To cast a spell with a material component or focus, she must have the materials or focus.

IMPLOSION

Evocation

Level: Clr 9, Destruction 9

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One corporeal creature/round

Duration: Concentration (up to 4 rounds)

Saving Throw: Fortitude negates

Spell Resistance: Yes

You create a destructive resonance in a corporeal creature's body.

For each round you concentrate, you cause one creature to collapse in on itself, killing it.

(This effect, being instantaneous, cannot be dispelled).

You can target a particular creature only once with each casting of the spell.

Implosion has no effect on creatures in gaseous form or on incorporeal creatures.

INVISIBILITY PURGE

Evocation

Level: Clr 3

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

You surround yourself with a sphere of power with a radius of 5 feet per caster level that negates all forms of invisibility.

Anything invisible becomes visible while in the area.

LEOMUND'S TINY HUT

Evocation [Force]

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: 20 ft.

Effect: 20-ft.-radius sphere centered on your location

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

You create an unmoving, opaque sphere of force of any color you desire around yourself.

Half of the sphere projects above the ground, and the lower hemisphere passes through the ground.

Up to nine other Medium-size creatures can fit into the field with you; they can freely pass into and out of the hut without harming it.

However, if you remove yourself from the hut, the spell ends.

The temperature inside the hut is 70° F if the exterior temperature is between 0° and 100° F.

An exterior temperature below 0° or above 100° lowers or raises, respectively, the interior temperature on a 1-degree-for-1 basis (thus, if it's -20° outside, inside it'll be 50°).

The hut also provides protection against the elements, such as rain, dust, and sandstorms.

The hut withstands any wind of less than hurricane force, but a hurricane (75+ mph wind speed) or greater force destroys it.

The interior of the hut is a hemisphere.

You can illuminate it dimly upon command or extinguish the light as desired.

Note that although the force field is opaque from the outside, it is transparent from within.

Missiles, weapons, and most spell effects can pass through the hut without affecting it, although the occupants cannot be seen from outside the hut (they have total concealment).

Material Component: A small crystal bead that shatters when the spell duration expires or the *hut* is dispelled.

LIGHT

Evocation [Light]

Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0

Components: V, M/DF

Casting Time: 1 action

Range: Touch

Target: Object touched

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

This spell causes an object to glow like a torch, shedding light in a 20-foot radius from the point you touch.

The effect is immobile, but it can be cast on a movable object.

Light taken into an area of magical *darkness* does not function.

Arcane Material Component: A firefly or a piece of phosphorescent moss.

LIGHTNING BOLT

Evocation [Electricity]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level) or 50 ft. + 5 ft./level

Area: 5 ft. wide to medium range (100 ft. + 10 ft./level); or 10 ft. wide to 50 ft. + 5 ft./level

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You release a powerful stroke of electrical energy that deals 1d6 points of damage per caster level (maximum 10d6) to each creature within its area.

The bolt begins at your fingertips.

The *lightning bolt* sets fire to combustibles and damages objects in its path.

It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze.

If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

Material Components: A bit of fur and an amber, crystal, or glass rod.

MAGIC MISSILE

Evocation [Force]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Targets: Up to five creatures, no two of which can be more than 15 ft. apart

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A missile of magical energy darts forth from your fingertip and unerringly strikes its target.

The missile deals 1d4+1 points of damage.

The missile strikes unerringly, even if the target is in melee or has anything less than total cover or concealment.

Specific parts of a creature cannot be singled out.

Inanimate objects (locks, etc.) cannot be damaged by the spell.

For every two levels of experience past 1st, you gain an additional missile.

You have two at 3rd level, three at 5th level, four at 7th level, and the maximum of five missiles at 9th level or higher.

If you shoot multiple missiles, you can have them strike a single creature or several creatures.

A single missile can strike only one creature.

You must designate targets before you roll for SR or roll damage.

METEOR SWARM

Evocation [Fire]

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Area: Pattern of *fireball*-like spreads (see text)

Duration: Instantaneous

Saving Throw: None or Reflex half (see text)

Spell Resistance: Yes

Meteor swarm is a very powerful and spectacular spell that is similar to *fireball* in many aspects.

When you cast it, either four large spheres (2-foot-diameter) or eight small spheres (1-foot-diameter) spring from your outstretched hand and streak in a straight line to the spot you select.

The meteor spheres leave a fiery trail of sparks.

Any creature in the straight-line path of these spheres is struck by each one and takes 24d6 points of fire damage (no save).

If the spheres reach their destination, each bursts like a *fireball* in a spread.

Each large sphere deals 6d6 points of fire damage.

The four spheres explode with their points of origin forming a diamond or box pattern around the spell's central point of origin, which you designate upon casting.

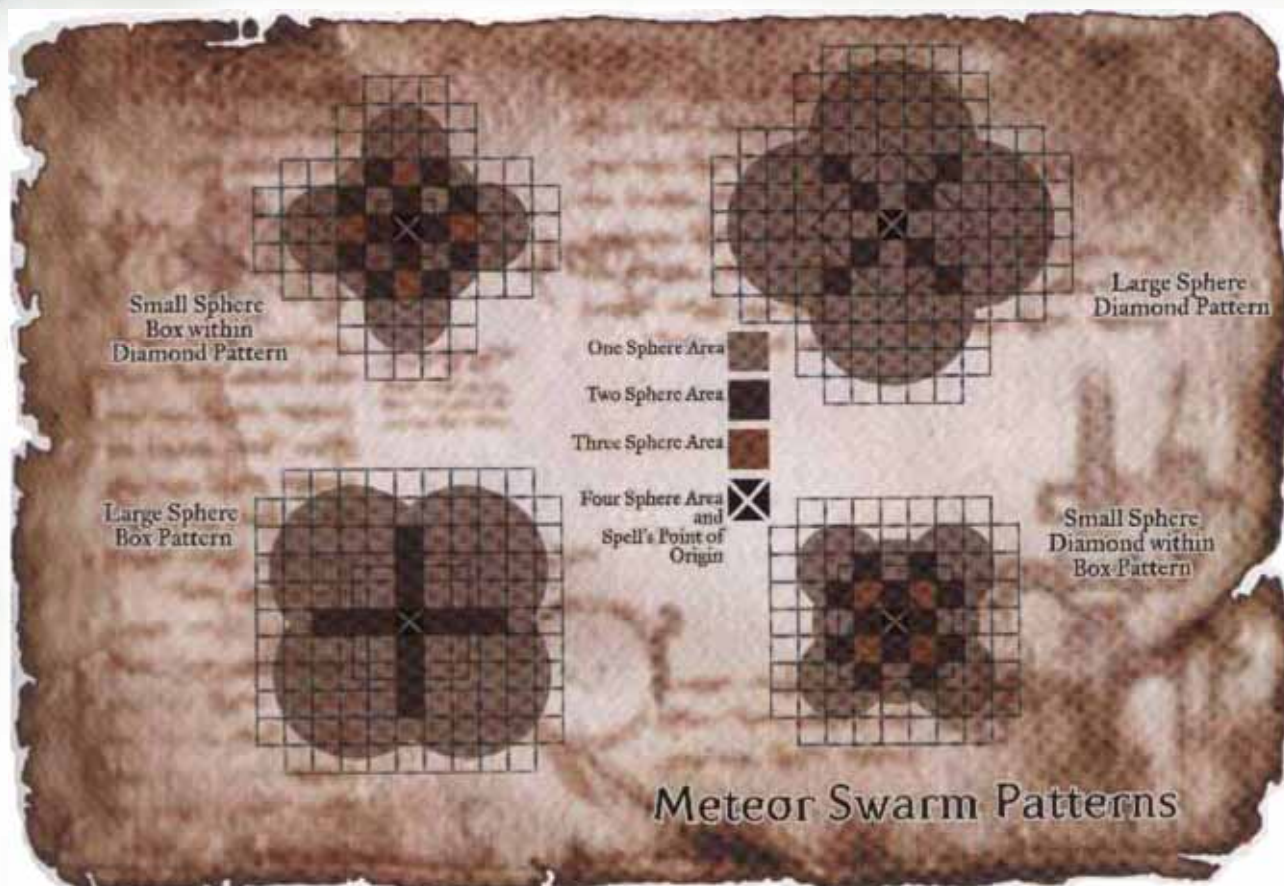
Each large sphere has a 15-foot-radius spread, and each blast is 20 feet apart along the sides of the pattern, creating overlapping areas of the spell's effect and exposing the center to all four blasts.

The smaller spheres each have a 7 1/2-foot-radius spread, and each deals 3d6 points of fire damage.

They explode with their points of origin forming a pattern around the spell's central point of origin (which you designated upon casting) of a box within a diamond or vice versa, with each of the outer sides measuring 20 feet long. The center has four areas of overlapping effect, and numerous peripheral areas have two or three overlapping areas of the spell's effect.

Creatures caught in a blast can attempt Reflex saves for half damage.

Creatures struck by multiple blasts save against each blast separately.



MIRACLE

Evocation

Level: Clr 9, Luck 9

Components: V, S, XP (see text)

Casting Time: 1 action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: See text

Spell Resistance: Yes

You don't so much cast a *miracle* as request one.

You state what you would like to have happen and request that your deity (or the power you pray to for spells) intercede.

The DM then determines the particular effect of the *miracle*.

A *miracle* can do any of the following:

- Duplicate any cleric spell of up to 8th level (including spells to which you have access because of your domains).
- Duplicate any other spell of up to 7th level.
- Undo the harmful effects of certain spells, such as *feeblemind* or *insanity*.
- Have any effect whose power level is in line with the above effects.

If the *miracle* has any of the above effects, casting it carries no experience point cost.

Alternatively, the cleric can make a very powerful request. Casting such a *miracle* costs the cleric 5,000 XP because of the powerful divine energies involved.

Examples of especially powerful *miracles* of this sort could include:

- Swinging the tide of a battle in your favor by raising fallen allies to continue fighting until the end of the battle.
- Moving you and your allies, with all your and their gear, from one plane to another through planar barriers to a specific locale with no chance of error.
- Protecting a city from an earthquake, volcanic eruption, flood, or other major natural disaster.

In any event, a request that is out of line with the deity's (or alignment's) nature is refused.

A duplicated spell allows saving throws and SR as normal (but save DCs are for a 9th-level spell).

When a *miracle* duplicates a spell that has an XP cost, you must pay that cost.

When a *miracle* spell duplicates a spell with a material component that costs more than 100 gp, you must provide that component.

XP Cost: 5,000 XP (for some uses of the *miracle* spell; see above).

MORDENKAINEN'S SWORD

Evocation [Force]

Level: Sor/Wiz 7

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One sword

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

You bring into being a shimmering, swordlike plane of force.

The sword strikes at any opponent within its range, as you desire, starting the round that you cast the spell.

The sword attacks its designated target once each round.

Its attack bonus is your level + your Intelligence bonus or your Charisma bonus (for wizards and sorcerers, respectively) with a +3 enhancement bonus.

As a force effect, it can strike ethereal and incorporeal creatures.

It deals $4d6+3$ points of damage, with a threat range of 19–20 and a crit of $\times 2$.

The sword always strikes from your direction.

It does not get a flanking bonus or help a combatant get one.

If the sword goes beyond the spell range from you, if it goes out of your sight, or if you are not directing it, the sword returns to you and hovers.

Each round after the first, you can use a standard action to switch the sword to a new target.

If you do not, the sword continues to attack the previous round's target.

The sword cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* affects it.

The sword's AC against touch attacks is 13.

If an attacked creature has SR, the resistance is checked the first time *Mordenkainen's sword* strikes it.

If the sword is successfully resisted, the spell is dispelled.

If not, the sword has its normal full effect on that creature for the duration of the spell.

Focus: A miniature platinum sword with a grip and pommel of copper and zinc.

It costs 250 gp to construct.

ORDER'S WRATH

Evocation [Lawful]

Level: Law 4

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: Nonlawful creatures within a burst that fills a 30-ft. cube

Duration: Instantaneous (1 round)

Saving Throw: Reflex partial (see text)

Spell Resistance: Yes You channel lawful power to smite enemies.

The power takes the form of a three-dimensional grid of energy.

Only chaotic and neutral (not lawful) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster level (maximum 5d8) to chaotic creatures and dazes them for 1 round.

A dazed creature can take no actions but suffers no penalties when attacked.

A successful Reflex save reduces the damage to half and negates the daze effect.

The spell deals only half damage to creatures who are neither chaotic nor lawful, and they are not dazed.

They can reduce the damage in half again (down to one-quarter of the roll) with a successful Reflex save.

OTILUKE'S FREEZING SPHERE

Evocation [Cold]

Level: Sor/Wiz 6

Components: V, S, F

Casting Time: 1 action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: See text

Spell Resistance: Yes

Otiluke's freezing sphere is a multipurpose spell.

You can cast any one of the following three versions:

Frigid Sphere: A tiny sphere of freezing matter steaks from your fingertips to up to long range (400 feet + 40 feet/level) to strike a body of water or a liquid that is principally water. When it strikes such a target, it freezes the liquid to a depth of 6 inches over an area equal to 100 square feet (a 10-foot square) per caster level.

This ice lasts for 1 round per caster level.

The sphere has no effect if it strikes a creature, even a water-based creature, but creatures swimming on the surface of frozen water become trapped in the ice.

Attempting to break free is a full-round action.

A trapped creature must succeed at a Strength check (DC 25) to do so.

Focus: A thin sheet of crystal about 1 inch square.

Cold Ray: A ray of cold springs from your hand to close range (25 feet + 5 feet/2 levels).

You must succeed at a ranged touch attack to hit your target.

The ray instantaneously deals 1d6 points of cold damage per caster level (maximum 20d6).

Focus: A small, white ceramic cone or prism.

Globe of Cold: You create a small globe about the size of a sling stone, cool to the touch but not harmful.

This globe is a grenadelike weapon and can be hurled either as a thrown weapon (range increment 20 feet) or in a sling.

The globe bursts on impact, dealing 6d6 points of cold damage instantaneously to all targets within a 10-foot radius.

Affected creatures can attempt Reflex saves for half damage.

If you do not hurl the globe, it bursts on its own after 1 round per caster level.

You can command the globe to burst sooner if you wish, but the time cannot be changed once set (though it still bursts on impact after being hurled).

Focus: A small crystal sphere.

OTILUKE'S RESILIENT SPHERE

Evocation [Force]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 1-ft.-diameter/level sphere, centered around a creature

Duration: 1 minute/level

Saving Throw: Reflex negates

Spell Resistance: Yes

A globe of shimmering force encloses a creature, provided it is small enough to fit within the diameter of the sphere. The sphere contains its subject for the spell's duration. The sphere is not subject to damage of any sort except from a *rod of cancellation*, a *wand of negation*, *disintegrate*, or a targeted *dispel magic* spell.

These destroy the sphere without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally.

The subject may struggle, but the only effect that act produces is to move the sphere slightly.

The globe can be physically moved either by people outside it or by the struggles of those within.

(See *Lifting and Dragging*, page 142, for rules on pushing heavy objects).

Material Components: A hemispherical piece of clear crystal and a matching hemispherical piece of gum arabic.

OTILUKE'S TELEKINETIC SPHERE

Evocation [Force]

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 1-ft.-diameter/level sphere, centered around creatures or objects

Duration: 1 minute/level (D)

Saving Throw: Reflex negates (object)

Spell Resistance: Yes (object)

As *Otiluke's resilient sphere*, with the addition that the creatures or objects inside the globe are nearly weightless. Anything contained within an *Otiluke's telekinetic sphere* weighs only one-sixteenth of its normal weight.

You can telekinetically lift anything in the sphere that normally weighs up to 5,000 pounds.

The range of the telekinetic control extends to a maximum distance of medium range from you (100 feet + 10 feet per caster level) after the sphere has succeeded in encapsulating its contents.

You move objects or creatures in the sphere that weigh up to a total of 5,000 pounds by concentrating on the sphere. You can begin moving a sphere the round after casting the spell.

A round's concentration (a standard action) moves the sphere up to 30 feet.

If you cease concentrating, the sphere does not move that round (if on a level surface) or descends at its falling rate (if aloft) until it reaches a level surface, the spell's duration ends, or you begin concentrating again.

If you cease concentrating (voluntarily or due to failing a Concentration check), you can resume concentrating on your next turn or any later turn during the spell's duration. Note that even if more than 5,000 pounds of weight is englobed, the perceived weight is only one-sixteenth of the actual weight, so the orb can be rolled without exceptional effort.

The sphere falls at a rate of only 60 feet per round, which is not fast enough to cause damage to the contents of the sphere.

You can move the sphere telekinetically even if you are in it.

Material Components: A hemispherical piece of clear crystal, a matching hemispherical piece of gum arabic, and a pair of small bar magnets.

PRISMATIC SPRAY

Evocation

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Cone

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

This spell causes seven shimmering, intertwined, multicolored beams of light to spray from your hand. Each beam has a different power.

Creatures in the area of the spell with 8 HD or less are automatically blinded (see *blindness/deafness*) for 2d4 rounds.

All creatures in the area are randomly struck by one or more beams, which have additional effects.

1d8	Color of Beam	Effect
1	Red	20 points fire damage (Reflex half)
2	Orange	40 points acid damage (Reflex half)
3	Yellow	80 points electricity damage (Reflex half)
4	Green	Poison (Kills; Fortitude partial, take 20 points of damage instead)
5	Blue	Turned to stone (Fortitude negates)
6	Indigo	Insane, as <i>insanity</i> spell (Will negates)
7	Violet	Sent to another plane (Will negates)
8	Struck by two rays; roll again twice, ignoring any "8" results.	

PRODUCE FLAME

Evocation [Fire]

Level: Drd 2, Fire 2

Components: V, S

Casting Time: 1 action

Range: 0 ft.

Effect: Flame in your palm

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

Flames appear in your hand.

You can hurl them or use them to touch enemies.

The bright flames, which illuminate out to 20 feet as torches do, appear in your open hand and harm neither you nor your equipment.

You can strike opponents with a melee touch attack, dealing fire damage equal to 1d4 +1 point per two caster levels (maximum +10).

Alternatively, you can hurl the flames up to 120 feet as a thrown weapon.

When doing so, you attack with a ranged touch attack (with no range penalty) and deal the same damage as with the melee attack.

No sooner do you hurl the flames than a new set appears in your hand.

The spell does not function underwater.

SEARING LIGHT

Evocation

Level: Clr 3, Sun 3

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Focusing holy power like a ray of the sun, you project a blast of light from your open palm.

You must succeed at a ranged touch attack to strike your target.

A creature struck by this ray of light takes 1d8 points of damage per two caster levels (maximum 5d8).

Undead creatures take 1d6 points of damage per caster level (maximum 10d6), and undead creatures particularly vulnerable to sunlight, such as vampires, take 1d8 points of damage per caster level (maximum 10d8).

Constructs and inanimate objects take only 1d6 points of damage per two caster levels (maximum 5d6).

SENDING

Evocation

Level: Clr 4, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 10 minutes

Range: See text

Target: One creature

Duration: 1 round (see text)

Saving Throw: None

Spell Resistance: No

You contact a particular creature with whom you are familiar and send a short message of twenty-five words or less to the subject.

The subject recognizes you if it knows you.

It can answer in like manner immediately.

Creatures with Intelligence scores as low as 1 can understand the sending, though the subject's ability to react is limited normally by its Intelligence.

Even if the sending is received, the subject is not obligated to act upon it in any manner.

If the creature in question is not on the same plane of existence as you are, there is a 5% chance that the sending does not arrive.

(Local conditions on other planes may worsen this chance considerably, at the option of the DM).

Arcane Material Component: A short piece of fine copper wire.

SHATTER

Evocation [Sonic]

Level: Brd 2, Chaos 2, Clr 2, Destruction 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area or Target: 3-ft.-radius spread; or one solid object or one crystalline creature

Duration: Instantaneous

Saving Throw: Will negates (object); Will negates (object) or Fortitude half (see text)

Spell Resistance: Yes (object)

Shatter creates a loud, ringing noise that shatters brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature.

Used as an area attack, *shatter* destroys nonmagical objects of crystal, glass, ceramic, or porcelain, such as vials, bottles, flasks, jugs, windows, mirrors, and so forth.

All such objects within a 3-foot radius of the point of origin are smashed into dozens of pieces by the spell.

Objects weighing more than 1 pound per your level are not affected, but all other objects of the appropriate composition are shattered.

Alternatively, you can target *shatter* against a single solid object, regardless of composition, weighing up to 10 pounds per caster level.

Targeted against a crystalline creature (of any weight), *shatter* deals 1d6 points of damage per caster level (maximum 10d6), with a Fortitude save for half damage.

Arcane Material Component: A chip of mica.

SHOUT

Evocation [Sonic]

Level: Brd 4, Sor/Wiz 4

Components: V

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Cone

Duration: Instantaneous

Saving Throw: Fortitude partial (see text) (object)

Spell Resistance: Yes (object)

You emit an ear-splitting yell that deafens and damages creatures in its path.

Any creature within the area is deafened for 2d6 rounds and takes 2d6 points of damage.

A successful save negates the deafness and reduces the damage by half.

Any exposed brittle or crystalline object or crystalline creature takes 1d6 points of damage per caster level (maximum 15d6).

Crystalline creatures are allowed Fortitude saves to reduce the damage by half, and creatures holding fragile objects can negate damage to them with successful Reflex saves.

A deafened character, in addition to the obvious effects, suffers a -4 penalty on initiative, automatically fails Listen checks, and a 20% chance to miscast and lose any spell with a verbal (V) component that he tries to cast. The *shout* spell cannot penetrate the spell *silence*.

SOUND BURST

Evocation [Sonic]

Level: Brd 2, Clr 2

Components: V, S, F/DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 10-ft.-radius spread

Duration: Instantaneous

Saving Throw: Will partial

Spell Resistance: Yes

You blast an area with a tremendous cacophony.

Creatures in the area take 1d8 points of sonic damage and must succeed at Will saves to avoid being stunned for 1 round.

A stunned creature can't act and loses any Dexterity bonus to AC.

Attackers gain +2 bonuses to attack it.

Deafened creatures are not stunned but are still damaged.

Arcane Focus: A small musical instrument.

SPIRITUAL WEAPON

Evocation [Force]

Level: Clr 2, War 2

Components: V, S, DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Magic weapon of force

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

A melee weapon made of pure force springs into existence and attacks opponents at a distance, as you direct it, dealing 1d8 damage per hit.

The weapon takes the shape of a weapon favored by your deity or a weapon with some spiritual significance or symbolism to you (see below) and has the same threat range and critical multipliers as a real weapon of its form.

It strikes the opponent you designate, starting with one attack the round the spell is cast and continuing each round thereafter.

It uses your base attack bonus as its attack bonus (possibly allowing it multiple attacks per round in subsequent rounds).

It strikes as a spell, not as a weapon, so, for example, it can strike incorporeal creatures.

The weapon always strikes from your direction.

It does not get a flanking bonus or help a combatant get one.

Your feats (such as Weapon Focus) or combat actions (such as charge) do not affect the weapon.

If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers.

Each round after the first, you can use a standard action to switch the weapon to a new target.

If you do not, the weapon continues to attack the previous round's target.

On any round that the weapon switches targets, it gets one attack.

Subsequent rounds of attacking that target allow the weapon to make multiple attacks if your base attack bonus would allow it to.

The *spiritual weapon* cannot be attacked or damaged.

If an attacked creature has SR, the resistance is checked the first time the *spiritual weapon* strikes it.

If the weapon is successfully resisted, the spell is dispelled.

If not, the weapon has its normal full effect on that creature for the duration of the spell.

The weapon that you get is often a force replica of your deity's own personal weapon, many of which have individual names.

A cleric without a deity gets a weapon based on his alignment.

A neutral cleric without a deity can create a *spiritual weapon* of any alignment provided he is acting at least generally in accord with that alignment at the time.

The weapons of each deity or alignment are:

Deity or Alignment	Spiritual Weapon
Boccob	Quarterstaff
Corellon Larethian	Longsword, "Sahandrian"
Ehlonna	Longsword
Erythnul	Morningstar (with a blunt, stone head)
Fharlanghn	Quarterstaff
Garl Glittergold	Battleaxe, "Arumdina"
Gruumsh	Spear
Heironeous	Longsword, "The Blade of Valor"
Hextor	Flail
Kord	Greatsword
Moradin	Warhammer, "Soulhammer"
Nerull	Scythe
Obad-Hai	Quarterstaff
Olidammarra	Rapier
Pelor	Mace
St. Cuthbert	Mace
Vecna	Dagger
Wee Jas	Dagger
Yondalla	Short sword, "Hornblade"
Good	Hammer, "The Hammer of Justice"
Evil	Flail, "The Scourge of Souls"
Law	Sword, "The Sword of Truth"
Chaos	Battleaxe, "The Blade of Change"

SUNBEAM

Evocation

Level: Drd 7, Sun 7

Components: V, S, DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: Beam 5 ft. wide and 100 ft. + 10 ft./level long, starting at a point right in front of you

Duration: 1 round/level or until all beams are exhausted

Saving Throw: Reflex negates and half (see text)

Spell Resistance: Yes

For the duration of this spell, you can use a standard action to evoke a dazzling beam of intensely hot light each round.

You can call forth one beam per three caster levels (maximum six beams at 18th level).

The spell ends when its duration runs out or your allotment of beams is exhausted.

All creatures in the beam are blinded and take 3d6 points of damage.

(A successful Reflex save negates the blindness and reduces the damage by half).

In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, grants a +2 bonus to attackers' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on Search checks and most Strength- and Dexterity-based skill checks.

Creatures to whom sunlight is harmful or unnatural take double damage.

Undead creatures caught within the ray are dealt 1d6 points of damage per caster level (maximum 20d6), or half damage if a Reflex save is successful.

In addition, the ray results in the destruction of undead creatures specifically affected by sunlight if they fail their saves.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, slimes, jellies, puddings, and fungoid creatures just as if they were undead creatures.

SUNBURST

Evocation [Fire]

Level: Drd 8, Sor/Wiz 8, Sun 8

Components: V, S, M/DF

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Area: 10 ft./level-radius burst

Duration: Instantaneous

Saving Throw: Reflex partial (see text)

Spell Resistance: Yes

Sunburst causes a globe of searing heat and radiance to explode silently from a point you select.

All creatures in the globe are blinded and are dealt 3d6 points of damage.

(A successful Reflex save negates the blindness and reduces the damage by half).

In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, grants a +2 bonus to attackers' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on Search checks and most Strength- and Dexterity-based skill checks.

Creatures to whom sunlight is harmful or unnatural take double damage.

Undead creatures caught within the globe are dealt 1d6 points of damage per caster level (maximum 25d6), or half damage if a Reflex save is successful.

In addition, the burst results in the destruction of undead creatures specifically affected by sunlight if they fail their saves.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, slimes, jellies, puddings, and fungoid creatures just as if they were undead creatures.

Arcane Material Components: A piece of sunstone and a naked flame.

TENSER'S FLOATING DISK

Evocation [Force]

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 3-ft.-diameter disk of force

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You create a slightly concave, circular plane of force that follows you about and carries loads for you.

The disk is 3 feet in diameter and 1 inch deep at its center.

It can hold 100 pounds of weight per caster level.

(If used to transport a liquid, its capacity is 2 gallons).

The disk floats approximately 3 feet above the ground at all times and remains level.

It floats along horizontally within spell range and will accompany you at a rate of no more than your normal speed each round.

If not otherwise directed, it maintains a constant interval of 5 feet between itself and you.

The disk winks out of existence when the spell duration expires.

The disk also winks out if you move beyond range (by moving too fast or by such means as a *teleport* spell) or try to take the disk more than 3 feet away from the surface beneath it.

When the disk winks out, whatever it was supporting falls to the surface beneath it.

Material Component: A drop of mercury.

UNHALLOW

Evocation [Evil]

Level: Clr 5, Drd 5

Components: V, S, M

Casting Time: One day

Range: Touch

Area: 10-ft./level radius emanating from the touched point

Duration: Instantaneous

Saving Throw: None

Spell Resistance: See text

Unhallow makes a particular site, building, or structure an unholy site.

This has three major effects.

First, the site or structure is guarded by a *magic circle against good* effect.

Second, all turning checks to turn undead suffer a -4 profane penalty and turning checks to rebuke undead gain a +4 profane bonus.

Spell resistance does not apply to this effect.

(Note: This provision does not apply to the druid version of the spell).

Finally, you may choose to fix a single spell effect to the unhallowed site.

The spell effect lasts for one year and functions throughout the entire consecrated site, regardless of its normal duration and area or effect.

You may designate whether the effect applies to all creatures, creatures who share your faith or alignment, or creatures who adhere to another faith or alignment.

For example, you may create a *bless* effect that aids all creatures of like alignment or faith in the area, or a *bane* effect that hinders creatures of the opposite alignment or an enemy faith.

At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting *unhallow* again.

Spell effects that may be tied to an unhallowed site include *aid*, *bane*, *bless*, *cause fear*, *darkness*, *daylight*, *deeper darkness*, *detect magic*, *detect good*, *dimensional anchor*, *discern lies*, *dispel magic*, *endure elements*, *freedom of movement*, *invisibility purge*, *negative energy protection*, *protection from elements*, *remove fear*, *resist elements*, *silence*, *tongues*, and *zone of truth*.

Spell resistance might apply to these spells' effects.

(See the individual spell descriptions for details).

An area can receive only one *unhallow* (and its associated spell effect) at a time.

Unhallow counters but does not dispel *hallow*.

Material Components: Herbs, oils, and incense worth at least 1,000 gp, plus 1,000 gp per level of the spell to be tied to the unhallowed area.

UNHOLY BLIGHT

Evocation [Evil]

Level: Evil 4

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You call up unholy power to smite your enemies.

The power takes the form of a cold, cloying cloud of greasy darkness.

Only good and neutral (not evil) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to good creatures and sickens them for 1d4 rounds.

A sickened creature suffers a -2 penalty on attack rolls, weapon damage rolls, saves, skill checks, and ability checks.

A successful Fortitude save reduces damage to half and negates the sickening effect.

The spell deals only half damage to creatures who are neither evil nor good, and they are not sickened.

They can reduce the damage in half again (down to one-quarter of the roll) with a successful Reflex save.

WALL OF FIRE

Evocation [Fire]

Level: Drd 5, Fire 4, Sor/Wiz 4

Components: V, S, M/DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Opaque sheet of flame up to 20 ft. long/caster level or a ring of fire with a radius of up to 5 ft./two caster levels; either form 20 ft. high

Duration: Concentration + 1 round/level

Saving Throw: See text

Spell Resistance: Yes

An immobile, blazing curtain of shimmering violet fire springs into existence.

One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet.

The wall deals this damage when it appears and each round that a creature enters or remains in the area.

In addition, the wall deals 2d6 points of fire damage +1 point of fire damage per caster level (maximum +20) to any creature passing through it.

The wall deals double damage to undead creatures.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall by making a successful Reflex save.

(If the creature ends up on the hot side of the wall, it takes 2d4 points of damage, as normal).

If any 5-foot length of wall takes 20 points of cold damage or more in 1 round, that length goes out.

(Do not divide cold damage by 4, as normal for objects).

Arcane Material Component: A small piece of phosphorus.

WALL OF FORCE

Evocation [Force]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Wall whose area is up to one 10-ft. square/level or a sphere or hemisphere with a radius of up to 1 ft./level

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

A *wall of force* spell creates an invisible wall of force.

The *wall of force* cannot move, it is immune to damage of all kinds, and it is totally unaffected by most spells, including *dispel magic*.

However, *disintegrate* immediately destroys it, as does a *rod of cancellation*, a *sphere of annihilation*, and *Mordenkainen's disjunction*.

Spells and breath weapons cannot pass through the wall in either direction, although *dimension door*, *teleport*, and similar effects can bypass the barrier.

It blocks ethereal creatures as well as material creatures (though ethereal creatures can usually get around the wall by floating under or over it through material floors and ceilings).

Gaze attacks can operate through the *wall of force*.

The caster can form the wall into a flat, vertical plane whose area is up to one 10-foot square per level, or into a sphere or hemisphere with a radius of up to 1 foot per 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.

Material Component: A pinch of powder made from a clear gem.

WALL OF ICE

Evocation [Cold]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Anchored plane of ice, up to one 10-ft. square/level, or hemisphere of ice with a radius of up to 3 ft. + 1 ft./level

Duration: 1 minute/level

Saving Throw: See text

Spell Resistance: Yes

This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected.

A wall of ice cannot form in an area occupied by physical objects or creatures.

Its surface must be smooth and unbroken when created. Fire, including *fireball* and red dragon breath, can melt a wall of ice.

It deals full damage to the wall (instead of the normal half damage suffered by objects).

Suddenly melting the *wall of ice* creates a great cloud of steamy fog that lasts for 10 minutes.

Ice Plane: A sheet of strong, hard ice appears.

The wall is 1 inch thick per caster level.

It covers up to a 10-foot-square area per caster level (so a 10th-level wizard can create a wall of ice 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, etc.).

The plane can be oriented in any fashion as long as it is anchored.

A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

The wall is primarily defensive in nature and is used to stop pursuers from following you and the like.

Each 10-foot square of wall has 3 hit points per inch of thickness.

Creatures can hit the wall automatically.

A section of wall whose hit points drop to 0 is breached.

If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15 + caster level. Even when the ice has been broken through, a sheet of frigid air remains.

Any creature stepping through it (including the one who broke through the wall) takes 1d6 points of cold damage +1 point per caster level.

Hemisphere: The wall takes the form of a hemisphere whose maximum radius is 3 feet +1 foot per caster level.

Thus, a 7th-level caster can create a hemisphere 10 feet in radius.

It is as hard to break through as the *ice plane* form, but it does not deal damage to those who go through a breach.

You can create the *hemisphere* so that it traps one or more creatures, though these creatures can avoid being trapped by the *hemisphere* by making successful Reflex saves.

Material Component: A small piece of quartz or similar rock crystal.

WHIRLWIND

Evocation [Air]

Level: Air 8, Drd 8

Components: V, S, DF

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Effect: Cyclone 10 ft. wide at base, 30 ft. wide at top, and 30 ft. tall

Duration: 1 round/level

Saving Throw: Reflex negates (see text)

Spell Resistance: Yes

This spell creates a powerful cyclone of raging wind that moves through the air, along the ground, or over water at a speed of 60 feet per round.

You can concentrate on controlling the cyclone's every movement or specify a simple program, such as move straight ahead, zigzag, circle, or the like.

Directing the cyclone's movement or changing its programmed movement is a standard action for you. The whirlwind always moves during your turn in the initiative order.

If the cyclone exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds—possibly endangering you or your allies—and then dissipates. (You can't regain control of the cyclone, even if comes back within range).

Any Large or smaller creature that comes in contact with the whirlwind must succeed at a Reflex save or take 3d6 points of damage.

Medium-size or smaller creatures that fail their first save must succeed at a second one or be picked up bodily by the whirlwind and held suspended in its powerful winds, taking 1d8 points of damage each round with no save allowed.

You may direct the cyclone to eject any carried creatures whenever you wish, depositing the hapless souls wherever the whirlwind happens to be when they are released.

WIND WALL

Evocation

Level: Air 2, Brd 3, Clr 3, Rgr 4, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Wall up to 10 ft./level long and 5 ft./level high (S)

Duration: 1 round/level

Saving Throw: None (see text)

Spell Resistance: Yes

An invisible vertical curtain of wind appears.

It is 2 feet thick and of considerable strength.

It is a roaring blast sufficient to blow away any bird smaller than an eagle or tear papers and similar materials from unsuspecting hands.

(A Reflex save allows a creature to maintain its grasp on an object).

Tiny and Small flying creatures cannot pass through the barrier.

Loose materials and cloth garments fly upward when caught in a *wind wall*.

Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall suffers a 30% miss chance.

(A giant-thrown boulder, a siege projectile, and other massive ranged weapons are not affected).

Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall (although it is no barrier to incorporeal creatures).

While the wall must be vertical, you can shape it in any continuous path along the ground that you like.

It is possible to create cylindrical or square wind walls to enclose specific points.

A 5th-level caster can create a wall up to 50 feet long and up to 25 feet high, which is sufficient to form a cylinder of wind 15 feet in diameter.

Arcane Material Components: A tiny fan and a feather of exotic origin.

WORD OF CHAOS

Evocation [Chaotic, Sonic]

Level: Chaos 7, Clr 7

Components: V

Casting Time: 1 action

Range: 30 ft.

Area: Creatures in a 30-ft.-radius spread centered on you

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Uttering *word of chaos* creates two effects: If you are on your home plane, nonchaotic extraplanar creatures within the area are instantly banished back to their home planes.

Creatures so banished cannot return for at least one day. This effect takes place regardless of whether the creatures hear the *word of chaos*.

Creatures native to your plane who hear the *word of chaos* and are not chaotic suffer the following ill effects:

HD	Effect
12 or more	Deafened
Less than 12	Stunned, deafened
Less than 8	Confused, stunned, deafened
Less than 4	Killed, confused, stunned, deafened

The effects are cumulative.

Deafened: The creature is struck deaf (see *blindness/deafness*) for 1d4 rounds.

Stunned: The creature is stunned for 1 round.

A stunned creature can't act and loses any Dexterity bonus to AC.

Attackers gain +2 bonuses to attack it.

Confused: The creature is *confused*, as by the *confusion* spell, for 1d10 minutes.

This is a mind-affecting enchantment.

Killed: Living creatures die.

Undead creatures are destroyed.

ILLUSION**BLUR**

Illusion (Glamer)

Level: Brd 2, Sor/Wiz 2

Components: V

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject's outline appears blurred, shifting and wavering.
 This distortion grants the subject one-half concealment (20% miss chance).
 A *see invisibility* spell does not counteract the *blur* effect, but a *true seeing* spell does.
 Note: Opponents who cannot see the subject ignore the spell's effect (though fighting an unseen opponent carries penalties of its own; see page 132).

CHANGE SELF

Illusion (Glamour)

Level: Sor/Wiz 1, Trickery 1

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

You make yourself—including clothing, armor, weapons, and equipment—look different.

You can seem 1 foot shorter or taller, thin, fat, or in between.

You cannot change your body type.

For example, a human caster could look human, humanoid, or like any other generally human-shaped bipedal creature. Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature, such as a mole or a beard, or look like an entirely different person.

The spell does not provide the abilities or mannerisms of the chosen form.

It does not alter the perceived tactile (touch) or audible (sound) properties of you or your equipment.

A battleaxe made to look like a dagger still functions as a battleaxe.

If you use this spell to create a disguise, you get a +10 bonus on the Disguise check.

Note: Creatures get Will saves to recognize the glamor as an illusion if they interact with it (such as by touching you and having that not match what they see, in the case of this spell).

COLOR SPRAY

Illusion (Pattern) [Mind-Affecting]

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Cone

Duration: Instantaneous (see text)

Saving Throw: Will negates

Spell Resistance: Yes

A vivid cone of intertwined, clashing colors springs forth from your hand, stunning creatures, blinding them, or even knocking them unconscious.

The closest 1d6 creatures in the cone are affected.

The spell affects each subject according to its HD: *Up to 2:* Unconscious for 2d4 rounds, also blinded for the first 1d4 rounds, and also stunned for the first round.

(Only living creatures are knocked unconscious).

3 or 4: Blinded for 1d4 rounds and stunned for the first round.

5 or more: Stunned for 1 round.

In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, grants a +2 bonus to attackers' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on Search checks and most Strength- and Dexterity-based skill checks.

A stunned creature can't act and loses any Dexterity bonus to AC.

Attackers gain +2 bonuses to attack it.

Sightless creatures are not affected by *color spray*.

Material Component: A pinch each of powder or sand that is colored red, yellow, and blue.



DISPLACEMENT

Illusion (Glamour)

Level: Brd 3, Sor/Wiz 3

Components: V, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Emulating the natural ability of the displacer beast, the subject appears to be about 2 feet away from his true location.

He benefits from a 50% miss chance as if he had full concealment.

However, unlike actual full concealment, *displacement* does not prevent enemies from targeting him normally.

True seeing reveals his true location.

Material Component: A small strip of leather made from displacer beast hide, twisted into a loop.

DREAM

Illusion (Phantasm) [Mind-Affecting]

Level: Brd 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 minute

Range: Unlimited

Target: One living creature touched

Duration: See text

Saving Throw: None

Spell Resistance: Yes

You, or a messenger touched by you, sends a phantasmal message to others in the form of a dream.

At the beginning of the spell, you must name the recipient or identify him by some title that leaves no doubt as to his identity.

The messenger then enters a trance, appears in the intended recipient's dream, and delivers the message.

The message can be of any length, and the recipient remembers it perfectly upon waking.

The communication is one-way.

The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient.

Once the message is delivered, the messenger's mind returns instantly to her body.

The duration of the spell is the time required for the messenger to enter the recipient's dream and deliver the message.

If the recipient is awake when the spell begins, the messenger can choose to wake up (ending the spell) or remain in the trance.

She can remain in the trance until the recipient goes to sleep, then enter the recipient's dream and deliver the message as normal.

If the messenger is disturbed during the trance, she awakens, and the spell ends.

Creatures who don't sleep or dream (such as elves, but not half-elves) cannot be contacted by this spell.

The messenger is unaware of her own surroundings or the activities around her while in the trance.

She is defenseless both physically and mentally (she always fails any saving throw, for example) while in the trance.

FALSE VISION

Illusion (Glamer)

Level: Brd 5, Sor/Wiz 5, Trickery 5

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 25 ft. + 5 ft./two levels-radius emanation, centered on the point where you were when you cast the spell

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

You and all you desire within the area of the spell become undetectable to scrying (whether by spell or magic device). Furthermore, if you are aware of an attempt to scry, you can create whatever image you desire, including sight and sound, according to the medium of the scrying method. To do this, you must concentrate on the figment you are creating.

Once concentration is broken, no further images can be created, although the area remains undetectable for the duration of the spell.

Arcane Material Component: The ground dust of a jade worth at least 250 gp, which is sprinkled into the air when the spell is cast.

GHOST SOUND

Illusion (Figment)

Level: Brd 0, Sor/Wiz 0

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Illusory sounds

Duration: 1 round/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound the spell creates when casting the spell and cannot thereafter change its basic character.

The volume of sound created, however, depends on your level.

You can produce as much noise as four normal humans per caster level (maximum twenty humans).

Thus, talking, singing, shouting, walking, marching, or running sounds can be created.

The noise a *ghost sound* spell produces can be virtually any type of sound within the volume limit.

A horde of rats running and squeaking is about the same volume as eight humans running and shouting.

A roaring lion is equal to the noise from sixteen humans, while a roaring dire tiger is equal to the noise from twenty humans.

Note that *ghost sound* can enhance the effectiveness of a *silent image* spell.

Material Component: A bit of wool or a small lump of wax.

GREATER SHADOW CONJURATION

Illusion (Shadow)

Level: Sor/Wiz 5

As *shadow conjuration*, except that it can duplicate wizard or sorcerer conjurations of up to 4th level, and the illusory conjurations created are two-fifths (40%) as strong as the real thing instead of one-fifth as strong.

GREATER SHADOW EVOCATION

Illusion (Shadow)

Level: Sor/Wiz 6

As *shadow evocation*, but it enables the caster to create partially real, illusory versions of sorcerer or wizard evocations of up to 5th level.

If recognized as *greater shadow evocation*, damaging spells deal only two-fifths (40%) of normal damage, with a minimum of 2 points per die of damage.

For example, a *greater shadow cloudkill* has a 40% chance to kill creatures of 6 HD or less, and creatures of 4 to 6 HD get a saving throw.

Creatures not killed take 1d10×0.4 points of damage each round.

Nondamaging effects, such as a *web*'s ensnarement, are only 40% likely to work when the *greater shadow evocation* is recognized as mostly illusory (roll separately for each effect).

and each creature who recognizes the evocation as shadowy).

HALLUCINATORY TERRAIN

Illusion (Glamer)

Level: Brd 4, Sor/Wiz 4

Components: V, S, M

Casting Time: 10 minutes

Range: Long (400 ft. + 40 ft./level)

Area: One 30-ft. cube/level (S)

Duration: 2 hours/level

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

You make natural terrain look, sound, and smell like some other sort of natural terrain.

Thus, open fields or a road can be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain.

A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road.

Structures, equipment, and creatures within the area are not hidden or changed in appearance.

Material Components: A stone, a twig, and a bit of green plant.

HYPNOTIC PATTERN

Illusion (Pattern) [Mind-Affecting]

Level: Brd 2, Sor/Wiz 2

Components: (V), S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Colorful lights in a 15-ft.-radius spread

Duration: Concentration + 2 rounds

Saving Throw: Will negates

Spell Resistance: Yes

A twisting pattern of subtle, shifting colors weaves through the air, fascinating creatures within it.

Roll 2d4 +1 per caster level to determine the total number of HD affected (maximum +10).

Creatures with the fewest HD are affected first; and, among creatures with equal HD, those who are closest to the spell's point of origin are affected first.

HD that are not sufficient to affect a creature are wasted.

Affected creatures gaze at the lights, heedless of all else, acting as if they are affected by *hypnotism*.

However, the character cannot make suggestions as with *hypnotism*.

Sightless creatures are not affected.

A wizard or sorcerer need not utter a sound to cast this spell, but a bard must sing, play music, or recite a rhyme as a verbal component.

Material Component: A glowing stick of incense or a crystal rod filled with phosphorescent material.

ILLUSORY SCRIPT

Illusion (Phantasm) [Mind-Affecting]

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 minute or longer (see text)

Range: Touch

Target: One touched object weighing no more than 10 lb.

Duration: 1 day/level

Saving Throw: Will negates (see text)

Spell Resistance: Yes

You write instructions or other information on parchment, paper, or any suitable writing material.

The *illusory script* appears to be some form of foreign or magic writing.

Only the person (or people) designated by you at the time of the casting are able to read the writing; it's completely unintelligible to any other character, although an illusionist recognizes it as *illusory script*.

Any unauthorized creature attempting to read the script triggers a potent illusory effect and must make a saving throw.

A successful saving throw means the creature can look away with only a mild sense of disorientation.

Failure means the creature is subject to a suggestion implanted in the script by you at the time the *illusory script* spell was cast.

The suggestion lasts only 30 minutes.

Typical suggestions include "Close the book and leave", "Forget the existence of the book", and so forth.

If successfully dispelled by *dispel magic*, the *illusory script* and its secret message disappear.

The hidden message can be read by a combination of the *true seeing* spell with the *read magic* or *comprehend languages* spell.

The casting time depends on how long a message you wish to write, but it is always at least 1 minute.

Material Component: A lead-based ink (cost of not less than 50 gp).

ILLUSORY WALL

Illusion (Figment)

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Image 1 ft. × 10 ft. × 10 ft.

Duration: Permanent

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

This spell creates the illusion of a wall, floor, ceiling, or similar surface.

It appears absolutely real when viewed, but physical objects can pass through it without difficulty.

When the spell is used to hide pits, traps, or normal doors, any detection abilities that do not require sight work normally.

Touch or probing searches reveal the true nature of the surface, though they do not cause the illusion to disappear.

IMPROVED INVISIBILITY

Illusion (Glamer)

Level: Brd 4, Sor/Wiz 4

Components: V, S

Target: You or creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

As *invisibility*, except the spell doesn't end if the subject attacks.

INVISIBILITY SPHERE

Illusion (Glamer)

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Area: 10-ft. radius sphere around the creature or object touched

As *invisibility*, except this spell confers invisibility upon all creatures within 10 feet of the recipient.

The center of the effect is mobile with the recipient.

Those affected by this spell cannot see each other but can see themselves.

Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible.

Affected creatures (other than the recipient) who attack negate the invisibility only for themselves.

If the spell recipient attacks, the *invisibility sphere* ends.

INVISIBILITY

Illusion (Glamer)

Level: Brd 2, Sor/Wiz 2, Trickery 2

Components: V, S, M/DF

Casting Time: 1 action

Range: Personal or touch

Target: You or a creature or object weighing no more than 100 lb./level

Duration: 10 minutes/level (D)

Saving Throw: None or Will negates (harmless, object)

Spell Resistance: No or Yes (harmless, object)

The creature or object touched vanishes from sight, even from darkvision.

If the recipient is a creature carrying gear, the gear vanishes, too.

If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature.

Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source).

Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible, such as a trailing rope.

Of course, the subject is not magically *silenced*, and certain other conditions can render the recipient detectable (such as stepping in a puddle).

The spell ends if the subject attacks any creature.

For purposes of this spell, an "attack" includes any spell targeting a foe or whose area or effect includes a foe.

(Exactly who is a foe depends on the invisible character's perceptions).

Actions directed at unattended objects do not break the spell.

Causing harm indirectly is not an attack.

Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth.

If the subject attacks directly, however, it immediately becomes visible along with all its gear.

Note that spells such as *bleed* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

See Table 8–8: Attack Roll Modifiers, page 132, for the effects of invisibility on combat.

Arcane Material Components: An eyelash encased in a bit of gum arabic.

LEOMUND'S TRAP

Illusion (Glamer)

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Object touched

Duration: Permanent

Saving Throw: None

Spell Resistance: No

This spell makes a lock or other small mechanism seem to be trapped to anyone who can detect traps.

You place the spell upon any small mechanism or device, such as a lock, hinge, hasp, cork, screw-on cap, or ratchet. Any character able to detect traps, or who uses any spell or device enabling trap detection, is 100% certain a real trap exists.

Of course, the effect is illusory and nothing happens if the trap is "sprung"; its primary purpose is to frighten away thieves or make them waste precious time.

If another *Leomund's trap* is active within 50 feet when the spell is cast, the casting fails.

Material Component: A piece of iron pyrite touched to the object to be trapped while the object is sprinkled with a special dust requiring 50 gp to prepare.

MAGIC MOUTH

Illusion (Glamer)

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature or object

Duration: Permanent until discharged

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs.

The message, which must be twenty-five or fewer words long, can be in any language known by you and can be delivered over a period of 10 minutes.

The mouth cannot speak verbal components, use command words, or activate magical effects.

It does, however, move according to the words articulated. For instance, if it were placed upon a statue, the mouth of the statue would actually move and appear to speak.

Of course, *magic mouth* can be placed upon a tree, rock, door, or any other object or creature.

The spell functions when specific conditions are fulfilled according to your command as set in the spell.

Commands can be as general or as detailed as desired, although only visual and audible triggers can be used, such as the following: "Speak only when a venerable female human carrying a sack sits cross-legged within one foot". Triggers react to what appears to be the case.

Disguises and illusions can fool them.

Normal darkness does not defeat a visual trigger, but magical *darkness* or *invisibility* does.

Silent movement or magical *silence* defeats audible triggers.

Audible triggers can be keyed to general types of noises (footsteps, metal clanking) or to a specific noise or spoken word (when a pin drops, when anyone says "Boo").

Note that actions can serve as triggers if they are visible or audible.

For example, "Speak when any creature touches the statue" is an acceptable command so long as the creature is visible.

A *magic mouth* cannot distinguish invisible creatures, alignments, level, HD, or class except by external garb.

The range limit of a trigger is 15 feet per caster level, so a 6th-level caster can command a *magic mouth* to respond to triggers up to 90 feet away.

Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

Material Component: A small bit of honeycomb and jade dust worth 10 gp.

MAJOR IMAGE

Illusion (Figment)

Level: Brd 3, Sor/Wiz 3

Duration: Concentration + 3 rounds

As *silent image*, except sound, smell, and thermal illusions are included in the spell effect.

While concentrating, you can move the image within the range.

The image disappears when struck by an opponent unless you cause the illusion to react appropriately.

MASS INVISIBILITY

Illusion (Glamer)

Level: Sor/Wiz 7

Components: V, S, M

Range: Long (400 ft. + 40 ft./level)

Targets: Any number of creatures, no two of which can be more than 180 ft. apart

As *invisibility*, except the effect is mobile with the group and is broken when anyone in the group attacks.

Individuals in the group cannot see each other.

The spell is broken for any individual who moves more than 180 feet from the nearest member of the group.

(If only two individuals are affected, the one moving away from the other one loses its invisibility.)

If both are moving away from each other, they both become visible when the distance between them exceeds 180 feet).

Material Components: An eyelash and a bit of gum arabic, the former encased in the latter.

MINOR IMAGE

Illusion (Figment)

Level: Brd 2, Sor/Wiz 2

Duration: Concentration+2 rounds

As *silent image*, except this spell includes some minor sounds but not understandable speech.

MIRAGE ARCANA

Illusion (Glamer)

Level: Brd 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Area: One 20-ft. cube/level (S)

Duration: Concentration+1 hour/level (D)

As *hallucinatory terrain*, except that it enables you to make any area appear to be something other than it is.

The illusion includes audible, visual, tactile, and olfactory elements.

Unlike *hallucinatory terrain*, the spell can alter the appearance of structures (or add them where none are present).

Still, it can't disguise, conceal, or add creatures (though creatures within the area might hide themselves within the illusion just as they can hide themselves within a real location).

MIRROR IMAGE

Illusion (Figment)

Level: Brd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Personal (see text)

Target: You

Duration: 1 minute/level

Several illusory duplicates of you pop into being, making it difficult for enemies to know which target to attack.

The figments stay near you and disappear when struck.

Mirror image creates 1d4 images plus one image per three caster levels (maximum eight images).

These figments separate from you and remain in a cluster, each within 5 feet of at least one other figment or you.

You can move into and through a *mirror image*.

When you and the *mirror image* separate, observers can't use vision or hearing to tell which one is you and which the image.

The figments may also move through each other.

The figments mimic your actions, pretending to cast spells when you cast a spell, drink potions when you drink a potion, levitate when you levitate, and so on.

Enemies attempting to attack you or cast spells at you must select from among indistinguishable targets.

Generally, roll randomly to see whether the selected target is real or a figment.

Any successful attack roll against a figment destroys it.

A figment's AC is 10 + size modifier + Dexterity modifier.

Figments seem to react normally to area spells (such as looking like they're burned or dead after being struck by a fireball).

While moving, you can merge with and split off from figments so that enemies who have learned which image is real are again confounded.

An attacker must be able to see the images to be fooled.

If you are invisible or an attacker shuts her eyes, the spell has no effect, though being unable to see carries the same penalties as being blinded: In addition to the obvious

effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, grants a +2 bonus to attackers' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on Search checks and most Strength- and Dexterity-based skill checks.

MISDIRECTION

Illusion (Glamer)

Level: Brd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature or object, up to a 10-ft. cube in size

Duration: 1 hour/level

Saving Throw: Will negates (object)

Spell Resistance: No

By means of this spell, you misdirect the information from divination spells that reveal auras (including *detect evil*, *detect magic*, *discern lies*, etc.).

On casting the spell, you choose another object within range.

For the duration of the spell, the subject of *misdirection* is detected as if it were the other object.

Detection spells provide information based on the second object rather than on the actual target of the detection unless the caster of the detection succeeds at his save.

For instance, you could make yourself detect as a tree if one were within range at casting: not evil, not lying, not magical, neutral in alignment, etc.

This spell does not affect other types of divination (*augury*, *detect thoughts*, *clairaudience/clairvoyance*, etc.).

MISLEAD

Illusion (Figment, Glamer)

Level: Brd 5, Luck 6, Sor/Wiz 6, Trickery 6

Components: S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target/Effect: You/one illusory double

Duration: 1 round/level (D)

Saving Throw: None/Will disbelief (if interacted with)

Spell Resistance: No

An illusory double of you (a figment) appears, and at the same time, you become invisible (as *improved invisibility*, a glamer).

You are then free to go elsewhere while your double moves away.

The double appears within range but thereafter moves according to your intent at the time of casting.

You can make the figment appear superimposed perfectly over your own body so that observers don't notice an image appearing and you turning invisible.

You and the figment can then move in different directions. The double moves at your speed, can talk and gesture as if it were real, and even smells and feels real.

The double cannot attack or cast spells, but it can pretend to do so.

NIGHTMARE

Illusion (Phantasm) [Mind-Affecting, Evil]

Level: Brd 5, Sor/Wiz 5

Components: V, S

Casting Time: 10 minutes

Range: Unlimited

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You send a hideous and unsettling phantasmal vision to a specific creature whom you name or otherwise specifically designate.

The nightmare prevents restful sleep and causes 1d10 points of damage.

The nightmare leaves the subject tired out and unable to regain arcane spells for the next 24 hours.

Dispel evil cast on the subject while you are casting the spell dispels the *nightmare* and stuns you for 10 minutes per caster level of the *dispel evil*.

While you are stunned, you can't act, you lose any Dexterity bonus to AC, and attackers get a +2 bonus against you.

If the recipient is awake when the spell begins, you can choose to cease casting (ending the spell) or enter a trance until the recipient goes to sleep, whereupon you become alert again and complete the casting.

If you are disturbed during the trance, the spell ends.

If you choose to enter a trance, you are not aware of your surroundings or the activities around you while in the trance.

You are defenseless, both physically and mentally, while in the trance.

(You always fail any saving throw, for example).

Creatures who don't sleep or dream (such as elves, but not half-elves) are immune to this spell.

NYSTUL'S MAGIC AURA

Illusion (Glamer)

Level: Sor/Wiz 1

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: One touched object weighing up to 5 lb./level

Duration: 1 day/level

Saving Throw: None (see text)

Spell Resistance: No

You make an item's aura register to detection spells (and similar spells) as though it were either a magic item of the type that you specify or the subject of a spell that you specify.

You could make an ordinary sword register as a +2 *vorpal sword* as far as magical detection is concerned or make a +2 *vorpal sword* register as if it were a +1 *sword*.

If the object bearing *Nystul's magic aura* has *identify* cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds at a Will save.

Otherwise, he believes the aura and no amount of testing reveals what the true magic is.

If the targeted item's own aura is exceptionally powerful (if it is an artifact, for instance), *Nystul's magic aura* doesn't work.

Note: A magic weapon, shield, or suit of armor must be a masterwork item, so a sword of average make, for example, looks suspicious if it has a magical aura.

Focus: A small square of silk that must be passed over the object that receives the aura.

NYSTUL'S UNDETECTABLE AURA

Illusion (Glamer)

Level: Magic 1, Sor/Wiz 1

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: Object touched weighing up to 5 lb./level

Duration: 1 day/level

Saving Throw: None (see text)

Spell Resistance: No

This spell allows you to mask a magic item's aura from detection.

If the object bearing Nystul's *undetectable aura* has *identify* cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds at a Will save.

Focus: A small square of silk that must be passed over the object.

PERMANENT IMAGE

Illusion (Figment)

Level: Brd 6, Sor/Wiz 6

Effect: Figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S)

Duration: Permanent (D)

As *silent image*, except the figment includes visual, auditory, olfactory, and thermal elements, and the spell is permanent.

By concentrating, you can move the image within the limits of the range, but it is static while you are not concentrating.

Material Component: A bit of fleece plus powdered jade worth 100 gp.

PERSISTENT IMAGE

Illusion (Figment)

Level: Brd 5, Sor/Wiz 5

Duration: 1 minute/level (D)

As *silent image*, except the figment includes visual, auditory, olfactory, and thermal components, and the figment follows a script determined by you.

The figment follows that script without your having to concentrate on it.

The illusion can include intelligible speech if you wish. For instance, you could create the illusion of several orcs playing cards and arguing, culminating in a fistfight.

Material Components: A bit of fleece and several grains of sand.

PHANTASMAL KILLER

Illusion (Phantasm) [Fear, Mind-Affecting]

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will disbelief (if interacted with), then Fortitude partial

Spell Resistance: Yes

You create the phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast.

Only the spell's subject can see the phantasmal killer.

You see only a shadowy shape.

The subject first gets a Will save to recognize the image as unreal.

If the subject fails, the phantasm touches him, and he must succeed at a Fortitude save or die from fear.

Even if the Fortitude save is successful, the subject takes 3d6 points of damage.

If the subject of a *phantasmal killer* attack succeeds in disbelieving and he is wearing a *helm of telepathy*, the beast can be turned upon you.

You must then disbelieve it or suffer its deadly fear attack.

PROGRAMMED IMAGE

Illusion (Figment)

Level: Brd 6, Sor/Wiz 6

Effect: Visual figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S)

Duration: Permanent until triggered, then 1 round/level
As *silent image*, except this spell's figment activates when a specific condition occurs.

The figment includes visual, auditory, olfactory, and thermal elements, including intelligible speech.

You set the triggering condition (which may be a special word) when casting the spell.

The event that triggers the illusion can be as general or as specific and detailed as desired but must be based on an audible, tactile, olfactory, or visual trigger.

The trigger cannot be based on some quality not normally obvious to the senses, such as alignment.

(See *magic mouth* for more details about such triggers).

Material Component: A bit of fleece and jade dust worth 25 gp.

PROJECT IMAGE

Illusion (Shadow)

Level: Brd 6, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: One shadow duplicate

Duration: 1 round/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

You create a shadow duplicate of yourself; it looks, sounds, and smells like you but is intangible.

The shadow mimics your actions (including speech) unless you concentrate on making it act differently.

You can see through its eyes and hear through its ears as if you were standing where it is, and during your turn in a

round you can switch from seeing through its eyes to seeing normally, or back again.
If you desire, any spell you cast whose range is touch or greater can originate from the shadow instead of from you. (The shadow is quasi-real, just real enough to cast spells that you originate).
The shadow can cast spells on itself only if those spells affect shadows.
You must maintain line of effect to the shadow at all times. If your line of effect is obstructed, the spell ends.
If you use *dimension door*, *teleport*, *plane shift*, or a similar spell that breaks your line of effect, even momentarily, the spell ends.
Material Component: A small replica of you (a doll).

RAINBOW PATTERN

Illusion (Pattern) [Mind-Affecting]

Level: Brd 4, Sor/Wiz 4

Components: (V), S, M, F (see text)

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Colorful lights with a 15-ft.-radius spread

Duration: Concentration +1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

A glowing, rainbow-hued pattern of interweaving colors captivates those within it.

Rainbow pattern captivates a maximum of 24 HD of creatures.

Creatures with the fewest HD are affected first.

Among creatures with equal HD, those who are closest to the spell's point of origin are affected first.

Affected creatures who fail their saves are captivated by the pattern.

Captivated creatures cannot move away from the pattern, nor can they take actions other than to defend themselves. Thus, a captivated fighter cannot run away or attack but suffers no penalties when attacked.

An attack on a captivated creature frees it from the spell immediately.

With a simple gesture (a free action), you can make the *rainbow pattern* move up to 30 feet per round (moving its effective point of origin).

All captivated creatures follow the moving rainbow of light, trying to get or remain within the effect.

Captivated creatures who are restrained and removed from the pattern still try to follow it.

If the pattern leads its subjects into a dangerous area (through flame, off a cliff, etc.), each captivated creature gets a second save.

If the view of the lights is completely blocked (by an *obscuring mist* spell, for instance), creatures who can't see them are no longer affected.

The spell does not affect sightless creatures.

Verbal Component: A wizard or sorcerer need not utter a sound to cast this spell, but a bard must sing, play music, or recite a rhyme as a verbal component.

Material Component: A piece of phosphor.

Focus: A crystal prism.

SCREEN

Illusion (Glamer)

Level: Sor/Wiz 8, Trickery 7

Components: V, S

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Area: 30-ft. cube/level (S)

Duration: 1 day

Saving Throw: None or Will disbelief (if interacted with) (see text)

Spell Resistance: No

This spell combines several elements to create a powerful protection from scrying and direct observation.

When casting the spell, you dictate what will and will not be observed in the spell's area.

The illusion created must be stated in general terms.

Thus, you could specify the illusion of yourself and another character playing chess for the duration of the spell, but you could not have the illusory chess players take a break, make dinner, and then resume their game.

You could have a crossroads appear quiet and empty even while an army is actually passing through the area.

You could specify that no one be seen (including passing strangers), that your troops be undetected, or even that every fifth person or unit should be visible.

Once the conditions are set, they cannot be changed.

Attempts to scry the area automatically detect the image stated by you with no save allowed.

Sight and sound are appropriate to the illusion created.

A band of people standing in a meadow could be concealed as an empty meadow with birds chirping, for instance.

Direct observation may allow a save (as per a normal illusion), if there is cause to disbelieve what is seen.

Certainly onlookers in the area would become suspicious if the column of a marching army disappeared at one point to reappear at another.

Even entering the area does not cancel the illusion or necessarily allow a save, assuming that hidden beings take care to stay out of the way of those affected by the illusion.

SEEMING

Illusion (Glamer)

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One person/two levels, no two of which can be more than 30 ft. apart

Duration: 12 hours

Saving Throw: Will negates or Will disbelief (if interacted with)

Spell Resistance: Yes or No

As *change self*, except you can change the appearance of other people as well.

Affected creatures resume their normal appearances if slain.

Unwilling targets can negate the spell's effect on them by making Will saves or with SR.

SHADES

Illusion (Shadow)

Level: Sor/Wiz 6

As *shadow conjuration*, except that it mimics sorcerer and wizard conjuration spells of up through 5th level, and these

conjurations are three-fifths (60%) as strong as the real things.

SHADOW CONJURATION

Illusion (Shadow)

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: See text

Effect: See text

Duration: See text

Saving Throw: Will disbelief (if interacted with); varies (see text)

Spell Resistance: No (see text)

You use material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects, or forces.

Shadow conjuration can mimic any sorcerer or wizard conjuration spell of 3rd level or lower.

Shadow conjurations are actually one-fifth (20%) as strong as the real things, though creatures who believe the shadow conjurations to be real are affected by them at full strength. All those that interact with the conjured object, force, or creature can make Will saves to recognize its shadowy nature.

Those who succeed do so.

Attack spells, such as *flame arrow*, have normal effects unless those affected succeed at Will saves.

Each disbelieving creature takes only one-fifth damage from the attack.

If the disbelieved attack has a special effect other than damage, that effect is one-fifth as strong (if applicable) or only 20% likely to occur.

Mimicked spells allow the normal saves and SR.

Shadow objects or substances, such as *obscuring mists*, have normal effects except against those who disbelieve them.

Against disbelievers, they are one-fifth strength or 20% likely to work.

For instance, a shadow *obscuring mist* only provides one-half concealment at 25 feet, not 5 feet.

Shadow creatures have one-fifth the normal hit points (regardless of whether they're recognized as shadowy).

They deal normal damage and have all normal abilities and weaknesses.

Against a creature who recognizes them as shadowy, however, such a creature's damage is one-fifth normal, and all special abilities that do not produce normal damage (in hit points) are only 20% likely to work.

(Roll for each use and each affected character separately).

Furthermore, the shadow creature's AC bonuses are one-fifth as large (so a +7 total bonus resulting in AC 17 would change to a +1 total bonus for a new AC of 11).

Those who succeed at their saves see the *shadow conjurations* as transparent images superimposed on vague, shadowy forms.

SHADOW EVOCATION

Illusion (Shadow)

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: See text

Effect: See text

Duration: See text

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: Yes

You tap energy from the Plane of Shadow to cast a quasi-real, illusory version of a wizard or sorcerer evocation of 4th level or lower.

(For a spell with more than one level, use the best one applicable to you).

For example, this spell can be *magic missile*, *fireball*, *lightning bolt*, or so on.

If recognized as a *shadow evocation*, a damaging spell deals only one-fifth normal damage.

Regardless of the result of the save to disbelieve, affected creatures are also allowed any save the spell being simulated allows, but set the save DC according to *shadow magic's* level (5th) rather than the spell's normal level.

Nondamaging effects (such as *web's* ensnarement) have no effect when the shadow magic is recognized as mostly illusory.

SHADOW WALK

Illusion (Shadow)

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 action

Range: Touch

Targets: Up to one touched creature/level

Duration: 1 hour/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

To use the *shadow walk* spell, you must be in an area of heavy shadows.

You and any creature you touch are then transported along a coiling path of shadowstuff to the edge of the Material Plane where it borders the Plane of Shadow.

The effect is largely illusory, but the path is quasi-real.

You can take more than one creature along with you (subject to your level limit), but all must be touching each other.

In the region of shadow, you can move at a rate of up to seven miles every 10 minutes, moving normally on the borders of the Plane of Shadow but much more rapidly relative to the Material Plane.

Thus, a character can use this spell to travel rapidly by stepping onto the Plane of Shadow, moving the desired distance, and then stepping back onto the Material Plane. You know where you will come out on the Material Plane. *Shadow walk* can also be used to travel to other planes that border on the Plane of Shadow, but this requires the transit of the Plane of Shadow to arrive at a border with another plane of reality.

The transit of the Plane of Shadow requires 1d4 hours.

Any creatures touched by you when *shadow walk* is cast also make the transition to the borders of the Plane of Shadow.

They may opt to follow you, wander off through the plane, or stumble back into the Material Plane (50% chance for either of the latter results if they are lost or abandoned by you).

Creatures unwilling to accompany you into the Plane of Shadow receive a Will saving throw, negating the effect if successful.

SILENCE

Illusion (Glamer)

Level: Brd 2, Clr 2

Components: V, S

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Area: 15-ft.-radius emanation centered on a creature, object, or point in space

Duration: 1 minute/level

Saving Throw: Will negates or none (object)

Spell Resistance: Yes or no (object)

Upon the casting of this spell, complete silence prevails in the affected area.

All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object.

The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves.

An unwilling creature can attempt a Will save to negate the spell and can use SR, if any.

Items in a creature's possession or magic items that emit sound receive saves and SR, but unattended objects and points in space do not.

This spell provides a defense against sonic or language-based attacks, such as *command*, harpy song, a *horn of blasting*, etc.

SILENT IMAGE

Illusion (Figment)

Level: Brd 1, Sor/Wiz 1

Components: V, S, F

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Effect: Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)

Duration: Concentration

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

This spell creates the visual illusion of an object, creature, or force, as visualized by you.

The illusion does not create sound, smell, texture, or temperature.

You can move the image within the limits of the size of the effect.

Focus: A bit of fleece.

SIMULACRUM

Illusion (Shadow)

Level: Sor/Wiz 7

Components: V, S, M, XP

Casting Time: 12 hours

Range: Touch

Effect: One duplicate creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Simulacrum creates an illusory duplicate of any creature.

The duplicate creature is partially real and formed from ice or snow.

The duplicate appears to be exactly the same as the original, but there are differences: The simulacrum has only 51% to 60% (50%+1d10%) of the hit points, knowledge (including level, skills, and speech), and personality of the real creature.

Creatures familiar with the original might detect the ruse with a successful Spot check.

You must make a Disguise check when you cast the spell to determine how good the likeness is.

At all times the simulacrum remains under your absolute command.

No special telepathic link exists, so command must be exercised in some other manner.

The simulacrum has no ability to become more powerful.

It cannot increase its level or abilities.

If destroyed, it reverts to snow and melts instantly into nothingness.

A complex process requiring at least one day, 100 gp per hit point, and a fully equipped magical laboratory can repair damage to the simulacrum.

Material Component: The spell is cast over the rough snow or ice form, and some piece of the creature to be duplicated (hair, nail, etc.) must be placed inside the snow or ice.

Additionally, the spell requires powdered ruby worth 100 gp.

XP Cost: 1,000 XP.

VEIL

Illusion (Glamer)

Level: Brd 6, Sor/Wiz 6

Components: V, S

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Targets: One or more creatures, no two of which can be more than 30 ft. apart

Duration: Concentration + 1 hour/level (D)

Saving Throw: Will negates (see text)

Spell Resistance: Yes (see text)

You instantly change the appearance of the subjects and then maintain that appearance for the spell's duration.

You can make the subjects appear to be anything you wish. A party might be made to resemble a mixed band of brownies, pixies, and faeries led by a treant.

The subjects look, feel, and smell just like the creatures the spell makes them resemble.

Affected creatures resume their normal appearances if slain.

You must succeed at a Disguise check to duplicate the appearance of a specific individual.

This spell gives you a +10 bonus on the check.

Unwilling targets can negate the spell's effect on them by making Will saves or with SR.

Those who interact with the subjects can attempt Will disbelief saves to see through the glamer, but SR doesn't help.

VENTRILOQUISM

Illusion (Figment)

Level: Brd 1, Sor/Wiz 1

Components: V, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Intelligible sound, usually speech

Duration: 1 minute/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

You can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else, such as from another creature, a statue, from behind a door, down a passage, etc.

You can speak in any language you know.

With respect to such voices and sounds, anyone who hears it and rolls a successful save recognizes the sound as illusory (but still hears it).

Focus: A parchment rolled up into a small cone.

WEIRD

Illusion (Phantasm) [Fear, Mind-Affecting]

Level: Sor/Wiz 9

Targets: Any number of creatures, no two of which can be more than 30 ft. apart

As *phantasmal killer*, except it can affect more than one creature.

Only the affected creatures see the phantasmal creatures attacking them, though you see the attackers as shadowy shapes.

If a subject's Fortitude save succeeds, the subject still takes 3d6 points of damage and is stunned for 1 round.

The subject's Strength score also drops 1d4 points for 10 minutes.

A stunned creature can't act and loses any Dexterity bonus to AC.

Attackers gain +2 bonuses to attack it.

NECROMANCY

ANIMATE DEAD

Necromancy [Evil]

Level: Clr 3, Death 3, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Touch

Targets: One or more corpses touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow your spoken commands.

The skeletons or zombies can follow you, or can remain in an area and attack any creature (or just a specific type of creature) entering the place.

The undead remain animated until they are destroyed.

(A destroyed skeleton or zombie can't be animated again). Regardless of the type of undead, you can't create more HD of undead than you have caster levels with a single casting of *animate dead*.

The undead you create remain under your control indefinitely.

No matter how many times you use this spell, however, you can control only 2 HD worth of undead creatures per caster level.

If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled (you choose which creatures are released).

If you are a cleric, any undead you might command by virtue of your power to command or rebuke undead do not count toward the limit.

Skeletons: A skeleton can be created only from a mostly intact corpse or skeleton.

The corpse must have bones (so purple worm skeletons are not allowed).

If a skeleton is made from a corpse, the flesh falls off the bones.

The statistics for a skeleton depend on its size; they do not depend on what abilities the creature may have had while alive.

See the *Monster Manual* for details.

Zombies: A zombie can be created only from a mostly intact corpse.

The creature must have a true anatomy (so gelatinous cube zombies are not allowed).

The statistics for a zombie depend on its size, not on what abilities the creature may have had while alive.

See the *Monster Manual*.

Material Component: You must place a black onyx gem worth at least 50 gp into the mouth or eye socket of each corpse.

The magic of the spell turns these gems into worthless, burned-out shells.

ASTRAL PROJECTION

Necromancy

Level: Clr 9, Sor/Wiz 9, Travel 9

Components: V, S, M

Casting Time: 30 minutes

Range: Touch

Targets: You plus one additional creature touched per two levels

Duration: See text

Saving Throw: None

Spell Resistance: Yes

Freeing your spirit from your physical body, this spell allows you to project an astral body into another plane altogether.

You can bring the astral forms of other creatures with you, provided the creatures are linked in a circle with you at the time of the casting.

These fellow travelers are dependent upon you and must accompany you at all times.

If something happens to you during the journey, the companions are stranded wherever you left them.

You project your astral self into the Astral Plane, leaving your physical body behind on the Material Plane in a state of suspended animation.

The spell projects an astral copy of you and all you wear or carry onto the Astral Plane.

Since the Astral Plane touches upon other planes, you can travel astrally to any of these other planes as you will.

You then leave the Astral Plane, forming a new physical body (and equipment) on the plane of existence you have chosen to enter.

When on the Astral Plane or another plane, your astral body is connected at all times to your material body by a silvery cord.

If the cord is broken, you are killed, astrally and materially. Luckily, very few things can destroy a silver cord.

When a second body is formed on a different plane, the incorporeal silvery cord remains invisibly attached to the new body.

If the second body or the astral form is slain, the cord simply returns to your body where it rests on the Material Plane, reviving it from its state of suspended animation. Although astral projections are able to function on the Astral Plane, their actions affect only creatures existing on the Astral Plane; a physical body must be materialized on other planes.

You and your companions may travel through the Astral Plane indefinitely.

Your bodies simply wait behind in a state of suspended animation until you choose to return your spirits to their physical bodies.

The spell lasts until you desire to end it, or until it is terminated by some outside means, such as *dispel magic* cast upon either the physical body or the astral form, or the destruction of your body back on the Material Plane (which kills you).

Material Components: A jacinth worth at least 1,000 gp, plus a silver bar worth 5 gp for each person to be affected.

CAUSE FEAR

Necromancy [Fear, Mind-Affecting]

Level: Brd 1, Clr 1, Death 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1d4 rounds

Saving Throw: Will negates

Spell Resistance: Yes

The affected creature becomes frightened.

It suffers a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws.

It flees from you as well as it can.

If unable to flee, the creature may fight.

Creatures with 6 or more Hit Dice are immune.

Cause fear counters *remove fear*.

Note: Mind-affecting spells do not affect nonintelligent creatures, and fear spells do not affect undead.

CHILL TOUCH

Necromancy

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Touch

Targets: Creature or creatures touched (up to one/level)

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

A touch from your hand, which glows with blue energy, disrupts the life force of living creatures.

Each touch channels negative energy that deals 1d6 points of damage and possibly also 1 point of temporary Strength damage.

(A successful Fortitude saving throw negates the Strength damage).

You can use this melee touch attack up to one time per level.

The spell has a special effect on undead creatures.

Undead touched by you suffer no damage or Strength loss, but they must make successful Will saving throws or flee as if panicked for 1d4 rounds +1 round per caster level.

CIRCLE OF DEATH

Necromancy [Death]

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: Several living creatures within a 50-ft.-radius burst

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

A *circle of death* snuffs out the life forces of living creatures, killing them instantly.

The spell slays 1d4 HD worth of living creatures per caster level (maximum 20d4).

Creatures with the fewest HD are affected first; among creatures with equal HD, those who are closest to the point of origin of the burst are affected first.

No creature with 9 or more HD is affected, and HD that are not sufficient to affect a creature are wasted.

Material Component: The powder of a crushed black pearl with a minimum value of 500 gp.

CIRCLE OF DOOM

Necromancy

Level: Clr 5, Destruction 5

Components: V, S

Casting Time: 1 action

Range: 20 ft.

Area: All living enemies and undead creatures within a 20-ft.-radius burst centered on you

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

Negative energy bursts in all directions from the point of origin, dealing 1d8 points of damage +1 point per caster level (maximum +20) to nearby living enemies.

Like *inflict* spells, *circle of doom* cures undead in its area rather than harming them.

CLONE

Necromancy

Level: Sor/Wiz 8

Components: V, S, M, F

Casting Time: 10 minutes

Range: 0 ft.

Effect: One clone

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell makes an inert duplicate of a creature. If the original individual has been slain, the original's soul transfers to the clone, creating a replacement (provided the soul is free and willing to return; see *Bringing Back the Dead*, page 153).

The original's physical remains, should they still exist, become inert matter and cannot thereafter be restored to life.

If the original has reached the end of its natural life span (died of natural causes), any cloning attempt fails.

To create the duplicate, you must have a piece of flesh (not hair, nails, scales, or the like) taken from the original's living body, with a volume of at least 1 cubic inch.

The piece of flesh need not be fresh, but it must be kept from rotting (such as by the *gentle repose* spell).

Once the spell is cast, the duplicate must be grown in a laboratory for 2d4 months.

When the clone is completed, if the original is dead, the original's soul enters the clone.

The clone has the personality, memories, skills, and levels the original had at the time the piece of flesh was taken.

However, the replacement must be at least one level lower than the original was at the time of death.

If the original was 1st level, the clone's Constitution score drops by 1; if this would give the clone a Constitution score of 0, the spell fails.

If the original creature has lost levels since the flesh sample was taken and died at a lower level than the clone would otherwise be, the clone is at the level at which the original died.

The spell duplicates only the original's body and mind, not its equipment.

A duplicate can be grown while the original still lives, or when the original soul is unavailable, but the resulting creature is merely a soulless bit of inert flesh, which rots if not somehow preserved.

Material Components: The piece of flesh and various laboratory supplies (cost 1,000 gp).

Focus: Special laboratory equipment (cost 500 gp).

CONTAGION

Necromancy

Level: Clr 3, Destruction 3, Drd 3, Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The subject contracts a disease, which strikes immediately (no incubation period).

You infect the subject with blinding sickness, cackle fever, filth fever, mindfire, red ache, the shakes, or slimy doom.

See the *DUNGEON MASTER's Guide* for descriptions of each disease.

CONTROL UNDEAD

Necromancy

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to 2 HD of undead creatures/level, no two of which can be more than 30 ft. apart

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell enables you to command undead creatures for a short period of time.

You command the creatures by voice.

Telepathic communication is not possible, but the creatures understand you no matter what language you speak.

Even if vocal communication is impossible (in the area of a *silence* spell, for instance), the controlled undead do not attack you.

At the end of the spell, the controlled undead revert to their normal behavior.

Intelligent undead remember that you controlled them.

Material Components: A small piece of bone and a small piece of raw meat.

CREATE GREATER UNDEAD

Necromancy [Evil]

Level: Clr 8, Death 8

Components: V, S, M

Casting Time: 1 hour

Range: Close (25 ft. + 5 ft./2 levels)

Target: One corpse

Duration: Instantaneous

Saving Throw: None

Spell Resistance:

No As *create undead*, except that this spell allows you to create more powerful and intelligent sorts of undead.

The type of undead created is based on your level.

The following types of undead can be created by casters of the specified levels:

Cleric Level	Undead Created
15 or lower	Mummy
16–17	Spectre
18–19	Vampire
20	Ghost*

*Ghosts created by this spell have three ghostly powers in addition to manifestation: malevolence, horrific appearance, and corrupting gaze. See the *Monster Manual* entry on ghosts for details on these powers.

You may attempt to command the undead as it forms with a turning check (see *Turn and Rebuke Undead*, page 139). Certain types of undead, such as liches, cannot be created by this spell.

Such undead are created in other, very specific ways.

See the *Monster Manual* for more information on all types of undead.

CREATE UNDEAD

Necromancy [Evil]

Level: Clr 6, Death 6, Evil 6

Components: V, S, M

Casting Time: 1 hour

Range: Close (25 ft. + 5 ft./2 levels)

Target: One corpse

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

A much more potent spell than *animate dead*, this evil spell allows you to create more powerful sorts of undead: ghosts, ghouls, shadow, wights, and wraiths.

The following types of undead can be created by casters of the specified levels:

Cleric Level	Undead Created
11 or lower	Ghoul
12–13	Shadow
14–15	Ghast
16–19	Wight
20	Wraith

You may create less powerful undead than your level would indicate if you choose.

For example, at 16th level you could decide to create a ghoul or shadow instead of a wight.

Doing this may be a good idea, because created undead are not automatically under the control of their animator.

You may attempt to command the undead as it forms (see Turn and Rebuke Undead, page 139).

This spell must be cast at night.

Material Components: A clay pot filled with grave dirt and another filled with brackish water.

The spell must be cast on a dead body, and the DM may assign specific requirements for various types of undead. You must place a black onyx gem worth at least 50 gp per HD of the undead to be created into the mouth or eye socket of each corpse.

The magic of the spell turns these gems into worthless shells.

DEATH KNEEL

Necromancy [Death, Evil]

Level: Clr 2, Death 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: Instantaneous/10 minutes per target HD (see text)

Saving Throw: Will negates

Spell Resistance: Yes

You draw forth the ebbing life force of a badly wounded creature and use it to fuel your own power.

Upon casting this spell, you touch a living creature with –1 hit points or lower.

If the subject fails its saving throw, it dies, and you gain 1d8 temporary hit points and +2 Strength.

Additionally, your effective caster level goes up by +1, improving spell effects dependent on caster level.

(This increase in effective caster level does not grant you access to more spells).

These effects last for 10 minutes per HD of the target creature.

DEATH WARD

Necromancy

Level: Clr 4, Death 4, Drd 5, Pal 4

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes (harmless)

The subject is immune to all death spells and magical death effects.

The spell does not protect against other sorts of attacks, such as hit point loss, poison, petrification, or other effects even if they might be lethal.

DEATHWATCH

Necromancy

Level: Clr 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Quarter circle emanating from you to the extreme of the range

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

Using the foul sight granted by the powers of unlife, you can determine the condition of creatures near death within the spell's range.

You instantly know whether each creature within the area is dead, fragile (alive and wounded, with 3 or fewer hit points left), fighting off death (alive with 4 or more hit points), undead, or neither alive nor dead (as a construct).

This spell foils any spell or ability that allows creatures to feign death.

DESTRUCTION

Necromancy [Death]

Level: Clr 7, Death 7

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

This awful spell instantly slays the subject and consumes its remains utterly in holy (or unholy) fire.

If the target's Fortitude saving throw succeeds, it instead takes 10d6 points of damage.

The only way to restore life to a character who has failed to save against this spell is to use *true resurrection*, a carefully worded *wish* spell followed by *resurrection*, or *miracle*.
Focus: A special holy (or unholy) symbol of silver marked with verses of anathema (cost 500 gp).

DISRUPT UNDEAD

Necromancy

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You direct a shock wave of positive energy.

You must make a ranged touch attack roll to hit, and if the ray hits an undead creature, it deals 1d6 points of damage to it.

ENERGY DRAIN

Necromancy

Level: Clr 9, Sor/Wiz 9

Range: Close (25 ft. + 5 ft./2 levels)

Duration: Instantaneous

Saving Throw: Fortitude negates (see text)

As *enervation*, except the creature struck gains 2d4 negative levels, and the negative levels last longer.

Twenty-four hours after gaining any negative levels, the subject must make a Fortitude saving throw (using the spell DC in this case) for each negative level.

If the save succeeds, that negative level is negated.

If it fails, the negative level goes away, but one of the subject's character levels has been permanently drained.

If the ray strikes an undead creature, that creature gains 2d4×5 temporary hit points for 1 hour.

ENERVATION

Necromancy

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray of negative energy

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You point your finger and utter the incantation, releasing a black bolt of crackling negative energy that suppresses the life force of any living creature it strikes.

You must make a ranged touch attack to hit.

If the attack succeeds, the subject gains 1d4 negative levels. If the subject has at least as many negative levels as HD, he dies.

Each negative level gives a creature the following penalties: –1 competence penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of spells or special abilities).

Additionally, a spellcaster loses one spell or spell slot from her highest available level.

Negative levels stack.

Assuming the subject survives, he regains lost levels after a number of hours equal to your caster level.

Usually, negative levels have a chance of permanently draining the subject's levels, but the negative levels from *enervation* don't last long enough to do so.

If the ray strikes an undead creature, it gives that creature 5 temporary hit points per two caster levels (maximum 25 temporary hit points) for 1 hour.

FEAR

Necromancy [Fear, Mind-Affecting]

Level: Brd 3, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Cone

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

An invisible cone of terror causes living creatures to become panicked.

They suffer a –2 morale penalty on saving throws, and they flee from you.

A panicked creature has a 50% chance to drop what it's holding, chooses its path randomly (as long as it is getting away from immediate danger), and flees any other dangers that confront it.

If cornered, a panicked creature cowers.

(See the DUNGEON MASTER's *Guide* for more information on fear-panicked creatures).

Material Component: Either the heart of a hen or a white feather.

FINGER OF DEATH

Necromancy [Death]

Level: Drd 8, Sor/Wiz 7

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You can slay any one living creature within range.

The subject is entitled to a Fortitude saving throw to survive the attack.

If the save is successful, it instead sustains 3d6 points of damage +1 point per caster level.

Of course, the subject might die from damage even if it succeeds at its saving throw.

GENTLE REPOSE

Necromancy

Level: Clr 2, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Corpse touched

Duration: 1 day/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You preserve the remains of a dead creature so that they do not decay.

Doing so extends the time limit on raising that creature from the dead (see *raise dead*).

Days spent under the influence of this spell don't count against the time limit.

Additionally, this spell makes transporting a fallen comrade more pleasant.

The spell also works on severed body parts and the like.
Arcane Material Components: A pinch of salt, and a copper piece for each eye the corpse has (or had).

GHOUL TOUCH

Necromancy

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Living humanoid touched

Duration: 1d6+2 rounds

Saving Throw: Fortitude negates

Spell Resistance: Yes

Imbuing you with negative energy, this spell allows you to paralyze a single humanoid for 1d6+2 rounds with a successful melee touch attack.

Additionally, the paralyzed subject exudes a carrion stench that causes retching and nausea in a 10-foot radius.

Those in the radius (excluding you) must make a Fortitude save or suffer a -2 penalty to all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks until the spell ends.

Material Component: A small scrap of cloth taken from clothing worn by a ghoul or a pinch of earth from a ghoul's lair.

GREATER RESTORATION

Necromancy

Components: V, S, XP

Level: Clr 7

Casting Time: 10 minutes

As *lesser restoration*, except the spell dispels all negative energy levels afflicting the healed creature, restoring the creature to the highest level it had previously achieved.

This reverses level drains by a force or creature.

The drained levels are restored only if the time since the creature lost the level is no more than one week per caster level.

Greater restoration also dispels all magical effects penalizing the character's abilities, cures all temporary ability damage, and restores all points permanently drained from all ability scores.

It also removes all forms of insanity, confusion, and similar mental effects.

Greater restoration does not restore levels or Constitution points lost due to death.

XP Cost: 500 XP.

HALT UNDEAD

Necromancy

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Targets: Up to three undead, no two of which can be more than 30 ft. apart

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: Yes

This spell renders up to three undead creatures immobile. Nonintelligent undead (such as skeletons and zombies) get no saving throw; intelligent undead do.

If the spell is successful, it renders the undead immobile for the duration of the spell (similar to the effect of *hold person* on a living creature).

The effect is broken if the *halted* creatures are attacked or take damage.

Material Components: A pinch of sulfur and powdered garlic.

HARM

Necromancy

Level: Clr 6, Destruction 6, Drd 7

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

Harm charges a subject with negative energy that causes the loss of all but 1d4 hit points.

If used on an undead creature, *harm* acts like *heal*.

HORRID WILTING

Necromancy

Level: Sor/Wiz 8, Water 8

Components: V, S, M/DF

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Targets: Living creatures, no two of whom can be more than 60 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

This spell evaporates moisture from the bodies of all the subject living creatures, dealing 1d8 points of damage per caster level (maximum 25d8).

This spell is especially devastating to water elementals and plant creatures, who receive a penalty of -2 to their saving throws.

Arcane Material Component: A bit of sponge.

INFLECT CRITICAL WOUNDS

Necromancy

Level: Clr 4, Destruction 4

As *inflict light wounds*, except you deal 4d8 points of damage +1 point per caster level (maximum +20).

INFLICT LIGHT WOUNDS

Necromancy

Level: Clr 1, Destruction 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

When laying your hand upon a creature, you channel negative energy that deals 1d8 points of damage +1 point per caster level (up to +5).

Since undead are powered by negative energy, this spell cures them of a like amount of damage, rather than harming them.

INFLICT MINOR WOUNDS

Necromancy

Level: Clr 0

As *inflict light wounds*, except you deal 1 point of damage.

INFLICT MODERATE WOUNDS

Necromancy

Level: Clr 2

As *inflict light wounds*, except you deal 2d8 points of damage +1 point per caster level (maximum +10).

INFLICT SERIOUS WOUNDS

Necromancy

Level: Clr 3

As *inflict light wounds*, except you deal 3d8 points of damage +1 point per caster level (maximum +15).

MAGIC JAR

Necromancy

Level: Sor/Wiz 5

Components: V, S, F

Casting Time: 1 action

Range: Medium (100 ft.+10 ft./level)

Target: One creature

Duration: 1 hour/level or until you return to your body

Saving Throw: Will negates (see text)

Spell Resistance: Yes

By casting *magic jar*, you place your own soul in a gem or large crystal (known as the *magic jar*), leaving your body lifeless.

Then you can attempt to take control of a nearby body, forcing its soul into the *magic jar*.

You may move back to the jar (returning the trapped soul to its body) and attempt to possess another body.

The spell ends when you send your soul back to your own body (leaving the receptacle empty).

To cast the spell, the *magic jar* must be within spell range and you must know where it is, though you do not need line of sight or effect to it.

When you transfer your soul upon casting, your body is, as near as anyone can tell, dead.

While in the *magic jar*, you can sense and attack any life force within 10 feet per caster level (on the same plane).

You do need line of effect from the jar to the creatures.

You, however, cannot determine the exact creature types or positions of these creatures.

In a group of life forces, you can sense a difference of 4 or more HD and can determine whether a life force is positive or negative energy.

(Undead creatures are powered by negative energy.

Only sentient undead creatures have, or are, souls).

For example, if two 10th-level characters are attacking a hill giant (12 HD) and four ogres (4 HD), you could determine that there are three stronger and four weaker life forces within range, all with positive life energy.

You could choose to take over either a stronger or a weaker creature, but which stronger or weaker creature you attempt to possess is determined randomly.

Attempting to possess a body is a full-round action.

It is blocked by *protection from evil* or a similar ward.

You possess the body and force the creature's soul into the *magic jar* unless the subject succeeds at a Will save.

Failure to take over the host leaves your life force in the *magic jar*, and the target automatically succeeds at further saving throws if you attempt to possess its body again.

If successful, your life force occupies the host body, and the host's life force is imprisoned in the *magic jar*.

You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities.

The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities.

For example, a fish's body breathes water and a troll's body regenerates.

A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal.

You can't choose to activate the body's extraordinary or supernatural abilities.

The creature's spells and spell-like abilities do not stay with the body.

As a standard action, you can shift freely from a host to the *magic jar* if within range, sending the trapped soul back to its body.

The spell ends when you shift from the jar to your own body.

If the host body is slain, you return to the *magic jar*, if within range, and the life force of the host departs (that is, it is dead).

If the host body is slain beyond the range of the spell, both you and the host die.

Any life force with nowhere to go is treated as slain.

If the spell ends while you are in the *magic jar*, you return to your body (or die if your body is out of range or destroyed).

If the spell ends while you are in a host, you return to your body (or die, if it is out of range of your current position), and the soul in the *magic jar* returns to its body (or dies if it is out of range).

Destroying the receptacle ends the spell, and the spell can be dispelled at either the *magic jar* or the host.

Incorporeal creatures with the *magic jar* ability can use a handy, nearby object (not just a gem or crystal) as the *magic jar*.

Focus: A gem or crystal worth at least 100 gp.

POISON

Necromancy

Level: Clr 4, Drd 3

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: Instantaneous (see text)

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

Calling upon the venomous powers of natural predators, you inflict the subject with a horrible poison by making a successful melee touch attack.

The poison deals 1d10 points of temporary Constitution damage immediately and another 1d10 points of temporary Constitution damage 1 minute later.

Each instance of damage can be negated by a Fortitude save (DC 10 + one-half caster level + caster's Wisdom modifier).

RAY OF ENFEEBLEMENT

Necromancy

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: 1 minute/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

A coruscating ray springs from your hand.

You must succeed at a ranged touch attack to strike a target.

The subject suffers a -1d6 enhancement penalty to Strength, with an additional -1 per two caster levels (maximum additional penalty of -5).

The subject's Strength score cannot drop below 1.

SCARE

Necromancy [Fear, Mind-Affecting]

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Targets: All creatures within a 15-ft. radius

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

As *cause fear*, except this spell causes all targeted creatures of less than 6 HD to become frightened.

Material Component: A bit of bone from an undead skeleton, zombie, ghoul, ghast, or mummy.

SLAY LIVING

Necromancy [Death]

Level: Clr 5, Death 5

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You can slay any one living creature.

You must succeed at a melee touch attack to touch the subject, and the subject can avoid death with a successful Fortitude save.

If she succeeds, she instead takes 3d6 points of damage +1 point per caster level.

(Of course, the subject might die from damage even if she succeeds at her save).

SOUL BIND

Necromancy

Level: Clr 9, Sor/Wiz 9

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Corpse

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: No

You draw the soul from a newly dead body and imprison it in a black sapphire gem.

The subject must have been dead no more than 1 round per caster level.

The soul, once trapped in the gem, cannot be returned through *clone*, *raise dead*, *reincarnation*, *resurrection*, *true resurrection*, or even a *miracle* or a *wish*.

Only by destroying the gem or dispelling the spell on the gem can one free the soul (which is then still dead).

Focus: A black sapphire of at least 1,000 gp value for every Hit Die possessed by the creature whose soul is to be bound.

If the gem is not valuable enough, it shatters when the binding is attempted.

(While characters have no concept of level or Hit Dice 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).

SPEAK WITH DEAD

Necromancy [Language-Dependent]

Level: Clr 3

Components: V, S, DF

Casting Time: 10 minutes

Range: 10 ft.

Target: One dead creature

Duration: 1 minute/level

Saving Throw: Will negates (see text)

Spell Resistance: No

You grant the semblance of life and intellect to a corpse, allowing it to answer several questions that you put to it. You may ask up to one question per two caster levels.

Unasked questions are wasted if the duration expires.

The corpse's knowledge is limited to what the creature knew during life, including the languages it spoke (if any). Answers are usually brief, cryptic, or repetitive.

If the creature's alignment was different from yours, the corpse gets a Will save to resist the spell as if it were alive.

If the corpse has been subject to *speak with dead* within the past week, the new spell fails.

You can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond.

A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all.

This spell does not let you actually speak to the person (whose soul has departed).

It instead draws on the imprinted knowledge stored in the corpse.

The partially animated body retains the imprint of the soul that once inhabited it, and thus it can speak with all the knowledge that the creature had while alive.

The corpse, however, cannot learn new information.

Indeed, it can't even remember being questioned.

Any corpse that has been turned into an undead creature can't be spoken to with *Speak with Dead*.

SPECTRAL HAND

Necromancy

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: One spectral hand

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

A ghostly, glowing hand shaped from your life force materializes and moves as you desire, allowing you to deliver low-level, touch range spells at a distance.

On casting the spell, you lose 1d4 hit points that return when the spell ends (even if it is dispelled), but not if the hand is destroyed.

(The hit points can be healed as normal).

For as long as the spell lasts, any touch range spell that you cast of 4th level or lower can be delivered by the *spectral hand*.

The spell gives you a +2 bonus to your melee touch attack roll, and attacking with the hand counts normally as an attack.

The hand always strikes from your direction.

The hand can flank targets like a creature can.

If the hand goes beyond the spell range, goes out of your sight, or if you are not directing it, the hand returns to you and hovers.

The hand is incorporeal and thus cannot be harmed by normal weapons.

It has improved evasion (one-half damage on a failed save against an area spell and no damage on a successful save), your save bonuses, and an AC of at least 22.

Your Intelligence modifier applies to the hand's AC as if it were the hand's Dexterity modifier.

The hand has 1 to 4 hit points, the same number that you lost in creating it.

VAMPIRIC TOUCH

Necromancy

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: Instantaneous/1 hour (see text)

Saving Throw: None

Spell Resistance: Yes

You must succeed at a melee touch attack.

Your touch deals 1d6 points of damage per two caster levels (maximum 10d6).

You gain temporary hit points equal to the damage you inflict.

However, you can't gain more than the subject's current hit points +10, which is enough to kill the subject.

The temporary hit points disappear 1 hour later.

WAIL OF THE BANSHEE

Necromancy [Death, Sonic]

Level: Death 9, Sor/Wiz 9

Components: V

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One living creature/level affected from caster until end of range

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You emit a terrible scream that kills creatures who hear it (except for yourself).

The spell affects up to one creature per caster level.

Creatures closest to the point of origin on the caster are affected first.

TRANSMUTATION

AIR WALK

Transmutation

Level: Air 4, Clr 4

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature (Gargantuan or smaller) touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes (harmless)

The transmuted creature can tread on air as if walking on solid ground.

Moving upward is similar to walking up a hill.

The maximum upward or downward angle possible is 45 degrees, at a rate equal to one-half the creature's normal speed.

A strong wind (21+ mph) can push an air walker along or hold her back.

At the end of her turn each round, the wind blows her 5 feet for each 5 miles per hour of wind speed.

The creature can, at the DM's option, be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or suffering physical damage from being buffeted about.

You can cast *air walk* on a specially trained mount so it can be ridden through the air.

You train a mount to *air walk* with the Handle Animal skill (*air walking* counts as an unusual task; see page 68).

ALTER SELF

Transmutation

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

You can alter your appearance and form—including clothing and equipment—to appear taller or shorter, thin, fat, or in between.

The assumed form must be corporeal.

Your body can undergo a limited physical transmutation, including adding or subtracting one or two limbs, and your weight can be changed up to one-half.

If the form selected has wings, you can fly at a speed of 30 feet with poor maneuverability.

(The DUNGEON MASTER's Guide has information on maneuverability).

If the form has gills, you can breathe underwater.

Your attack rolls, natural armor bonus, and saves do not change.

The spell does not confer special abilities, attack forms, defenses, ability scores, or mannerisms of the chosen form. Once the new form is chosen, it remains for the duration of the spell.

If you are slain, you automatically return to your normal form.

If you use this spell to create a disguise, you get a +10 bonus on your Disguise check.

ANIMAL GROWTH

Transmutation

Level: Drd 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Targets: Up to one animal/two levels, no two of which can be more than 30 ft. apart

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

A number of animals grow to twice their normal size.

This doubles each animal's height, length, and width, increasing its weight by a factor of eight.

This increase in size has a number of effects: Hit Dice: The creature's HD double, doubling the creature's base attack bonus and increasing its saves accordingly.

Size: The creature's size increases one step.

This increase reduces its AC (according to the new size), reduces its attack bonus (according to the new size), affects its ability to grapple (page 137), and so on.

The creature gains an enlargement bonus to Strength and Constitution scores, and its damage with natural attacks increases.

This spell does not affect Colossal creatures.

For details on how the characteristics of an enlarged animal change, see the *Monster Manual*.

When the spell ends, the creature's hit points return to normal, and all damage the creature has taken while enlarged is divided by 2.

The spell gives you no special means of command or influence over the enlarged animals.

ANIMAL SHAPES

Transmutation

Level: Animal 7, Drd 8

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One willing creature/level, all within 30 ft. of each other

Duration: 1 hour/level (D)

Saving Throw: None (see text)

Spell Resistance: Yes (harmless)

As *polymorph other*, except you polymorph up to one willing creature per level into an animal of your choice; the spell has no effect on unwilling creatures.

Recipients remain in the animal form until the spell expires or you dismiss the spell for all recipients.

In addition, an individual subject may choose to resume her normal form (as a full-round action); doing so ends the spell for her and her alone.

The allowed size of the animal form depends on your level:

Caster Level	Allowed Sizes
Up to 16th	Small or Medium-size
17th–19th	Tiny through Large
20th	Diminutive through Huge

Creatures polymorphed by this spell don't suffer the disorientation penalty that those transformed by *polymorph other* often do.

ANIMATE OBJECTS

Transmutation

Level: Chaos 6, Clr 6

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: Objects or matter, 1 cu. ft./level

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You imbue inanimate objects with mobility and a semblance of life.

The animated object, or objects, then attack whomever or whatever you initially designate.

The animated object can be of any nonmagical material—wood, metal, stone, fabric, leather, ceramic, glass, etc.

You can also animate masses of raw matter, such as water, a rock from a wall or a rock on the ground, as long as the volume of material does not exceed 1 cubic foot per caster level.

Statistics for animated objects are found in the *Monster Manual*.

The spell cannot animate objects carried or worn by a creature.

ANIMATE ROPE

Transmutation

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One ropelike object, length up to 50 ft. + 5 ft./level

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You can animate a nonliving ropelike object, including string, yarn, cord, line, rope, or even a cable.

The maximum length assumes a rope with a 1-inch diameter.

Reduce the total length by 50% for every additional inch of thickness, and increase the length by 50% for each reduction of the rope's width by half.

The possible commands are "Coil" (form a neat, coiled stack), "Coil and knot", "Loop", "Loop and knot", "Tie and knot", and the opposites of all of the above ("Uncoil", etc.). One command can be given each round as a standard action.

The rope can enwrap only a creature or an object within 1 foot of it—it does not snake outward—so it must be thrown near the intended target.

Doing so requires a successful ranged touch attack roll.

The rope has a range increment of 10 feet.

A typical rope has 2 hit points, AC 10, and can be burst with a Strength check (DC 23).

The rope does not deal damage of any type, but it can be used as a trip line or to entangle a single opponent who fails a Reflex saving throw.

An entangled creature suffers a –2 penalty to attack rolls and a –4 penalty to effective Dexterity.

If the rope can anchor itself to an immobile object, the entangled creature cannot move.

Otherwise, it can move at half speed but can't run or charge.

A creature capable of spellcasting that is bound by this spell must make a Concentration check (DC 15) to cast a spell.

An entangled creature can slip free with an Escape Artist check (DC 20).

The rope itself, and any knots tied in it, are not magical.

This spell grants a +2 bonus to any Use Rope checks you make when using the transmuted rope.

AWAKEN

Transmutation

Level: Drd 5

Components: V, S, F, XP

Casting Time: One day

Range: Touch

Target: Animal or tree touched

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You awaken a tree or animal to humanlike sentience.

To succeed, you must make a Will save (DC 10 + the target's HD, or the HD the tree will have once *awakened*).

The *awakened* animal or tree is friendly toward you.

You have no special empathy or connection with a creature you awaken, although it serves you in specific tasks or endeavors if you communicate your desires to it.

An *awakened* tree has characteristics as if it were an animated object (see the *Monster Manual*), except that its Intelligence, Wisdom, and Charisma scores are all 3d6.

Awakened plants gain the ability to move their limbs, roots, vines, creepers, etc., and have senses similar to a human's.

An awakened animal gets 3d6 Intelligence, +1d3 Charisma, and +2 HD.

An awakened tree or animal can speak one language that you know, plus one additional language that you know per point of Intelligence bonus (if any).

XP Cost: 250 XP.

BARKSKIN

Transmutation

Level: Drd 2, Plant 2

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes (harmless)

Barkskin makes a creature's skin as tough as bark.

The effect grants a +3 natural armor bonus to AC.

This bonus increases to +4 at 6th level and to +5 at 12th level and up.

Since the AC bonus is a natural armor bonus, it does not stack with any natural armor the subject may already have.

BESTOW CURSE

Transmutation

Level: Brd 3, Clr 3, Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

You place a curse on the creature touched.

You choose one of the three following effects, depending on the version selected:

- –6 effective decrease to an ability score (minimum 1).
- –4 enhancement penalty on attack rolls, saving throws, ability checks, and skill checks.
- Each turn, the target has a 50% chance to act normally; otherwise, he takes no action.

You may also invent your own curse, but it should be no more powerful than those listed above, and the DM has final say on the curse's effect.

The *curse* cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

Bestow curse counters *remove curse*.

BLESS WATER

Transmutation [Good]

Level: Clr 1, Pal 1

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: Flask of water touched

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This transmutation imbues a flask (1 pint) of water with positive energy, turning it into holy water (page 113).

Holy water is considered blessed, which means it has special effects on certain creatures.

Material Component: 5 pounds of powdered silver (worth 25 gp).

BLESS WEAPON

Transmutation

Level: Pal 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Weapon touched

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This transmutation makes a weapon strike true against evil foes.

All critical rolls against evil foes are automatically successful (so every threat is a critical hit).

The weapon negates the damage reduction of evil creatures and is capable of striking evil incorporeal creatures as if it had a +1 enhancement bonus.

Also, the weapon is considered blessed, which means it has special effects on certain creatures.

Individual arrows or bolts can be transmuted, but affected projectile weapons (such as bows) don't confer the benefit to the projectiles they shoot.

This transmutation can't affect any weapon that already has a magical effect related to critical hits, such as a keen weapon or a vorpal sword.

BLINDNESS/DEAFNESS

Transmutation

Level: Brd 2, Clr 3, Sor/Wiz 2

Components: V

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: Permanent (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

The subject becomes blinded or deafened, as you choose.

In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, grants a +2 bonus to attackers' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on Search checks and most Strength- and Dexterity-based skill checks.

A deafened character, in addition to the obvious effects, automatically fails Listen checks, suffers a -4 penalty on

initiative and has a 20% chance to miscast and lose any spell with a verbal (V) component that he tries to cast.

The DUNGEON MASTER's Guide has more details on the effects of blindness and deafness.

BLINK

Transmutation

Level: Brd 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level (D)

Like a blink dog, you "blink" back and forth between the Material and the Ethereal planes.

You look as though you're winking in and out of reality very quickly and at random.

Blinking has several effects: Physical attacks suffer a 50% miss chance, and the Blind-Fight feat doesn't help (since the *blinker* is ethereal and not merely invisible).

If the attack is capable of striking ethereal or incorporeal creatures, the miss chance is only 20% (for one-half concealment).

If the attacker can see invisible creatures, the miss chance is also only 20%.

If the attacker can both see and strike ethereal creatures, he suffers no penalty.

Likewise, your own attacks suffer a 20% miss chance, since you sometimes go ethereal just as you are about to strike.

Individually targeted spells have a 50% chance to fail against you while *blinking* unless your attacker can target invisible, ethereal creatures.

Likewise, your own spells have a 20% chance to activate just as you go ethereal, in which case they typically do not affect the Material Plane.

While *blinking*, you take only half damage from area attacks (or full damage from those that extend onto the Ethereal Plane).

You strike as an invisible creature (+2 attack), denying your target any Dexterity bonus to AC.

You suffer only half damage from falling, since you fall only while you are material.

While *blinking*, you can step through (but not see through) solid objects.

For each 5 feet of solid material you walk through, there's a 50% chance that you become material, with regrettable consequences (see below).

You can move only at three-quarters speed: Movement on the Ethereal Plane is at half speed, and you spend about half your time there and half your time material.

Since you spend about half your time on the Ethereal Plane, you can see and even attack ethereal creatures.

You interact with ethereal creatures roughly the same way you interact with material ones.

For instance, your spells against ethereal creatures are 20% likely to activate just as you go material and be lost.

Note: An ethereal creature is invisible, incorporeal, and capable of moving in any direction, even up or down (albeit at half normal speed).

As an incorporeal creature, you can move through solid objects, including living creatures.

An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial.

Sight and hearing on the Material Plane are limited to 60 feet.

Force effects (such as *magic missile* and *wall of force*) and abjurations affect you normally.

Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa.

An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things.

Certain material creatures or objects have attacks or effects that work on the Ethereal Plane (such as the basilisk and its gaze attack).

Treat other ethereal creatures and ethereal objects as normally material.

An ethereal creature who becomes material while in a material object is shunted off to the nearest open space and takes 1d6 points of damage per 5 feet so traveled.

BULL'S STRENGTH

Transmutation

Level: Brd 2,Clr 2,Sor/Wiz 2,Strength 2

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject becomes stronger.

The spell grants an enhancement bonus to Strength of 1d4+1 points, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

Arcane Material Component: A few hairs, or a pinch of dung, from a bull.

BURNING HANDS

Transmutation [Fire]

Level: Fire 1,Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: 10 ft.

Area: Semicircular burst of flames 10 ft. long, centered on your hands

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A thin sheet of searing flame shoots from your outspread fingertips.

You must hold your hands with your thumbs touching and your fingers spread.

The sheet of flame is about as thick as your thumbs.

Any creature in the area of the flames takes 1d4 points of fire damage per your caster level (maximum 5d4).

Flammable materials such as cloth, paper, parchment, and thin wood burn if the flames touch them.

A character can extinguish burning items as a full-round action.



CAT'S GRACE

Transmutation

Level: Brd 2,Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The transmuted creature becomes more graceful, agile, and coordinated.

The spell grants an enhancement bonus to Dexterity of 1d4+1 points, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.

Material Component: A pinch of cat fur.

CHANGESTAFF

Transmutation

Level: Drd 7,Plant 7

Components: V, S, F

Casting Time: 1 full round

Range: Touch

Target: Your touched staff

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

You change a specially prepared quarterstaff into a Huge treantlike creature, about 24 feet tall.

When you plant the end of the staff in the ground and speak a special command to conclude the casting of the spell, your staff turns into a creature who looks and fights just like a treant.

The staff-treant defends you and obeys any spoken commands.

However, it is by no means a true treant; it cannot converse with actual treants or control trees.

If the staff-treant is reduced to 0 hit points or less, it crumbles to powder and the staff is destroyed. Otherwise, the staff can be used as the focus for another casting of the spell.

The staff-treant is always at full strength when created, despite any wounds it may have suffered the last time it appeared.

Focus: The quarterstaff, which must be specially prepared. The staff must be a sound limb cut from an ash, oak, or yew, then cured, shaped, carved, and polished (a process taking 28 days).

You cannot adventure or engage in other strenuous activity during the shaping and carving of the staff.

CHILL METAL

Transmutation [Cold]

Level: Drd 2

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Metal equipment of one creature/two levels, no two of which can be more than 30 ft. apart; or 25 lb. of metal/level, none of which can be more than 30 ft. away from any of the rest

Duration: 7 rounds

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Chill metal makes metal extremely cold.

Unattended, nonmagical metal gets no saving throw.

Enchanted metal is allowed a saving throw against the spell.

(Magic items' saving throws are covered in the DUNGEON MASTER's Guide).

An item in a creature's possession uses the creature's saving throw (unless its own is higher).

A creature takes cold damage if its equipment is chilled.

It takes full damage if its armor is affected or if it's holding, touching, wearing, or carrying metal weighing one-fifth of its weight.

The creature takes minimum damage (1 point or 2 points; see the table) if it's not wearing metal armor and the metal that it's carrying weighs less than one-fifth of its weight.

On the first round of the spell, the metal becomes very chilly and uncomfortable to touch but deals no damage (this is also the effect on the last round of the spell's duration).

During the second (and also the next-to-last) round, icy coldness causes pain and damage.

In the third, fourth, and fifth rounds, the metal is freezing cold, causing more damage, as shown below:

Round	Metal	
	Temperature	Damage
1	Cold	None
2	Icy	1d4 points
3-5	Freezing	2d4 points
6	Icy	1d4 points
7	Cold	None

Any heat intense enough to damage the creature negates cold damage from the spell (and vice versa) on a point-for-point basis.

For example, if the damage roll from a *chill metal* spell indicates 5 points of cold damage and the creature plunges through a *wall of fire* in the same round and takes 8 points of fire damage, it winds up taking no chill damage and only 3 points of fire damage.

Underwater, *chill metal* deals no damage, but ice immediately forms around the affected metal, making it more buoyant.

Chill metal counters and dispels *heat metal*.

CONTROL PLANTS

Transmutation

Level: Drd 4, Plant 4, Rgr 3

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Plants within a 25 ft. + 5 ft./2 levels-radius spread, centered on you

Duration: 1 minute/level

Saving Throw: Will negates (see text)

Spell Resistance: No

You can converse, in very rudimentary terms, with all sorts of plants and plantlike creatures (including fungi, molds, and plantlike monsters such as shambling mounds).

You automatically exercise limited control over normal plants.

Plantlike creatures can negate the control effect with a Will save.

The spell does not enable plants to uproot themselves and move about, but it does allow them to move their branches, stems, and leaves.

Thus, you can question plants as to whether or not creatures have passed through them, cause thickets to part to enable easy passage, require vines to entangle pursuers, and command similar services.

The plants can duplicate the effect of an *entangle* spell or free creatures trapped by that spell.

CONTROL WATER

Transmutation

Level: Brd 5, Clr 4, Sor/Wiz 6, Water 4

Components: V, S, M/DF

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Area: Water in a volume of 10 ft./level x 10 ft./level x 2 ft./level (S)

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

Depending on the version you choose, the *control water* spell raises or lowers water.

Lower Water: This causes water (or similar liquid) to sink away to a minimum depth of 1 inch.

The depth can be lowered by up to 2 feet per caster level. The water is lowered within a squarish depression whose sides are up to 10 feet long per caster level.

In extremely large and deep bodies of water, such as deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering

them unable to leave by normal movement for the duration of the spell.

When cast on water elementals and other water-based creatures, this spell acts as a *slow* spell.

The spell has no effect on other creatures.

Raise Water: This causes water (or similar liquid) to rise in height, just as the *lower water* version causes it to lower.

Boats raised in this way slide down the sides of the hump that the spell creates.

If the area affected by the spell includes riverbanks, a beach, or other land near the raised water, the water can spill over onto dry land.

For either version, you may reduce one horizontal dimension by half and double the other horizontal dimension.

Arcane Material Component: A drop of water (to *raise water*) or a pinch of dust (to *lower water*).

CONTROL WEATHER

Transmutation

Level: Air 7, Brd 6, Clr 7, Drd 7, Sor/Wiz 6

Components: V, S

Casting Time: 10 minutes (see text)

Range: Two miles

Area: Two-mile-radius circle, centered on you (see text)

Duration: 4d12 hours (see text)

Saving Throw: None

Spell Resistance: No

You change the weather in the local area.

It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest.

The current, natural weather conditions are determined by the DM.

You can call forth weather appropriate to the climate and season of the area you are in.

Season	Possible Weather
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw
Late winter	Hurricane-force winds or early spring (coastal area)

You control the general tendencies of the weather, such as the direction and intensity of the wind.

You cannot control specific applications of the weather—where lightning strikes, for example, or the exact path of a tornado.

When you select a certain weather condition to occur, the weather assumes that condition 10 minutes later (changing gradually, not abruptly).

The weather continues as you left it for the duration, or until you use a standard action to designate a new kind of weather (which fully manifests itself 10 minutes later).

Contradictory conditions are not possible simultaneously—fog and strong wind, for example.

Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

Druids casting this spell double the duration and affect a circle with a three-mile radius.

CONTROL WINDS

Transmutation

Level: Air 5, Drd 5

Components: V, S

Casting Time: 1 action

Range: 40 ft./level

Area: 40 ft./level radius centered on you

Duration: 10 minutes/level

Saving Throw: Fortitude negates

Spell Resistance: No

You alter wind force in the area surrounding you.

You can make the wind blow in a certain direction or manner, increase its strength, or decrease its strength.

The new wind direction and strength persist until the spell ends or you choose to alter your handiwork, which requires concentration.

You may create an “eye” of calm air up to 80 feet in diameter at the center of the area if you so desire, and you may choose to limit the effect to any circular area less than your full range (for example, a 20-foot-diameter tornado centered 100 feet away).

Wind Direction: You may choose one of four basic wind patterns to function over the spell's area:

- A downdraft blows from the center outward in equal strength in all directions.
- An updraft blows from the outer edges in toward the center in equal strength from all directions, veering upward before impinging on the eye in the center.
- A rotation causes the winds to circle the center in clockwise or counter-clockwise fashion.
- A blast simply causes the winds to blow in one direction across the entire area from one side to the other.

Wind Force: For every three caster levels, you can increase or decrease wind force by one level of strength.

(The effects of wind force are described in detail in the *DUNGEON MASTER's Guide*).

Each round, a creature in the wind must make a Fortitude save or suffer the effect.

Strong winds (21+ mph) make sailing difficult.

A severe wind (31+ mph) causes minor ship and building damage.

A windstorm (51+ mph) drives most flying creatures from the skies, uproots small trees, knocks down light wooden structures, tears off roofs, and endangers ships.

Hurricane force winds (75+ mph) destroy wooden buildings, sometimes uproot even large trees, and cause most ships to founder.

A tornado (175+ mph) destroys all nonfortified buildings and often uproots large trees.

CURSE WATER

Transmutation [Evil]

Level: Clr 1

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: Flask of water touched

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This transmutation imbues a flask (1 pint) of water with negative energy, turning it into unholy water.

Unholy water damages good outsiders the way holy water damages undead.

Material Component: 5 pounds of powdered silver (worth 25 gp).

DARKVISION

Transmutation

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes (harmless)

The subject gains the ability to see 60 feet even in total darkness.

Darkvision is black and white only but otherwise like normal sight.

Darkvision does not grant one the ability to see in magical darkness.

Material Component: Either a pinch of dried carrot or an agate.

DIMENSION DOOR

Transmutation [Teleportation]

Level: Brd 4, Sor/Wiz 4, Travel 4

Components: V

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Target: You and touched objects or other touched willing creatures weighing up to 50 lb./level

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Spell Resistance: No and Yes (object)

You instantly transfer yourself from your current location to any other spot within range.

You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating direction, such as “900 feet straight downward”, or “upward to the northwest, 45-degree angle, 1,200 feet”.

After using this spell, you can’t take any other actions until your next turn.

If you arrive in a place that is already occupied by a solid body, you become trapped in the Astral Plane.

Each round that you are trapped in the Astral Plane in this way, you may make a Will save (DC 25) to return to the Material Plane at a random open space on a suitable surface within 100 feet of the intended location.

If there is no free space within 100 feet, make a Will save (DC 25) each minute to appear in a free space within 1,000 feet.

If there’s no free space within 1,000 feet, you are stuck on the Astral Plane until rescued.

DIMINISH PLANTS

Transmutation

Level: Drd 3, Rgr 3

Components: V, S, DF

Casting Time: 1 action

Range: See text

Target or Area: See text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell has two versions:

Prune Growth: The first version causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines, and so forth) within long range (400 feet + 40 feet per level) to shrink to about a third of their normal size, becoming untangled and less bushy.

The affected vegetation appears to have been carefully pruned and trimmed.

At your option, the area can be a circle with a radius of 100 feet, a semicircle with a radius of 150 feet, or a quarter circle with a radius of 200 feet.

You may also designate areas within the area that are not affected.

Stunt Growth: The second version targets normal plants within a range of one-half mile, reducing their potential productivity over the course of the following year to one-third below normal.

Diminish plants counters plant growth.

DISINTEGRATE

Transmutation

Level: Destruction 7, Sor/Wiz 6

Components: V, S, M/DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

A thin, green ray springs from your pointing finger, causing the creature or object it strikes to glow and vanish, leaving behind only a trace of fine dust.

You must make a successful ranged touch attack to hit.

Up to a 10-foot cube of nonliving matter is affected, so the spell disintegrates only part of any very large object or structure targeted.

The ray affects even magical matter or energy of a magical nature, such as *Bigby’s forceful hand* or a *wall of force*, but not a *globe of invulnerability* or an *antimagic field*.

A creature or object that makes a successful Fortitude save is only partially affected.

It takes 5d6 points of damage instead of disintegrating.

Only the first creature or object struck can be affected (that is, the ray affects only one target per casting).

Arcane Material Components: A lodestone and a pinch of dust.

ENDURANCE

Transmutation

Level: Clr 2, Sor/Wiz 2

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The affected creature gains greater vitality and stamina. The spell grants the subject an enhancement bonus (1d4+1 points) to Constitution, adding the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth. Note: Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the character's Constitution drops back to normal. They are not lost first as temporary hit points are (see page 129).

ENLARGE

Transmutation

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature, or one object of up to 10 cu. ft. per level in volume

Duration: 1 minute/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell causes instant growth of a creature or object, increasing both size and weight.

The subject grows by up to 10% per caster level, increasing by this amount in height, width, and depth (to a maximum of 50%).

Weight increases by approximately the cube of the size increase, as follows:

Height Increase	Weight Increase
+10% (x1.1)	+30% (x1.3)
+20% (x1.2)	+70% (x1.7)
+30% (x1.3)	+120% (x2.2)
+40% (x1.4)	+170% (x2.7)
+50% (x1.5)	+240% (x3.4)

All equipment worn or carried by a creature is enlarged by the spell.

If insufficient room is available for the desired growth, the creature or object attains the maximum possible size, bursting weak enclosures in the process.

However, it is constrained without harm by stronger materials—the spell cannot be used to crush a creature by growth.

Magical properties are not increased by this spell—an enlarged +1 sword is still only +1, a staff-sized wand is still only capable of its normal functions, a giant-sized potion merely requires a greater fluid intake to make its magical effects operate, and so on.

Weight, mass, and strength are affected, though.

Thus, a table blocking a door would be heavier and more effective, a hurled stone would have more mass (and cause

more damage), chains would be more massive, doors thicker, a thin line turned to a sizable, longer rope, and so on.

A creature's hit points, Armor Class, and base attack bonus do not change, but Strength increases along with size.

For every 20% of enlargement, the creature gains a +1 enlargement bonus to Strength.

Multiple magical effects that increase size do not stack.

Enlarge counters and dispels *reduce*.

Material Component: A pinch of powdered iron.

ENTANGLE

Transmutation

Level: Drd 1, Plant 1, Rgr 1

Components: V, S, DF

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Area: Plants in a 40-ft.-radius spread

Duration: 1 minute/level

Saving Throw: Reflex (see text)

Spell Resistance: No

Grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures in the area or those who enter the area, holding them fast.

An entangled creature suffers a –2 penalty to attack rolls, suffers a –4 penalty to effective Dexterity, and can't move.

An entangled character who attempts to cast a spell must make a Concentration check (DC 15) or lose the spell.

She can break free and move half her normal speed by using a full-round action to make a Strength check or an Escape Artist check (DC 20).

A creature who succeeds at a Reflex saving throw is not entangled but can still move at only half speed through the area.

Each round, the plants once again attempt to entangle all creatures who have avoided or escaped entanglement.

Note: The DM may alter the effects of the spell somewhat, based on the nature of the entangling plants.

ERASE

Transmutation

Level: Brd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One scroll or two pages

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

Erase removes writings of either magical or mundane nature from a scroll or from up to two pages of paper, parchment, or similar surfaces.

It removes *explosive runes*, *glyphs of warding*, *sepia snake sigils*, and *arcane marks*, but it does not remove *illusory script* or *symbols*.

Nonmagical writings are automatically erased if you touch them and no one else is holding them.

Otherwise, the chance is 90%.

Magic writings must be touched, and you must roll 15+ on a caster level check (1d20 + caster level) to succeed.

(A natural 1 or 2 is always a miss on this roll).

If you fail to erase *explosive runes*, a *glyph of warding*, or a *sepia snake sigil*, you accidentally activate the runes, glyph, or sigil instead.

ETHEREAL JAUNT

Transmutation

Level: Clr 5, Sor/Wiz 7

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level (D)

You become ethereal, along with your equipment.

You are in a place called the Ethereal Plane, which overlaps the normal, physical, Material Plane.

When the spell expires, you return to material existence.

Note: An ethereal creature is invisible, incorporeal, and capable of moving in any direction, even up or down (albeit at half normal speed).

As an incorporeal creature, you can move through solid objects, including living creatures.

An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial.

Sight and hearing onto the Material Plane are limited to 60 feet.

Force effects (such as *magic missile* and *wall of force*) and abjurations affect the creature normally.

Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa.

An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things.

Certain material creatures or objects have attacks or effects that work on the Ethereal Plane (such as the basilisk and its gaze attack).

By contrast, treat other ethereal creatures and ethereal objects as if they had become material.

If you end the spell and become material while inside a material object (such as a solid wall), you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you so travel.

ETHEREALNESS

Transmutation

Level: Clr 6, Sor/Wiz 8

Range: Touch (see text)

Targets: You and one other touched creature/three levels

Duration: 1 minute/level (D)

Spell Resistance: Yes

As *ethereal jaunt*, except you and other creatures joined by linked hands (along with their equipment) become ethereal.

Besides yourself, you can bring one creature per three caster levels to the Ethereal Plane.

Once ethereal, the creatures need not stay together.

When the spell expires, all affected creatures in the Ethereal Plane return to material existence.

EXPEDITIOUS RETREAT

Transmutation

Level: Brd 1, Sor/Wiz 1, Travel 1

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Expeditious retreat provides you with amazing fleetness of foot, enabling you to run in great leaps and bounds.

Your speed and maximum jumping distances both double (see the Jump skill, page 70).

These benefits count as enhancement bonuses.

This spell can be used for attack as well as for flight; the name of the spell hints at the typical wizard's attitude toward combat.

EYEBITE

Transmutation [see text]

Level: Brd 6, Sor/Wiz 6

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: You

Duration: 1 round/three levels (see text)

Saving Throw: See text

Spell Resistance: Yes

You can merely meet the gaze of a creature and speak a single word to affect it with one of four magical effects: *charm*, *fear*, *sicken*, or *sleep*.

You select one of these four possible gaze attacks when casting the spell.

You retain the gaze power for 1 round for every three caster levels and can use the gaze attack as a free action each round.

These effects do not affect undead creatures or extend beyond the plane you currently occupy.

You are subject to the effects of your reflected gaze and are allowed any applicable saving throw.

In the case of a reflected *charm* gaze, you are *held* (as a *hold monster* spell).

The four versions of the spell are as follows: *Charm*:

Equivalent to the *charm monster* spell, except that the saving throw is based on spell level 6.

Fear: The subject flees in blind terror for 1d4 rounds.

Once it stops fleeing, the creature refuses to face you for 10 minutes per your caster level.

If subsequently confronted by you, it either cowers or bolts for the nearest cover (50% chance of either).

This is an enchantment, compulsion, mind-affecting effect; it can be negated by a Will save.

Sicken: Sudden pain and fever sweeps over the subject's body.

An affected creature's speed is reduced by half, it loses any Dexterity bonus to Armor Class, and it suffers a -2 penalty to attack rolls.

The creature remains stricken for 10 minutes per your caster level.

The effects cannot be negated by a *cure disease* or *heal* spell, but a *remove curse* or successful *dispel magic* spell is effective. This is a necromancy effect; it can be negated by a Fortitude save.

Sleep: The subject falls asleep.

The creature sleeps for your caster level × 10 minutes but can be slapped awake.

This is an enchantment, compulsion, mindaffecting effect; it can be negated by a Will save.

Note: Each round, a gaze attack automatically works against one creature within range that is looking at (attacking or interacting with) the gazing creature.

Creatures can avert their eyes, which grants them a 50% chance to avoid the gaze but in turn grants the gazer one-half concealment (20% miss chance) relative to them.

Creatures can close their eyes or turn away entirely; doing so prevents the gaze from affecting them but grants the gazer total concealment (50% miss chance) relative to them.

FABRICATE

Transmutation

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: See text

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to 10 cu. ft./level (see text)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You convert material of one sort into a product that is of the same material.

Thus, you can fabricate a wooden bridge from a clump of trees, a rope from a patch of hemp, clothes from flax or wool, and so forth.

Creatures or magic items cannot be created or transmuted by the *fabricate* spell.

The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication.

If you work with a mineral, the target is reduced to 1 cubic foot per level instead of 10 cubic feet.

You must make an appropriate Craft check to fabricate articles requiring a high degree of craftsmanship (jewelry, swords, glass, crystal, etc.).

Casting requires 1 full round per 10 cubic feet (or 1 cubic foot) of material to be affected by the spell.

Material Component: The original material.

FEATHER FALL

Transmutation

Level: Brd 1, Sor/Wiz 1

Components: V

Casting Time: See text

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Any free-falling objects or creatures in a 10-ft. radius whose weight does not total more than 300 lb./level

Duration: Until landing or 1 round/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

The creatures or objects affected fall slowly (though faster than feathers typically do).

The rate of falling is instantly changed to a mere 60 feet a round (equivalent to the end of a fall from a few feet), with no damage incurred upon landing while the spell is in effect.

However, when the spell duration ceases, a normal rate of fall resumes.

The character can cast this spell with an instant utterance, quickly enough to save herself if she unexpectedly falls.

Casting the spell is a free action, like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round.

This spell has no special effect on ranged weapons unless they are falling quite a distance.

If the spell is cast on a falling item, such as a boulder dropped from the top of a castle wall, the item does half normal damage based on weight with no bonus for the height of the drop.

(See the DUNGEON MASTER's *Guide* for information on falling objects).

The spell works only upon free-falling objects.

It does not affect a sword blow or a charging or flying creature.

FLESH TO STONE

Transmutation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The subject and all possessions it carries turn into a mindless, inert statue.

If the statue resulting from this spell is broken or damaged, the being (if ever returned to its original state) has similar damage or deformities.

The creature is not dead (its soul doesn't pass on), but it does not seem to be alive either (when viewed with spells such as *deathwatch*).

Only creatures made of flesh are affected by this spell.

Material Components: Lime, water, and earth.

FLY

Transmutation

Level: Sor/Wiz 3, Travel 3

Components: V, S, F/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes (harmless)

The spell's subject can fly with a speed of 90 feet (60 feet if the creature wears medium or heavy armor).

The subject can fly up at half speed and descend at double speed.

The flying subject's maneuverability is good.

Using the *fly* spell requires as much concentration as walking, so the subject can attack or cast spells normally.

The subject of a *fly* spell can charge but not run, and it cannot carry aloft more weight than its maximum load (see page 142), plus any armor it wears.

Should the spell duration expire while the subject is still aloft, the magic fails slowly.

The subject drops 60 feet per round for 1d6 rounds.

If it reaches the ground in that amount of time, it lands safely.

If not, it falls the rest of the distance (falling damage is 1d6 per 10 feet of fall).

Since dispelling a spell effectively ends it, the subject also falls in this way if the *fly* spell is dispelled.

Arcane Focus: A wing feather from any bird.

GASEOUS FORM

Transmutation

Level: Air 3, Brd 3, Sor/Wiz 3

Components: S, M/DF

Casting Time: 1 action

Range: Touch

Target: Willing corporeal creature touched

Duration: 2 minutes/level (D)

Saving Throw: None

Spell Resistance: No

The subject and all her gear become insubstantial, misty, and translucent.

The subject gains damage reduction 20/+1.

Her material armor (including natural armor) becomes worthless, though her size, Dexterity, deflection bonuses, and armor bonuses from force armor (for example, from the *mage armor* spell) still apply.

She becomes immune to poison and critical hits.

She can't attack or cast spells with verbal, somatic, material, or focus components while in gaseous form.

(Note that this does not rule out certain spells that the subject may have prepared using the metamagic feats Silent Spell and Still Spell).

As with *polymorph other*, the subject loses supernatural abilities while in gaseous form.

If she has a touch spell ready to use, it is discharged harmlessly when the spell takes effect.

The gaseous creature can't run but she can fly (speed 10, maneuverability perfect).

She can pass through small holes or narrow openings, even mere cracks, with all she was wearing or holding in her hands, as long as the spell persists.

She is subject to wind.

She can't enter water or other liquid.

Arcane Material Components: A bit of gauze and a wisp of smoke.

GIANT VERMIN

Transmutation

Level: Clr 4, Drd 4

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to three vermin, no two of which can be more than 30 ft. apart

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

You turn one or more normal-sized insects, arachnids, or other vermin into larger forms resembling the giant vermin described in the *Monster Manual*.

Only one type of vermin can be transmuted (so a single casting cannot affect both an ant and a fly), and all must be grown to the same number of HD.

The HD to which the vermin can be grown depends upon your level; see the accompanying table.

The DM should also consult the vermin entry in the *Monster Manual* for more information on what abilities a giant vermin is likely to have.

A flying insect can generally carry a rider two size categories smaller than itself.

Any giant vermin created by this spell do not attempt to harm you, but your control of such creatures is limited to simple commands ("Attack", "Defend", "Stop", and so forth). Orders to attack a certain creature when it appears or guard against a particular occurrence are too complex for the vermin to understand.

Unless commanded to do otherwise, the giant vermin attack whoever or whatever is near them.

GIANT VERMIN

Caster Level	Target's New HD	New Size	Arcane Class	Attack/Damage	Fortitude	Reflex	Will
7-9	3d8+6	Large	14	+4/1d8+4	+5	+0	+1
10-12	4d8+16	Huge	14	+8/2d6+8	+8	+0	+1
13-15	5d8+20	Huge	14	+8/2d6+8	+8	+0	+1
16-18	6d8+24	Huge	14	+9/2d6+8	+9	+1	+2
19-20	7d8+28	Huge	14	+9/2d6+8	+9	+1	+2

GOODBERRY

Transmutation

Level: Drd 1

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Targets: 2d4 fresh berries touched

Duration: 1 day/level

Saving Throw: None

Spell Resistance: Yes

Casting *goodberry* upon a handful of freshly picked berries makes 2d4 of them magical.

You (as well as any other druid of 3rd or higher level) can immediately discern which berries are affected.

Each enchanted berry nourishes a creature as if it were a normal meal for a Medium-size creature.

The berry also cures 1 point of damage when eaten, subject to a maximum of 8 points of such curing in any 24-hour period.

GREATER MAGIC FANG

Transmutation

Level: Drd 3, Rgr 3

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 hour/level

As *magic fang*, except that the enhancement bonus to attack and damage is +1 per three caster levels (maximum +5).

GREATER MAGIC WEAPON

Transmutation

Level: Brd 3, Clr 4, Pal 3, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One weapon or fifty projectiles (all of which must be in contact with each other at the time of casting)

Duration: 1 hour/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell gives a weapon an enhancement bonus to attack and damage of +1 per three caster levels (maximum +5).

An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attacks.

Alternatively, you can affect up to fifty arrows, bolts, or bullets.

The projectiles must all be of the same type, and they have to be together in one group (such as in the same quiver).

Projectiles (but not thrown weapons) lose their transmutation when used.

If you're a good cleric, the cleric of a good deity, or a paladin, the weapon is considered blessed, which means it has special effects on certain creatures.

You can't cast this spell on a natural weapon such as an unarmed strike.

Arcane Material Components: Powdered lime and carbon.

HASTE

Transmutation

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creature moves and acts more quickly than normal.

This extra speed has several effects.

On his turn, the subject may take an extra partial action, either before or after his regular action.

He gains a +4 haste bonus to AC.

He loses this bonus whenever he would lose a dodge bonus.

He can jump one and a half times as far as normal.

This increase counts as an enhancement bonus.

Haste dispels and counters *slow*.

Material Component: A shaving of licorice root.

HEAT METAL

Transmutation [Fire]

Level: Drd 2, Sun 2

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Metal equipment of one creature/two levels, no two of which can be more than 30 ft. apart; or 25 lb. of metal/level, all of which must be within a 30-ft. circle

Duration: 7 rounds

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell is identical with *chill metal* (page 183) except that it makes metal warm, hot (1d4 points of fire damage), and searing (2d4 points of fire damage) instead of cold, icy, and freezing.

Enchanted metal gets a saving throw to resist.

Just as damage from *chill metal* negates fire damage, so damage from *heat metal* negates cold damage on a one-for-one basis.

If cast underwater, *heat metal* deals half damage and boils the surrounding water.

Heat metal counters and dispels *chill metal*.

IRON BODY

Transmutation

Level: Earth 8, Sor/Wiz 8

Components: V, S, M/DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

This spell transforms your body into living iron, which grants you several powerful resistances and abilities.

You gain damage reduction 50/+3.

You are immune to blindness, critical hits, ability score damage, deafness, disease, drowning, electricity, poison, stunning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect.

You take only half damage from acid and fire of all kinds.

However, you also become vulnerable to all special attacks that affect iron golems.

You gain a +6 enhancement bonus to your Strength score, but you suffer a -6 Dexterity penalty as well (to a minimum Dexterity score of 1), and your speed is reduced to half normal.

You have an arcane spell failure chance of 50% and a -8 armor check penalty, just as if you were clad in full plate armor.

You cannot drink (and thus can't use potions) or play wind instruments.

Your unarmed attacks deal 1d6 points of lethal damage, and you are considered "armed" when making unarmed attacks (a Small caster deals 1d4 points of damage, not 1d6).

Your weight increases by a factor of ten, causing you to sink in water like a stone.

However, you could survive the crushing pressure and lack of air at the bottom of the ocean—at least until the spell expires.

Arcane Material Component: A small piece of iron that was once part of an iron golem, a hero's armor, or a war machine.

IRONWOOD

Transmutation

Level: Drd 6

Components: V, S, M

Casting Time: 1 minute/lb. created

Range: 0 ft.

Effect: An ironwood object weighing up to 5 lb./level

Duration: 1 day/level (D)

Saving Throw: None

Spell Resistance: No

Ironwood is a magical substance created by druids from normal wood.

While remaining natural wood in almost every way, *ironwood* is as strong, heavy, and resistant to fire as steel. Spells that affect metal or iron (such as *heat metal*) do not function on *ironwood*.

Spells that affect wood (such as *wood shape*) do affect *ironwood*, although *ironwood* does not burn.

Using this spell with *wood shape* or a wood-related Craft check, you can fashion wooden items that function as steel items.

Thus, wooden plate armor and wooden swords can be created that are as durable as their normal, steel counterparts.

These items are freely usable by druids.

Further, if you make only half as much *ironwood* as the spell would normally allow, any weapon, shield, or suit of armor so created is treated as a +1 magic item.

Material Component: Wood shaped into the form of the intended ironwood object.

JUMP

Transmutation

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: Yes

The subject gets a +30 bonus on Jump checks and does not have the usual maximums for jumping distance.

For leaps of maximum horizontal distance, the jump reaches its peak (one-fourth the horizontal distance) at the halfway point.

Material Component: A grasshopper's hind leg, which you break when the spell is cast.

KEEN EDGE

Transmutation

Level: Brd 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One weapon or fifty projectiles, all of which must be in contact with each other at the time of casting

Duration: 10 minutes/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell makes a weapon magically keen, improving its ability to deal telling blows.

This transmutation doubles the threat range of the weapon.

A normal threat range becomes 19–20.

A threat range of 19–20 becomes 17–20.

A threat range of 18–20 becomes 15–20.

The spell can be cast only on piercing or slashing weapons (and it does not stack with itself).

If cast on arrows or crossbow bolts, the *keen edge* on a particular projectile ends after one use, whether or not the missile strikes its intended target.

KNOCK

Transmutation

Level: Sor/Wiz 2

Components: V

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One door, box, or chest with an area of up to 10 sq. ft./level

Duration: Instantaneous (see text)

Saving Throw: None

Spell Resistance: No

The *knock* spell opens stuck, barred, locked, held, or *arcane locked* doors.

It opens secret doors, as well as locked or trick-opening boxes or chests.

It also loosens welds, shackles, or chains (provided they serve to hold closures shut).

If used to open a *arcane locked* door, the spell does not remove the *arcane lock* but simply suspends its functioning for 10 minutes.

In all other cases, the door does not relock itself or become stuck again on its own.

Knock does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like.

Note that the effect is limited by the area.

A 3rd-level caster can cast a *knock* spell on a door of 30 square feet or less (for example, a standard 4-foot-by-7-foot door).

Each spell can undo up to two means of preventing egress through a portal.

Thus if a door is locked, barred, and *held*, or quadruple locked, opening it requires two *knock* spells.

LEVITATE

Transmutation

Level: Brd 2, Sor/Wiz 2

Components: V, S, F

Casting Time: 1 action

Range: Personal or close (25 ft. + 5 ft./2 levels)

Target: You or one willing creature or one object (total weight up to 100 lb./level)

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

Levitate allows you to move yourself, another creature, or an object up and down as you wish.

A creature must be willing to be *levitated*, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move-equivalent action.

You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base speed).

A *levitating* creature who attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has an attack penalty of -1, the second -2, and so on, up to a maximum penalty of -5.

A full round spent stabilizing allows the creature to begin again at -1.

Focus: Either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end.

LIVEOAK

Transmutation

Level: Drd 6

Components: V, S

Casting Time: 10 minutes

Range: Touch

Target: Tree touched

Duration: 1 day/level (D)

Saving Throw: None

Spell Resistance: No

This spell turns an oak tree into a protector or guardian.

The spell can be cast on only a single tree at a time; while *liveoak* is in effect, you can't cast it again on another tree.

The tree on which the spell is cast must be within 10 feet of your dwelling place, within a place sacred to you, or within 300 feet of something that you wish to guard or protect.

Liveoak must be cast on a healthy, Huge oak.

A triggering phrase of up to one word per caster level is placed on the targeted oak.

For instance, "Attack any persons who come near without first saying 'sacred mistletoe'" is an eleven-word trigger phrase that you could use at 11th level or higher.

The *liveoak* spell triggers the tree into animating as a treant. Statistics for a treant can be found in the *Monster Manual*.

(At the DM's option, you can extrapolate stats for a smaller tree from the treant statistics if you cast *liveoak* on a smaller oak).

If *liveoak* is dispelled, the tree takes root immediately, wherever it happens to be.

If released by you, it tries to return to its original location before taking root.

MAGE HAND

Transmutation

Level: Brd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Nonmagical, unattended object weighing up to 5 lb.

Duration: Concentration

Saving Throw: None

Spell Resistance: No

You point your finger at an object and can lift it and move it at will from a distance.

As a move-equivalent action, you can move the object up to 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.

MAGIC FANG

Transmutation

Level: Drd 1, Rgr 1

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Magic fang gives one natural weapon of the subject a +1 enhancement bonus to attack and damage rolls.

The spell can affect a slam attack, fist, bite, or other natural weapon.

(The spell does not change an unarmed strike's damage from subdual damage to normal damage).

If you're a good druid, the natural weapon is considered blessed, which means it has special effects on certain creatures.

MAGIC STONE

Transmutation

Level: Clr 1, Earth 1

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Targets: Up to three pebbles touched

Duration: 30 minutes or until discharged

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You transmute up to three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung.

If hurled, they have a range increment of 20 feet.

If slung, treat them as sling bullets (range increment 50 feet).

The spell gives them a +1 enhancement bonus to attack and damage rolls.

The creature using the stones makes a normal ranged attack to use a *magic stone*.

Each *magic stone* that hits deals 1d6+1 points of damage (including the enhancement bonus).

Against undead creatures, this damage is doubled (2d6+2 points).

MAGIC VESTMENT

Transmutation

Level: Clr 3, Strength 3, War 3

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Armor or shield touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You imbue a suit of armor or a shield that you touch with an enhancement bonus of +1 per three caster levels (maximum +5 at 15th level).

An outfit of regular clothing counts as a suit of armor that grants no AC bonus for purposes of this spell.

Note: An enhancement bonus increases armor's or a shield's benefit to the wearer's AC.

A suit of armor cannot have more than +5 in total bonuses (even if some of its bonus is from other than enhancement).

MAGIC WEAPON

Transmutation

Level: Brd 1, Clr 1, Pal 1, Sor/Wiz 1, War 1

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Weapon touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Magic weapon gives a weapon a +1 enhancement bonus to attack and damage rolls.

If you're a good cleric, the cleric of a good deity, or a paladin, the weapon is considered blessed, which means it has special effects on certain creatures.

You can't cast this spell on a natural weapon such as an unarmed strike.

MAKE WHOLE

Transmutation

Level: Clr 2

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One object of up to 10 cu. ft./level

As *mending*, except *make whole* completely repairs an object made of any substance, even one with multiple breaks, to be as strong as new.

The spell does not restore the magical abilities of a broken magic item made whole, and it cannot mend broken magic rods, staves, or wands.

The spell does not repair items that have been warped, burned, disintegrated, ground to powder, melted, or vaporized.

MARK OF JUSTICE

Transmutation

Level: Clr 5

Components: V, S, DF

Casting Time: 10 minutes

Range: Touch

Target: Creature touched

Duration: Permanent (see text)

Saving Throw: None

Spell Resistance: Yes

When moral suasion fails to win a criminal over to right conduct, you can use *mark of justice* to encourage the criminal to walk the straight and narrow path.

You draw an indelible mark on the subject and state some behavior on the part of the subject that will activate the mark.

When activated, the mark curses the subject.

Typically, you designate some sort of criminal behavior that activates the mark, but you can pick any act you please.

The effect of the mark is identical with the effect of *bestow curse*.

Since this spell takes 10 minutes to cast and involves writing on the target, you can cast only it on someone who is willing or restrained.

Like *bestow curse*, *mark of justice* cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

Remove curse, however, works only if the caster is at least as high level as your *mark of justice*.

These restrictions apply regardless of whether the mark has activated.

MASS HASTE

Transmutation

Level: Brd 6, Sor/Wiz 6

Targets: One creature/level, no two of which can be more than 30 ft. apart

As *haste*, except that it affects multiple creatures.

MELD INTO STONE

Transmutation

Level: Clr 3, Drd 3

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level

Meld into stone enables you to meld your body and possessions into a single block of stone.

The stone must be large enough to accommodate your body in all three dimensions.

When the casting is complete, you and not more than 100 pounds of nonliving gear merge with the stone.

If either condition is violated, the spell fails and is wasted.

While in the stone, you remain in contact, however tenuous, with the face of the stone through which you melded.

You remain aware of the passage of time and can cast spells on yourself while hiding in the stone.

Nothing that goes on outside the stone can be seen, but you can still hear what happens around you.

Minor physical damage to the stone does not harm you, but its partial destruction to the extent that you no longer fit within it expels you and deals you 5d6 points of damage.

The stone's complete destruction expels you and slays you instantly unless you succeed at a Fortitude save (DC 18).

At any time before the duration expires, you can step out of the stone through the surface that you entered.

If the spell's duration runs out or the effect is dispelled before you voluntarily exit the stone, you are violently expelled and take 5d6 points of damage.

The following spells harm you if cast upon the stone that you are occupying: *Stone to flesh* expels you and deals you 5d6 points of damage.

Stone shape deals you 3d6 points of damage but does not expel you.

Transmute rock to mud expels you and then slays you instantly unless you succeed at a Fortitude save (DC 18), in which case you are merely expelled.

Finally, *passwall* expels you without damage.

MENDING

Transmutation

Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: 10 ft.

Target: One object of up to 1 pound

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Mending repairs small breaks or tears in objects (not warps). In metallic objects, it will weld a broken ring, a chain link, a medallion, or a slender dagger, providing but one break exists.

Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new.

A hole in a leather sack or wineskin is completely healed over by *mending*.

The spell can repair a magic item, but the item's magical abilities are not restored.

(For restoring a broken magic item's abilities, see the item creation feats in Chapter 5: Feats).

The spell cannot mend broken magic rods, staffs, or wands.

MESSAGE

Transmutation [Language-Dependent]

Level: Brd 1, Sor/Wiz 1

Components: V, S, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Targets: One creature/level

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

You can whisper messages and receive whispered replies with little chance of being overheard.

You point your finger at each creature to be included in the spell effect.

When you whisper, the whispered message is audible to all of the targeted creatures who are within range.

Magical *silence*, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell.

The message, however, does not have to travel in a straight line.

It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range.

The creatures who receive the message can whisper a reply that you hear.

The spell transmits sound, not meaning.

It doesn't transcend language barriers.

Note: To speak a message, you must mouth the words and whisper, possibly allowing trained rogues the opportunity to read your lips.

Focus: A short piece of copper wire.

MORDENKAINEN'S LUCUBRATION

Transmutation

Level: Wiz 6

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: Instantaneous

You instantly recall any one spell of up to 5th level that you have used during the past 24 hours.

The spell must have been actually cast during that time period.

The recalled spell is stored in your mind as through prepared in the normal fashion.

If the recalled spell requires material components, you must provide these.

The recovered spell is not usable until the material components are available.

MOVE EARTH

Transmutation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: See text

Range: Long (400 ft. + 40 ft./level)

Area: Dirt in an area up to 750 ft. square and up to 10 ft. deep (S)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Move earth moves dirt (clay, loam, sand), possibly collapsing embankments, moving hillocks, shifting dunes, etc.

However, in no event can rock formations be collapsed or moved.

The area to be affected determines the casting time.

For every 150-foot square (up to 10 feet deep), casting takes 10 minutes.

The maximum area, 750 feet by 750 feet, takes 4 hours and 10 minutes to move.

This spell does not violently break the surface of the ground.

Instead, it creates wavelike crests and troughs, with the earth reacting with glacierlike fluidity until the desired result is achieved.

Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography.

The spell cannot be used for tunneling and is generally too slow to trap or bury creatures.

Its primary use is for digging or filling moats or for adjusting terrain contours before a battle.

Material Components: A mixture of soils (clay, loam, and sand) in a small bag, and an iron blade.

OPEN/CLOSE

Transmutation

Level: Brd 0, Sor/Wiz 0

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Portal or object that can be opened or closed

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You can open or close (caster's choice) a door, chest, box, window, bag, pouch, bottle, or other container.

If anything resists this activity (such as a bar on a door or a lock on a chest), the spell fails.

In addition, the spell can only open and close things that are of standard weight (see Table 7–7: Goods and Services, page 108, and Table 7–8: Containers and Carriers, page 110).

The lid of a big chest or an oversized door is beyond the spell's capability.

Focus: A brass key.

PASS WITHOUT TRACE

Transmutation

Level: Drd 1, Rgr 1

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Targets: One creature/level touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subjects can move through any type of terrain—mud, snow, dust, etc.—and leave neither footprints nor scent.

Tracking the subject is impossible by nonmagical means.

PASSWALL

Transmutation

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 5 ft. × 8 ft. opening, 1 ft./level deep

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

You create a passage through wooden, plaster, or stone walls, but not through metal or other harder materials.

If the wall's thickness is more than 1 foot per caster level, then a single *passwall* simply makes a niche or short tunnel. Several *passwall* spells can then form a continuing passage to breach very thick walls.

When *passwall* ends, creatures within the passage are ejected out the nearest exit.

If someone dispels the *passwall* or you dismiss it, creatures in the passage are ejected out the far exit if there is one or out the sole exit if there is only one.

Material Component: A pinch of sesame seeds.

PLANE SHIFT

Transmutation

Level: Brd 6, Clr 5, Sor/Wiz 7

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: Creature touched, or up to eight willing creatures joining hands

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You move yourself or some other creature to another plane of existence or alternate dimension.

If several willing persons link hands in a circle, up to eight can be affected by the *plane shift* at the same time.

Pinpoint accuracy as to a particular arrival location on the intended plane is nigh impossible.

From the Material Plane, you can reach any other plane, though you appear 5 to 500 miles (5d%) from your intended destination.

Note: *Plane shift* transports the creatures instantaneously and then ends.

The creatures need to find other means if they are to travel back.

Focus: A small, forked metal rod.

The size and metal type dictates to which plane of existence or alternate dimension the spell sends the affected creatures.

Forked rods keyed to certain planes may be difficult to come by, as decided by the DM.

PLANT GROWTH

Transmutation

Level: Drd 3, Plant 3, Rgr 3

Components: V, S, DF

Casting Time: 1 action

Range: See text

Target or Area: See text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Plant growth has different effects depending on the version chosen.

Overgrowth: The first effect causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines, etc.) within long range (400 feet + 40 feet per level) to become thick and overgrown.

The plants entwine to form a thicket or jungle that creatures must hack or force a way through.

Speed drops to 5 feet, or 10 feet for Large or larger creatures.

(The DM may allow faster movement for very small or very large creatures).

The area must have brush and trees in it for this spell to take effect.

At your option, the area can be a circle with a radius of 100 feet, a semicircle with a radius of 150 feet, or a quarter circle with a radius of 200 feet.

You may also designate areas within the area that are not affected.

Enrichment: The second effect targets plants within a range of one-half mile, raising their potential productivity over the course of the next year to one-third above normal.

In many farming communities, clerics or druids cast this spell at planting time as part of the spring festivals.

Plant growth counters *diminish plants*.

POLYMORPH ANY OBJECT

Transmutation

Level: Sor/Wiz 8, Trickery 8

Components: V, S, M/DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature or object

Duration: See text

Saving Throw: Will negates (object) (see text)

Spell Resistance: Yes (object)

As *polymorph other*, except this spell changes one object or creature into another.

The duration of the spell depends on how radical a change is made from the original state to its enchanted state.

The DM determines the duration by using the following guidelines:

	Increase to Duration Factor*
Changed Subject Is:	
Same kingdom (animal, vegetable, mineral)	+5
Same class (mammals, fungi, metals, etc.)	+2
Same size	+2
Related (twig is to tree, wolf fur is to wolf, etc.)	+2
Same or lower Intelligence	+2

*Add all that apply. Look up the total on the next table.

Duration

Factor	Example	Duration
0	Pebble to human	20 minutes
2	Marionette to human	1 hour
4	Human to marionette	3 hours
5	Lizard to mantichore	12 hours
6	Sheep to wool coat	2 days
7	Shrew to mantichore	1 week
9+	Mantichore to shrew	Permanent

Unlike *polymorph other*, *polymorph any object* does grant the creature the Intelligence score of its new form.

If the original form didn't have a Wisdom or Charisma score, it gains those scores of the new form.

As with other *polymorph* spells, damage sustained in the new form can result in the injury or death of the polymorphed creature.

For example, it is possible to *polymorph* a creature into rock and grind it to dust, causing damage, perhaps even death.

If the creature was changed to dust to start with, more creative methods to damage it would be needed.

Perhaps you could use a *gust of wind* spell to scatter the dust far and wide.

In general, damage occurs when the new form is changed through physical force, although the DM will have to adjudicate many of these situations.

Also note that a *polymorph* effect often detracts from an item's or creature's powers but does not add new powers except perhaps movement capabilities not present in the old form.

A nonmagical object cannot be made magical by this spell.

A magic item or weapon or other object can be polymorphed into another type of magic object, but it never gains abilities superior to those of the original object.

This spell cannot create material of great intrinsic value, such as copper, silver, gems, silk, gold, and platinum.

This spell can also be used to duplicate the effects of *polymorph other*, *flesh to stone*, *stone to flesh*, *transmute mud to rock*, *transmute water to dust*, or *transmute rock to mud*.

Arcane Material Components: Mercury, gum arabic, and smoke.

POLYMORPH OTHER

Transmutation

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

Polymorph other changes the subject into another form of creature.

The new form can range in size from Diminutive to one size larger than the subject's normal form, and can have no more hit dice than you have, or that the subject has, (whichever is greater), and in any case the assumed form cannot have more than 15 hit dice.

You cannot change a subject into a construct, elemental, outsider, or undead unless it is already that type.

Upon changing, the subject regains lost hit points as if having rested for a day (though this healing does not restore temporary ability damage and provide other benefits of resting for a day; and changing back does not heal the creature further).

If slain, the polymorphed creature reverts to its original form, though it remains dead.

The polymorphed creature acquires the physical and natural abilities of the creature it has been polymorphed into while retaining its own mind.

Physical abilities include natural size and Strength, Dexterity, and Constitution scores.

Natural abilities include natural armor, natural weapons (such as claws, bite, swoop and rake, and constriction; but not petrification, breath weapons, energy drain, energy effect, etc.), and similar gross physical qualities (presence or absence of wings, number of extremities, etc.).

A body with extra limbs does not allow a character to make more attacks (or more advantageous two-weapon attacks) than normal.

Natural abilities also include mundane movement capabilities, such as walking, swimming, and flight with wings, but not magical flight and other magical forms of travel, such as *blink*, *dimension door*, *phase door*, *plane shift*, *teleport*, and *teleport without error*.

Extremely high speeds for certain creatures are the result of magical ability, so they are not granted by this spell. Other nonmagical abilities (such as an owl's low-light vision) are considered natural abilities and are retained. Any part of the body or piece of equipment that is separated from the whole reverts to its original form.

The creature's new scores and faculties are average ones for the race or species into which it has been transformed. You cannot, for example, turn someone into a mighty weight lifter to give the subject great Strength.

Likewise, you cannot change the subject into a bigger or more powerful version of a creature (or a smaller weaker version).

Nor can you turn the subject into a variant form of the creature.

For example, you can turn the subject into an ogre, but not a half-dragon ogre.

The subject retains its Intelligence, Wisdom, and Charisma scores, level and class, hit points (despite any change in its Constitution score), alignment, base attack bonus, and base saves.

(New Strength, Dexterity, and Constitution scores may affect final attack and save bonuses).

The subject retains its own type (for example, "humanoid"), extraordinary abilities, spells, and spell-like abilities, but not its supernatural abilities.

The subject does not gain the supernatural abilities (such as breath weapons and gaze attacks) or the extraordinary abilities of the new creature.

The subject can cast spells for which it has components.

It needs a humanlike voice for verbal components and humanlike hands for somatic components.

The subject does not gain the spell-like abilities of its new form.

When the polymorph occurs, the creature's equipment, if any, transforms to match the new form.

If the new form is a creature who does not use equipment (aberration, animal, beast, magical beast, construct, dragon, elemental, ooze, some outsiders, plant, some undead creatures, some shapechangers, or vermin), the equipment melds into the new form and becomes non-functional. Material components and focuses melded in this way cannot be used to cast spells.

If the new form uses equipment (fey, giant, humanoid, some outsiders, many shapechangers, many undead creatures), the subject's equipment changes to match the new form and retains its properties.

The new form can be disorienting.

Any time the polymorphed creature is in a stressful or demanding situation (such as combat), the creature must succeed at a Will save (DC 19) or suffer a -2 penalty on all attack rolls, saves, skill checks, and ability checks until the situation passes.

Creatures who are polymorphed for a long time (years and years) grow accustomed to their new form and can overcome some of these drawbacks (DM's discretion).

You can freely designate the new form's minor physical qualities (such as hair color, hair texture, and skin color) within the normal ranges for a creature of that type.

The new form's significant physical qualities (such as height, weight, and gender) are also under your control, but must fall within the norms for the new form's species.

The subject can be changed into a member of its own species or even into itself.

(If changed into itself, it does not suffer the abovementioned penalties from the disorientation of a new form).

The subject is effectively disguised as an average member of the new form's race.

If you use this spell to create a disguise, you get a +10 bonus on your Disguise check.

Incorporeal or gaseous forms cannot be assumed, and incorporeal or gaseous creatures are immune to being polymorphed.

A natural shapeshifter (a lycanthrope, doppelganger, experienced druid, etc.) can take its natural form as a standard action.

Material Component: An empty cocoon.

POLYMORPH SELF

Transmutation

Level: Rgr 4, Sor/Wiz 4

Components: V

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level (D)

As *polymorph other*, except that you assume the form of a different creature.

You can change your form as often as desired for the duration of the spell simply by willing it so.

Each change is a full-round action.

You regain hit points as if having rested for a day only from the initial transformation, however.

PYROTECHNICS

Transmutation

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Target: One fire source, up to a 20-ft. cube

Duration: 1d4+1 rounds or 1d4+1 rounds after creatures leave the smoke cloud (see text)

Saving Throw: Will negates or Fortitude negates (see text)

Spell Resistance: Yes or No (see text)

Pyrotechnics turns a fire into either a burst of blinding fireworks or a thick cloud of choking smoke, depending on the version you choose.

Fireworks: The fireworks are a flashing, fiery, momentary burst of glowing, colored aerial lights.

This effect blinds creatures within 120 feet of the fire source for 1d4+1 rounds (Will negates).

These creatures must have line of sight to the fire to be affected.

Spell resistance can prevent blindness.

In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, grants a +2 bonus to attackers' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on most Strength- and Dexterity-based skills.

Smoke Cloud: The smoke is a writhing stream of smoke billowing out from the source and forming a choking cloud.

The cloud spreads 20 feet in all directions and lasts for 1 round per caster level.

All sight, even darkvision, is ineffective in or through the cloud.

All within the cloud suffer -4 penalties to Strength and Dexterity scores (Fortitude negates).

These effects last for 1d4+1 rounds after the cloud dissipates or after the character leaves the area of the cloud. Spell resistance does not apply.

Material Component: The spell uses one fire source, which is immediately extinguished.

A fire so large that it exceeds a 20-foot cube is only partly extinguished.

Magical fires are not extinguished, although a fire-based creature (such as a fire elemental) used as a source takes 1 point of damage per caster level.

QUENCH

Transmutation

Level: Drd 4

Components: V, S, DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area or Target: One 20-ft. cube/level (S) or one fire-based magic item

Duration: Instantaneous

Saving Throw: None or Will negates (object)

Spell Resistance: No or Yes (object)

Quench is often used to put out forest fires and other conflagrations.

It extinguishes all nonmagical fires in its area.

The spell also dispels fire spells in the area, though you must succeed at a dispel check of 1d20 +1 per caster level (maximum +15) against each spell to dispel it.

The DC to dispel such spells is 11 + the caster level of the fire spell.

Fire-based creatures within the area take 1d6 points of damage per caster level from the spell (maximum 15d6, no save allowed).

Alternatively, you can target the spell on a single magic item that creates or controls flame, such as a *wand of fireball* or a *flame tongue sword*.

The item loses all its fire-based magical abilities permanently unless it succeeds at a Will save.

(Artifacts are immune to this effect).

RARY'S MNEMONIC ENHANCER

Transmutation

Level: Wiz 4

Components: V, S, M, F

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: Instantaneous

You prepare or retain additional spells.

In either event, the spell or spells prepared or retained fade after 24 hours (if not cast).

Pick one of these two versions:

- **Prepare:** You prepare up to three additional levels of spells (such as three 1st-level spells, a 2nd-level and a 1st-level spell, or a 3rd-level spell).

A cantrip counts as one-half level for these purposes.

You prepare and cast these spells normally.

- **Retain:** You retain any spell up to 3rd level that you had cast up to 1 round before you started casting the *mnemonic enhancer*.

This restores the previously cast spell to your mind.

Material Components: A piece of string, and ink consisting of squid secretion with black dragon's blood.

Focus: An ivory plaque of at least 50 gp value.

REDUCE

Transmutation

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature or object of up to 10 cu. ft./caster level

Duration: 1 minute/level

Saving Throw: Fortitude negates (object)

Spell Resistance: Yes (object)

This spell causes instant diminution of a creature or object, decreasing its size and weight.

Its height shrinks by up to 10% per caster level, to a maximum reduction of 50%.

The reduced weight is proportional to the cube of the new height, as follows:

Height Decrease	Weight Decrease
-10% (x 0.9)	-30% (x 0.7)
-20% (x 0.8)	-50% (x 0.5)
-30% (x 0.7)	-60% (x 0.4)
-40% (x 0.6)	-80% (x 0.2)
-50% (x 0.5)	-90% (x 0.1)

All equipment worn or carried by a creature is reduced by the spell.

Magical properties are not decreased by this spell—a smaller +3 sword is still +3, a smaller wand is still capable of its normal functions, and a smaller dose of a potion still has its normal effects.

Weight, mass, and strength are affected, though.

Thus, a hurled stone would have less mass (and cause less damage), chains would be easier to burst, a rope made thinner and easier to sever, and so on.

A creature's hit points, Armor Class, and attack rolls do not change, but Strength decreases with size.

For every 10% of reduction, a creature's Strength score suffers an enlargement penalty of -1, to a minimum score of 1.

A shrinking object may damage weaker materials affixed to it, but a reduced object shrinks only as long as the object itself is not damaged.

Multiple magical effects that reduce size do not stack.

Reduce counters and dispels *enlarge*.

Material Component: A pinch of powdered iron.

REFUGE

Transmutation [Teleportation]

Level: Clr 7, Sor/Wiz 9

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Object touched

Duration: Permanent until discharged

Saving Throw: None

Spell Resistance: No

You create powerful magic in some specially prepared object—a statuette, a jeweled rod, a gem, etc.

This object contains the power to instantaneously transport its possessor across any distance within the same plane to your abode.

Once the item is transmuted, you must give it willingly to an individual and at the same time inform him of a command word to be spoken when the item is used.

To make use of the item, the subject speaks the command word at the same time that he rends or breaks the item (a standard action).

When this is done, the individual and all that he is wearing and carrying (up to a maximum of 50 lb./level) are instantaneously transported to your abode.

No other creatures are affected (aside from a familiar that is touching the subject).

You can alter the spell when casting it so that it transports you to within 10 feet of the possessor of the item when it is broken and the command word spoken.

You will have a general idea of the location and situation of the item possessor at the time the *refuge* spell is discharged, but once you decide to alter the spell in this fashion you have no choice whether or not to be transported.

Material Component: The specially prepared object, whose construction includes gems worth 1,500 gp.

REINCARNATE

Transmutation

Level: Drd 4

Components: V, S, DF

Casting Time: 10 minutes

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None (see text)

Spell Resistance: Yes (harmless)

With this spell, you bring back a dead creature in another body, provided death occurred no more than one week before the casting of the spell and the subject's soul is free and willing to return (see *Bringing Back the Dead*, page 153).

If the subject's soul is not willing to return, the spell does not work; therefore, subjects who want to return receive no saving throw.

Since the dead creature is returning in a new body, all physical ills and afflictions are repaired.

The magic of the spell creates an entirely new young adult body for the soul to inhabit from the natural elements at hand.

This process requires 1 hour to complete.

When the body is ready, the subject is reincarnated.

A reincarnated character recalls the majority of his former life and form.

He retains his Intelligence, Wisdom, and Charisma scores, as well as any class abilities or skills he formerly possessed.

His class, base attack bonus, base save bonuses, and hit points are unchanged.

Strength, Dexterity, and Constitution scores depend partly on his new body.

First eliminate the character's racial adjustments (since he is no longer of his previous race) and then apply the adjustments found below.

The character's level is reduced by 1.

(If the character was 1st level, his new Constitution score is reduced by 1).

It's quite possible for the change in the character's ability scores to make it difficult for him to pursue his previous character class.

If this happens, the character is well advised to become a multiclass character.

The new incarnation is determined on the following table or by DM choice.

d%	Incarnation	Str	Dex	Con
01–03	Badger	+4	+8	+4
04–09	Bear, black	+8	+2	+4
10–13	Bear, brown	+15	+2	+8
14–17	Boar	+4	0	+6
18–25	Centaur	+8	+4	+4
26–28	Dryad	0	+4	0
29–32	Eagle	0	+4	+2
33–42	Elf	0	+2	–2
43–46	Gnome	–2	0	+2
47–48	Hawk	–4	+6	0
49–58	Halfling	–2	+2	0
59–78	Human	0	0	0
79–80	Leopard	+6	+8	+4
81–82	Owl	–4	+6	0
83–86	Pixie	–4	+8	0
87–90	Satyr	0	+2	+2
91–96	Wolf	+2	+4	+4
97–99	Wolverine	+10	+8	+8
100	Other	?	?	?
	(DM's choice)			

Some bodies may make it impossible for the reincarnated character to use some of his class abilities.

For example, a caster reincarnated as a hawk can't cast spells with somatic components because he doesn't have hands.

The reincarnated character does gain any powers or abilities associated with his new form, including forms of movement and speeds, natural armor, natural attacks, etc. Refer to the *Monster Manual* for exact figures.

A humanoid reincarnated into an animal body can speak the languages it formerly knew and is a magical beast.

A *wish* spell can restore a reincarnated character to his original form.

REPEL WOOD

Transmutation

Level: Drd 6, Plant 6

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: Path 120 ft. wide and 10 ft. high, emanating from you

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

Waves of energy roll forth from you, moving in the direction that you determine, causing all wooden objects in the path of the spell to be pushed away from you to the limit of the range.

Wooden objects larger than 3 inches in diameter that are fixed firmly are not affected, but loose objects (barrels, siege towers, etc.) are.

Objects 3 inches in diameter or smaller that are fixed in place splinter and break, and the pieces move with the wave of energy.

Objects affected by the spell are repelled at the rate of 40 feet per round.

Objects such as wooden shields, spears, wooden weapon shafts and hafts, and arrows and bolts are pushed back, dragging those carrying them along.

(A creature being dragged by an item it is carrying can let go.

A creature being dragged by a shield can unlimber it as a move-equivalent action).

If a spear is planted (set) to prevent this forced movement, it splinters.

Even magic items with wooden sections are repelled, although an *antimagic field* blocks the effects.

The waves of energy continue to sweep down the set path for the spell's duration.

After you cast the spell, the path is set, and you can then do other things or go elsewhere without affecting the spell's power.

REVERSE GRAVITY

Transmutation

Level: Drd 8, Sor/Wiz 7

Components: V, S, M/DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: Up to one 10-ft. cube/2 levels (S)

Duration: 1 round/level (D)

Saving Throw: None (see text)

Spell Resistance: No

This spell reverses gravity in the spell's area, causing all unattached objects and creatures within it to fall upward and reach the top of the area in 1 round.

If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall.

If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, until the spell ends.

At the end of the spell duration, affected objects and creatures fall downward.

Provided there's something for them to hold onto, creatures caught in the area can attempt Reflex saves to secure themselves when the spell strikes.

Creatures who can fly or levitate can keep themselves from falling.

Arcane Material Components: A lodestone and iron filings.

RIGHTEOUS MIGHT

Transmutation

Level: Clr 5, Strength 5

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

You grow to double your height, and your gear grows proportionally.

This increase has the following effects:

- You gain a +4 enlargement bonus to Strength.
- Your size becomes one step larger.

That alters your size modifier for AC and attacks (reducing each by 1 if you were originally Tiny, Small, Medium-size, or Large).

- Mass increases by a factor of eight.
- Weapons increase in size one step, increasing their damage as shown below.

Old Damage

New Damage

1d2

1d3

1d3

1d4

1d4

1d6

1d6

1d8

1d8

2d6

1d10

2d6

1d12

2d8

For example, Jozan, a human, casts *righteous might*.

He becomes Large, loses 1 from his AC and base attack bonus, and gains +4 to his Strength score (from 12 to 16), for an additional +2 ability bonus on melee attacks and damage.

Additionally, his morningstar is now Large, and it deals 2d6 points of damage instead of 1d8 (plus whatever magical bonuses may apply).

Magical properties of magic items that get bigger do not change.

ROPE TRICK

Transmutation

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One touched piece of rope from 5 to 30 ft. long

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

When this spell is cast upon a piece of rope from 5 to 30 feet long, one end of the rope rises into the air until the

whole rope hangs perpendicular to the ground, as if affixed at the upper end.

The upper end is, in fact, fastened to an extradimensional space that is outside the multiverse of extradimensional spaces ("planes").

Creatures in the extradimensional space are hidden, beyond the reach of spells (including divinations), unless those spells work across planes.

The space holds up to eight creatures (of any size).

Creatures in the space can pull the rope up into the space, making the rope "disappear".

In that case, the rope counts as one of the eight creatures that can fit in the space.

The rope can support up to 16,000 pounds.

A force greater than that can pull the rope free.

Spells cannot be cast across the interdimensional interface, nor can area effects cross it.

Those in the extradimensional space can see out of it as if a 3-foot-by-5-foot window were centered on the rope.

The window is present in the Prime Material Plane, but it's invisible, and even creatures that can see it somehow can't see through it.

Anything inside the extradimensional space drops out when the spell ends.

The rope can be climbed by only one person at a time.

The *rope trick* spell enables climbers to reach a normal place if they do not climb all the way to the extradimensional space.

Note: Creating an extradimensional space within or taking an extradimensional space into an existing extradimensional space is hazardous.

Material Components: Powdered corn extract and a twisted loop of parchment.

RUSTING GRASP

Transmutation

Level: Drd 4

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: One nonmagical ferrous object (or the volume of the object within 3 ft. of the touched point) or one ferrous creature

Duration: See text

Saving Throw: None

Spell Resistance: No

You corrode iron and iron alloys at a touch.

Any iron or iron alloy item you touch becomes instantaneously rusted, pitted, and worthless, effectively destroyed.

If the item is so large that it cannot fit within a 3-foot radius (a large iron door or a *wall of iron*), a 3-foot-radius volume of the metal is rusted and destroyed.

Magical metal items are immune to this spell.

You may employ *rusting grasp* in combat with a successful melee touch attack.

Rusting grasp used in this way instantaneously destroys 1d6 points of Armor Class gained from metal armor (up to the maximum amount of protection the armor offered) through corrosion.

For example, full plate armor (AC +8) could be reduced to +7 or as low as +2 in protection, depending on the die roll.

Weapons in use by an opponent targeted by the spell are more difficult to grasp.

You must succeed at a melee touch attack against the weapon.

(See *Strike a Weapon*, page 136).

A metal weapon that is hit is instantaneously destroyed.

Note: Striking at an opponent's weapon provokes an attack of opportunity.

Also, you must touch the weapon and not the other way around.

Against ferrous creatures, *rusting grasp* instantaneously deals 3d6 points of damage +1 per caster level (maximum +15) per successful attack.

The spell lasts for 1 round per level, and you can make one melee touch attack per round.

SCULPT SOUND

Transmutation

Level: Brd 3

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature or object/level, no two of which can be more than 30 ft. apart

Duration: 1 hour/level (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You change the sounds that creatures or objects make.

You can create sounds where none exist (such as making trees sing), deaden sounds (such as making a party of adventurers silent), or transform sounds into other sounds (such as making a caster's voice sound like a pig snorting). All affected creatures or objects must be transmuted in the same way.

Once the transmutation is made, you cannot change it.

You can change the qualities of sounds but cannot create words with which you are unfamiliar yourself.

For instance, you can't change your voice so that it sounds as though you are giving the command word to activate a magic item unless you know that command word.

A spellcaster whose voice is changed dramatically (such as into that of the aforementioned snorting pig) is unable to cast spells with verbal components.

SECRET PAGE

Transmutation

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: Page touched, up to 3 sq. ft. in size

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Secret page alters the actual contents of a page so that they appear to be something entirely different.

Thus, a map can be changed to become a treatise on burnishing ebony walking sticks.

The text of a spell can be changed to show a ledger page or even another spell.

Explosive runes or *sepia snake sigil* can be cast upon the *secret page*.

A *comprehend languages* spell alone cannot reveal the *secret page's* contents.

You are able to reveal the original contents by speaking a special word.

You can then peruse the actual page, and return it to its secret page form at will.

You can also remove the spell by double repetition of the special word.

A *detect magic* spell reveals dim magic on the page in question but does not reveal its true contents.

True seeing reveals the presence of the hidden material but does not reveal the contents unless cast in combination with *comprehend languages*.

Secret page can be dispelled, and the hidden writings can be destroyed by means of an *erase* spell.

Material Components: Powdered herring scales and will-o'-wisp essence.

SHAPECHANGE

Transmutation

Level: Animal 9, Drd 9, Sor/Wiz 9

Components: V, S, F

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level

As *polymorph other*, except this spell enables you to assume the form of any single creature of less than deity status (including unique dragon types, or the like) or any single object.

The assumed form can be no smaller than a flea and no larger than 200 feet in its largest dimension.

Unlike *polymorph other*, this spell allows incorporeal forms to be assumed.

Your new form works like a *polymorph other* form.

You still do not gain the supernatural or spell-like abilities of your new form, though you do gain its extraordinary abilities while keeping your own.

You also gain the type of the new form (for example, "dragon" or "magical beast") in place of your own.

The new form does not disorient you.

Parts of your body or pieces of equipment that are separated from you do not revert to their original forms.

Thus, a new form's poison bite is effective.

You can become just about anything you are familiar with.

You can change form once each round as a free action.

The change takes place either immediately before your regular action or immediately after it, but not during the action.

For example, you are in combat and assume the form of a will-o'-wisp.

When this form is no longer useful, you change into a stone golem and walk away.

When pursued, you change into a flea, which hides on a horse until it can hop off.

From there, you can become a dragon, an ant, or just about anything you are familiar with.

If you use this spell to create a disguise, you get +10 on your Disguise check.

Focus: A jade circlet worth no less than 1,500 gp, which you must place on your head when casting the spell.

(The focus melds into your new form when you change shape).

SHILLELAGH

Transmutation

Level: Drd 1

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: One touched nonmagical oak club or quarterstaff

Duration: 1 minute/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Your own oak cudgel or unshod quarterstaff becomes a weapon with a +1 enhancement bonus to attack and damage rolls.

It deals 1d10 points of damage (+1 point for the enhancement bonus) when you wield it.

If you do not wield it, it behaves as if unaffected by this spell.

SHOCKING GRASP

Transmutation [Electricity]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature or object touched

Duration: Permanent until discharged

Saving Throw: None

Spell Resistance: Yes (object)

This spell imbues your hand with a powerful electrical charge that you can use to damage an opponent.

Your successful melee touch attack deals 1d8 points of electrical damage +1 point per caster level (maximum +20).

When delivering the jolt, you gain a +3 attack bonus if the opponent is wearing metal armor (or made out of metal, carrying a lot of metal, etc.).

SHRINK ITEM

Transmutation

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One touched object of up to 2 cu. ft./level

Duration: 1 day/level (see text)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You are able to shrink one nonmagical item (if it is within the size limit) to one-twelfth of its normal size in each dimension (to about 1/2,000th the original volume and mass).

Optionally, you can also change its now-shrunk composition to a clothlike one.

Objects changed by a *shrink item* spell can be returned to normal composition and size merely by tossing them onto any solid surface or by a word of command from the original caster.

Even a burning fire and its fuel can be shrunk by this spell.

Restoring the shrunk object to its normal size and composition ends the spell.

If *shrink item* is made permanent (see the *permanency* spell), the affected object can be shrunk and expanded an indefinite number of times, but only by the original caster.

SLOW

Transmutation

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Affected creatures move and attack at a drastically slowed rate.

Slowed creatures can take only a partial action each turn. Additionally, they suffer -2 penalties to AC, melee attack rolls, melee damage rolls, and Reflex saves.

Slowed creatures jump half as far as normal.

Slow counters and dispels *haste* but does not otherwise affect magically speeded or slowed creatures.

Material Component: A drop of molasses.

SNARE

Transmutation

Level: Rgr 2, Drd 3

Components: V, S, DF

Casting Time: 3 rounds

Range: Touch

Target: Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level

Duration: Until triggered or broken

Saving Throw: None

Spell Resistance: No

This spell enables you to make a snare that functions as a magic trap.

The snare can be made from any supple vine, a thong, or a rope.

When you cast *snare* upon it, the cordlike object blends with its surroundings (DC 23 Search check for a rogue [only] to locate).

One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature stepping inside the circle.

(Note that the head of a worm or a snake could be thus ensnared).

If a strong and supple tree is nearby, the snare can be fastened to it.

The spell causes the tree to bend and then straighten when the loop is triggered, dealing 1d6 points of damage to the creature trapped and lifting it off the ground by the trapped limb or limbs.

If no such tree is available, the cordlike object tightens around the creature, causing no damage but tightly binding it.

An entangled creature suffers a -2 penalty to attack rolls and suffers a -4 penalty to effective Dexterity.

If the snare is anchored to an immobile object, the entangled character cannot move.

Otherwise, he can move at half speed, but can't run or charge.

A character capable of spellcasting who is bound by this spell must succeed at a Concentration check (DC 15) to cast a spell.

The snare is magical.

To escape, the trapped creature must succeed at an Escape Artist check (DC 23) or a Strength check (DC 23) that is a full-round action.

The snare has 5 hit points and AC 7.

A successful escape from the snare breaks the loop and ends the spell.

SOFTEN EARTH AND STONE

Transmutation

Level: Drd 2, Earth 2

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 10-ft. square/level (see text)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

When this spell is cast, all natural, undressed earth or stone in the spell's area is softened.

Wet earth becomes thick mud; dry earth becomes loose sand or dirt; and stone becomes soft clay that is easily molded or chopped.

You affect a 10-foot-square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot (DM's option).

Magical, enchanted, dressed, or worked stone cannot be affected.

Earth or stone creatures are not affected.

Creatures in mud must succeed at Reflex saves or be caught for 1d2 rounds and unable to move, attack, or cast spells.

Creatures who succeed at their saves can move through the mud at half speed, and they can't run or charge.

Loose dirt is not as troublesome as mud, but all creatures in the area are reduced to half their normal speed and can't run or charge over the surface.

Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before.

For example, a party of adventurers trying to break out of a cavern might use this spell to soften a wall.

While *soften earth and stone* does not affect dressed or worked stone, cavern ceilings, or vertical surfaces such as cliff faces can be affected.

Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face of the wall or roof and falls.

A moderate amount of structural damage can be dealt to a manufactured structure (such as a wall or a tower) by softening the ground beneath it, causing it to settle.

However, most well-built structures will only be damaged by this spell, not destroyed.

SPELLSTAFF

Transmutation

Level: Drd 6

Components: V, S, F

Casting Time: 10 minutes

Range: Touch

Target: Wooden quarterstaff touched

Duration: Permanent until discharged (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You store one spell that you can normally cast in a wooden quarterstaff.

Only one such spell can be stored in a staff at a given time, and you cannot have more than one *spellstaff* at any given time.

You can cast a spell stored within a staff just as though it were among those you had prepared, but it does not count against your normal total for a given day.

You use up any applicable material components required to cast the spell when you store it in the *spellstaff*.

Focus: The staff that stores the spell.

SPIDER CLIMB

Transmutation

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does.

The affected creature must have bare hands and feet to climb in this manner.

The subject climbs at half its speed.

A creature with a Strength score of at least 20 +1 per caster level can pull the subject off a wall.

Material Components: A drop of bitumen and a live spider, both of which must be eaten by the subject.

SPIKE GROWTH

Transmutation

Level: Drd 3

Components: V, S, DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: One 20-ft. square/level

Duration: 1 hour/level (D)

Saving Throw: Reflex partial

Spell Resistance: Yes

Any ground-covering vegetation in the spell's area becomes very hard and sharply pointed without changing its appearance.

In areas of bare earth, roots and rootlets act in the same way.

Typically, *spike growth* can be cast in any outdoor setting except open water, ice, heavy snow, sandy desert, or bare stone.

Any creature moving on foot into or through the spell's area takes 1d4 points of damage for each 5 feet of movement through the spiked area.

Any creature who sustains damage from this spell must also succeed at a Reflex save or suffer injuries to its feet and legs that slow its speed by one-third.

This speed penalty lasts for 24 hours or until the injured creature receives a *cure* spell (which also restores lost hit points).

Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding at a Heal check against the spell's save DC.

Spike growth is a magic trap that can't be disabled with the Disable Device skill.

Note: Magic traps such as *spike growth* are hard to detect. A rogue (only) can use the Search skill to find the *spike growth*.

The DC is 25 + spell level, or DC 28 for *spike growth*.

SPIKE STONES

Transmutation

Level: Drd 4, Earth 4

Components: V, S, DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: One 20-ft. square/level

Duration: 1 hour/level (D)

Saving Throw: Reflex partial

Spell Resistance: Yes

Rocky ground, stone floors, and similar surfaces shape themselves into long, sharp points that blend into the background.

The *spike stones* impede progress through an area and deal damage.

Any creature moving on foot into or through the spell's area takes 1d8 points of damage for each 5 feet of movement through the spiked area.

In addition, ground speed through the spell's area is reduced by half.

Any creature who sustains damage from this spell must also succeed at a Reflex save or suffer injuries to its feet and legs that slow its speed by one-third.

This movement penalty lasts for 24 hours or until the injured creature receives a *cure* spell (which also restores lost hit points).

Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding at a Heal check against the spell's save DC.

Spike stones is a magic trap that can't be disabled with the Disable Device skill.

Note: Magic traps such as *spike stones* are hard to detect. A rogue (only) can use the Search skill to find the *spike stones*.

The DC is 25 + spell level, or DC 29 for *spike stones*.

STATUE

Transmutation

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A *statue* spell turns the subject to solid stone, along with any garments and equipment worn or carried.

The initial transformation from flesh to stone requires 1 full round after the spell is cast.
In statue form, the subject gains hardness 8.
The subject retains its own hit points.
The subject can see, hear, and smell normally, but does not need to eat or breathe.
Feeling is limited to those sensations that can affect the granite-hard substance of the individual's body.
Chipping is equal to a mere scratch, but breaking off one of the statue's arms is serious damage.
The individual under the magic of a *statue* spell can return to his normal state, act, and then return instantly to the statue state (a free action) if he so desires, as long as the spell duration is in effect.
Material Components: Lime, sand, and a drop of water stirred by an iron bar, such as a nail or spike.

STONE SHAPE

Transmutation

Level: Clr 3, Drd 3, Earth 3, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You can form an existing piece of stone into any shape that suits your purpose.

For example, you can make a stone weapon, a special trapdoor, or a crude idol.

Stone shape also permits you to reshape a stone door to make an exit where one didn't exist or to seal a door shut.

While it's possible to make crude coffers, doors, and so forth with *stone shape*, fine detail isn't possible.

There is a 30% chance that any shape including moving parts simply doesn't work.

Arcane Material Component: Soft clay, which must be worked into roughly the desired shape of the stone object and then touched to the stone while the verbal component is uttered.

STONE TO FLESH

Transmutation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One petrified creature or a cylinder of stone from 1 ft. to 3 ft. in diameter and up to 10 ft. long

Duration: Instantaneous

Saving Throw: Fortitude negates (object) (see text)

Spell Resistance: Yes

This spell restores a petrified creature to its normal state, restoring life and goods.

The creature must succeed at a Fortitude save (DC 15) to survive the process.

Any petrified creature, regardless of size, can be restored. The spell also can convert a mass of stone into a fleshy substance.

Such flesh is inert and lacking a vital life force unless a life force or magical energy is available.

(For example, this spell would turn a stone golem into a flesh golem, but an ordinary statue would become a corpse). You can affect an object that fits within a cylinder from 1 foot to 3 feet in diameter and up to 10 feet long or a cylinder of up to those dimensions in a larger mass of stone.
Material Components: A pinch of earth and a drop of blood.

TELEKINESIS

Transmutation

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Target or Targets: See text

Duration: Concentration (up to 1 round/level) or instantaneous (see text)

Saving Throw: Will negates (object) (see text)

Spell Resistance: Yes (object) (see text)

You move objects or creatures by concentrating on them. Depending on the version selected, the spell can provide either a gentle, sustained force or a single short, violent thrust.

Sustained Force: A sustained force moves a creature or object weighing up to 25 pounds per caster level up to 20 feet per round.

A creature can negate the effect against itself or against an object it possesses with a successful Will save or with SR. This version of the spell lasts up to 1 round per caster level, but it ends if you cease concentration.

The weight can be moved vertically, horizontally, or both.

An object cannot be moved beyond your range.

The spell ends if the object is forced beyond the range.

If you cease concentration for any reason, the object falls or stops.

An 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.

You might even be able to untie simple knots, though delicate activities such as these require Intelligence checks against a DC set by the DM.

Violent Thrust: Alternatively, the spell energy can be expended in a single round.

You can hurl one or more objects or creatures who are within range and all within 10 feet of each other toward any target within 10 feet/level of all the objects.

You can hurl up to a total weight of 25 pounds per caster level.

You must succeed at attack rolls (one per creature or object thrown) to hit the target with the items, using your base attack bonus + your Intelligence modifier.

Weapons cause standard damage (with no Strength bonus).

Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects such as a barrel) to 1d6 points of damage per 25 pounds (for hard, dense objects such as a boulder).

Creatures who fall within the weight capacity of the spell can be hurled, but they are allowed Will saves to negate the effect, as are those whose held possessions are targeted by the spell.

If a telekinessed creature is hurled against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

TELEPORT WITHOUT ERROR

Transmutation [Teleportation]

Level: Sor/Wiz 7, Travel 7

As *teleport*, except there is no chance you arrive off target. You must have at least a reliable description of the place to which you are teleporting.

If you attempt to teleport with insufficient information (or with misleading information), you disappear and simply reappear in your original location.

TELEPORT

Transmutation [Teleportation]

Level: Sor/Wiz 5, Travel 5

Components: V

Casting Time: 1 action

Range: Personal and touch

Target: You and touched objects or other touched willing creatures weighing up to 50 lb./level

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Spell Resistance: No and Yes (object)

This spell instantly transports you to a designated destination.

Distance is not a factor, but interplanar travel is not possible.

You can bring along objects and willing creatures totaling up to 50 pounds per caster level.

As with all spells where the range is personal and the target is you, you need not make a saving throw, nor is SR applicable to you.

Only objects held or in use (attended) by another person receive saving throws and SR.

You must have some clear idea of the location and layout of the destination.

You can't simply teleport to the warlord's tent if you don't know where that tent is, what it looks like, or what's in it. The clearer your mental image, the more likely the teleportation works.

Areas of strong physical or magical energies may make teleportation more hazardous or even impossible.

Note: Teleportation is instantaneous travel through the Astral Plane.

Anything that blocks astral travel also blocks teleportation.

To see how well the teleportation works, roll d% and consult the Teleport table.

Refer to the following information for definitions of the terms on the table.

Familiarity: "Very familiar" is a place where you have been very often and where you feel at home.

"Studied carefully" is a place you know well, either because you've been there often or you have used other means (such as *scrying*) to study the place.

"Seen casually" is a place that you have seen more than once but with which you are not very familiar.

"Viewed once" is a place that you have seen once, possibly using magic.

"Description" is a place whose location and appearance you know through someone else's description, perhaps even from a precise map.

"False destination" is a place that doesn't exist, such as if you have mistranslated an ancient tome and tried to teleport into a nonexistent treasure vault that you believe you read about, or if a traitorous guide has carefully described an enemy's sanctum to you when that sanctum is completely different from what the traitor described.

When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.

On Target: You appear where you want to be.

Off Target: You appear safely a random distance away from the destination in a random direction.

Distance off target is 1d10×1d10% of the distance that was to be traveled.

For example, if you tried to travel 120 miles, landed off target, and rolled 5 and 3 on the two d10s, then you would be 15% off target.

That's 18 miles, in this case.

The DM determines the direction off target randomly, such as by rolling 1d8 and designating 1 as north, 2 as northeast, etc.

If you were teleporting to a coastal city and wound up 18 miles out at sea, you could be in trouble.

Similar Area: You wind up in an area that's visually or thematically similar to the target area.

A wizard heading for her home laboratory might wind up in another wizard's laboratory or in an alchemy supply shop that has many of the same tools and implements as in her laboratory.

Generally, you appear in the closest similar place, but since the spell has no range limit, you could conceivably wind up somewhere else across the globe.

Mishap: You and anyone else teleporting with you have gotten "scrambled".

You each take 1d10 points of damage, and you reroll on the chart to see where you wind up.

For these rerolls, roll 1d20+80.

Each time "Mishap" comes up, the characters take more damage and must reroll.

TELEPORT

	On	Off	Similar	
Familiarity	Target	Target	Area	Mishap
Very familiar	01–97	98–99	100	—
Studied carefully	01–94	95–97	98–99	100
Seen casually	01–88	89–94	95–98	99–100
Viewed once	01–76	77–88	89–96	97–100
Description	01–52	53–76	77–92	93–100
False destination (1d20+80)	—	—	81–92	93–100

TELEPORTATION CIRCLE

Transmutation [Teleportation]

Level: Sor/Wiz 9

Components: V, M

Casting Time: 10 minutes

Range: 0 ft.

Effect: Circle up to 5 ft. in radius that teleports those who activate it

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: Yes

You create a circle on the floor or other horizontal surface that teleports, as *teleport without error*, any creature who stands on it to a designated spot.

Once you designate the destination for the circle, you can't change it.

The spell fails if you attempt to set the circle to teleport creatures into a solid object, to a place with which you are not familiar and have no clear description, or to another plane.

The circle itself is subtle and nearly impossible to notice.

If you intend to keep creatures from activating it accidentally, you need to mark the circle in some way, such as by placing it on a raised platform.

Note: Magic traps such as *teleportation circle* are hard to detect and disable.

A rogue (only) can use the Search skill to find the circle and Disable Device to thwart it.

The DC in each case is 25 + spell level, or 34 in the case of *teleportation circle*.

Material Component: Amber dust to cover the area of the circle (cost 1,000 gp).

TEMPORAL STASIS

Transmutation

Level: Sor/Wiz 9

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: None

Spell Resistance: Yes

You must succeed at a melee touch attack.

You place the subject into a state of suspended animation.

For the creature, time ceases to flow and its condition becomes fixed.

The creature does not grow older.

Its body functions virtually cease, and no force or effect can harm it.

This state persists until the magic is removed by a successful *dispel magic* spell.

Material Component: A powder composed of diamond, emerald, ruby, and sapphire dust with a total value of at least 5,000 gp.

TENSER'S TRANSFORMATION

Transmutation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

You become a virtual fighting machine—stronger, tougher, faster, and more skilled in combat.

Your mind-set changes so that you relish combat and you can't cast spells, even from magic items.

You gain 1d6 temporary hit points per caster level, a +4 natural armor bonus to AC, a +2d4 Strength enhancement bonus, a +2d4 Dexterity enhancement bonus, a +1 base attack bonus per two caster levels (which may give you an extra attack), a +5 competence bonus on Fortitude saves, and proficiency with all simple and martial weapons.

You attack opponents with melee or ranged weapons if you can, even resorting to unarmed attacks if that's all you can do.

Material Component: A *potion of bull's strength*, which you drink (and whose effects are subsumed by the spell effects).

TIME STOP

Transmutation

Level: Sor/Wiz 9, Trickery 9

Components: V

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1d4+1 rounds (apparent time)

This spell seems to make time cease to flow for everyone but you.

In fact, you speed up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds.

You are free to act for 1d4+1 rounds of apparent time. Normal and magical fire, cold, gas, and the like can still harm you.

While the *time stop* is in effect, other creatures are invulnerable to your attacks and spells; however, you can create spell effects and leave them to take effect when the *time stop* spell ends.

(The spells' durations do not begin until the *time stop* is over).

You cannot move or harm items held, carried, or worn by a creature stuck in normal time, but you can affect any item that is not in another creature's possession.

You are undetectable while *time stop* lasts.

You cannot enter an area protected by an *antimagic field*, or by *protection from chaos/evil/good/law*, or by a *magic circle* spell, while under the effects of *time stop*.

TRANSMUTE METAL TO WOOD

Transmutation

Level: Drd 7

Components: V, S, DF

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Area: All metal objects within a 40-ft.-radius burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (object; see text)

This spell enables you to change all metal objects within its area to wood.

Weapons, armor, and other metal objects carried by creatures are affected as well.

Magic objects made of metal effectively have SR 20 + caster level against this spell.

Artifacts cannot be transmuted.

Weapons converted from metal to wood suffer a -2 penalty to attack and damage rolls.

Armor converted from metal to wood loses 2 points of AC bonus.

Weapons changed by this spell splinter and break on any natural attack roll of 1 or 2, and armor changed by this spell loses an additional point of AC bonus every time it is struck by a natural attack roll of 19 or 20.

Only a *limited wish*, *miracle*, or *wish* or similar magic can restore a transmuted object to its metallic state.

Otherwise, for example, a metal door changed to wood is forevermore a wooden door.

TRANSMUTE MUD TO ROCK

Transmutation

Level: Drd 5, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: Up to two 10-ft. cubes/level (S)

Duration: Permanent

Saving Throw: See text

Spell Resistance: No

This spell transforms normal mud or quicksand of any depth into soft stone (sandstone or a similar mineral) permanently.

Creatures in the mud are allowed a Reflex save to escape before the area is hardened to stone.

Transmute mud to rock counters and dispels *transmute rock to mud*.

Arcane Material Component: Sand, lime, and water.

TRANSMUTE ROCK TO MUD

Transmutation

Level: Drd 5, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: Up to two 10-ft. cubes/level (S)

Duration: Permanent (see text)

Saving Throw: See text

Spell Resistance: No

This spell turns natural, uncut or unworked rock of any sort into an equal volume of mud.

If the spell is cast upon a boulder, for example, the boulder collapses into mud.

Magical or enchanted stone is not affected by the spell.

The depth of the mud created cannot exceed 10 feet.

Creatures unable to levitate, fly, or otherwise free themselves from the mud sink until hip- or chest-deep, reducing their speed to 5 feet and giving them -2 penalties on attack rolls and AC.

Brush thrown atop the mud can support creatures able to climb on top of it.

Creatures large enough to walk on the bottom can wade through the area at a speed of 5 feet.

If *transmute rock to mud* is cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool at a depth of 5 feet.

For example, a 10th-level caster could convert twenty 10-foot cubes into mud.

Pooling on the floor, this mud would cover an area of forty 10-foot squares to a depth of 5 feet.

The falling mud and the ensuing cave-in deal 8d6 points of damage to anyone caught directly beneath the area, or half damage to those who succeed at Reflex saves.

Castles and large stone buildings are generally immune to the effects of the spell, since *transmute rock to mud* can't affect worked stone and doesn't reach deep enough to undermine such buildings' foundations.

However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled by this spell.

The mud remains until a successful *dispel magic* or *transmute mud to rock* spell restores its substance—but not necessarily its form.

Evaporation turns the mud to normal dirt over a period of days.

The exact time depends on exposure to the sun, wind, and normal drainage.

Arcane Material Component: Clay and water.

TRANSPORT VIA PLANTS

Transmutation

Level: Drd 6

Components: V, S

Casting Time: 1 action

Range: Unlimited

Target: You

Duration: 1 round

You can enter any normal plant (Medium-size or larger) and pass any distance to a plant of the same species in a single round, regardless of the distance separating the two. The entry plant must be alive.

The destination plant need not be familiar to you, but it also must be alive.

If you are uncertain of the location of a particular kind of destination plant, you need merely designate direction and distance ("an oak tree one hundred miles due north of here"), and the *transport via plants* spell moves you as close as possible to the desired location.

If a particular destination plant is desired (the oak tree outside your druid grove, for instance), but the plant is not living, the spell fails and you are ejected from the entry plant.

This spell does not function with plant creatures such as shambling mounds and treants.

The destruction of an occupied plant slays you.

TREE SHAPE

Transmutation

Level: Drd 2, Rgr 3

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level (D)

By means of this spell, you are able to assume the form of a small, living tree or shrub or a large, dead tree trunk with a small number of limbs.

The closest inspection cannot reveal that the tree in question is actually a magically concealed creature.

To all normal tests you are, in fact, a tree or shrub, although a *detect magic* spell reveals a faint transmutation on the tree.

While in tree form, you can observe all that transpires around you just as if you were in your normal form, and your hit points and saves remain unaffected.

You gain a +10 natural armor bonus to AC but have an effective Dexterity score of 1.

You are immune to critical hits while in tree form.

All clothing and gear carried or worn changes with you.

You can dismiss *tree shape* as a free action (instead of as a standard action).

TREE STRIDE

Transmutation [Teleportation]

Level: Drd 5, Rgr 4

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level or until expended (see text)

You gain the ability to enter trees and move from inside one tree to inside another tree.

The first tree you enter and all others you enter must be of the same type, must all be living, and must have girth at least equal to yours.

By moving into an oak tree (for example), you instantly know the location of all other oak trees within transport range (see below) and may choose whether you want to pass into one or simply step back out of the tree you moved into.

You may choose to pass to any tree of the appropriate kind within the transport range shown in the following table:

Type of Tree	Range of Transport
Oak, ash, yew	3,000 feet
Elm, linden	2,000 feet
Other deciduous	1,500 feet
Any coniferous	1,000 feet
All other trees	500 feet

You may move into a tree up to one time per level (passing from one tree to another counts only as moving into one tree).

The spell lasts until the duration is expended or you exit a tree.

In a thick oak forest, this means that a 10th-level druid could make ten transports over the course of 10 rounds, traveling up to 30,000 feet (about six miles) by doing so. Each transport is a full-round action.

You can, at your option, remain within a tree without transporting yourself, though you are forced out when the spell ends.

If the tree in which you are concealed is chopped down or burned, you are slain if you do not exit before the process is complete.

VANISH

Transmutation [Teleportation]

Level: Sor/Wiz 7

Range: Touch

Target: One touched object of up to 50 lb./level and 3 cu. ft./level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

As *teleport*, except it teleports an object, not you.

Creatures and magical forces (such as a *delayed blast fireball* bead) cannot be made to *vanish*.

There is a 1% chance that a vanished item is disintegrated instead.

If desired, a vanished object can be sent to a distant location on the Ethereal Plane.

In this case, the point from which the object vanished remains faintly magical until the item is retrieved.

A successful targeted *dispel magic* spell cast on that point brings the vanished item back from the Ethereal Plane.

VIRTUE

Transmutation

Level: Clr 0, Drd 0, Pal 1

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute

Saving Throw: Will (harmless)

Spell Resistance: Yes (harmless)

The subject gains 1 temporary hit point.

WARP WOOD

Transmutation

Level: Drd 2

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: 1 lb. of wood/level, all within a 20-ft. radius

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You cause wood to bend and warp, permanently destroying its straightness, form, and strength.

At 1st level, you can warp a handaxe handle or ten crossbow bolts.

At 3rd level, you can warp the shaft of a typical shortspear.

Boards or planks can also be affected, causing a door to be sprung or a boat or ship to leak.

Warped ranged weapons are useless.

Warped melee weapons suffer a -4 penalty to their attack rolls.

Alternatively, you can unwarped wood (effectively warping it back to normal) with this spell, straightening wood that has been warped by this spell or by other means.

Make whole, on the other hand, does no good in repairing a warped item.

WATER BREATHING

Transmutation

Level: Clr 3, Drd 3, Sor/Wiz 3, Water 3

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Living creatures touched

Duration: 2 hours/level (see text)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creatures can breathe water freely.

Divide the duration evenly among all the creatures you touch.

The spell does not make creatures unable to breathe air.

Arcane Material Component: A short reed or piece of straw.

WATER WALK

Transmutation

Level: Clr 3, Rgr 3

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Targets: One touched creature/level

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creatures can tread on any liquid as if it were firm ground.

Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface.

(Creatures crossing molten lava still take damage from the heat).

The creatures can walk, run, charge, or otherwise move across the surface as if it were normal ground.

If the spell is cast underwater (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 60 feet per round until they can stand on it.

WHISPERING WIND

Transmutation

Level: Brd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: 1 mile/level

Area: 10-ft.-radius spread

Duration: No more than 1 hour/level or until discharged (destination is reached)

Saving Throw: None

Spell Resistance: No

You send a message or sound on the wind to a designated spot.

The *whispering wind* travels to a specific location within range that is familiar to you, provided that it can find a way to the location.

(It can't pass through walls, for instance).

The *whispering wind* is as gentle and unnoticed as a zephyr until it reaches the location.

It then delivers its whisper-quiet message or other sound.

Note that the message is delivered regardless of whether anyone is present to hear it.

The wind then dissipates.

You can prepare the spell to bear a message of up to twenty-five words, cause the spell to deliver other sounds for 1 round, or merely have the *whispering wind* seem to be a faint stirring of the air.

You can likewise cause the *whispering wind* to move as slowly as one mile per hour or as quickly as one mile per 10 minutes.

When the spell reaches its objective, it swirls and remains until the message is delivered.

As with *magic mouth*, *whispering wind* cannot speak verbal components, use command words, or activate magical effects.

WIND WALK

Transmutation

Level: Clr 6, Drd 7

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Targets: You and one touched creature/three levels

Duration: 1 hour/level (D)

Saving Throw: No and Will negates (harmless)

Spell Resistance: No and Yes (harmless)

You alter the substance of your body to a cloudlike vapor and move through the air, possibly at great speed.

You can take other creatures with you, each of which acts independently.

A magical wind wafts a wind walker along at up to 600 feet per round (60 mph) or as slow as 5 feet per round (1/2 mph), as the walker wills.

Wind walkers are not invisible but rather appear misty and translucent.

If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, etc.

A wind walker can regain her physical form as desired and later resume the cloud form.

Each change to and from vaporous form requires 5 rounds. You, however, may dismiss the spell, ending it immediately.

You may even dismiss it for individual wind walkers and not others.

While in vaporous form, subjects gain damage reduction 20/+1, though they may sustain damage from high winds (as determined by the DM).

No spellcasting is possible in vaporous form.

For the last minute of the spell, a wind walker automatically descends 60 feet per round (for a total of 600 feet), though she may descend faster if she wishes.

This descent serves as a warning that the spell is about to end.

WOOD SHAPE

Transmutation

Level: Drd 2

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: One touched piece of wood no larger than 10 cu. ft. + 1 cu. ft./level

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Wood shape enables you to form one existing piece of wood into any shape that suits your purpose.

For example, you can make a wooden weapon, fashion a special trapdoor, or sculpt a crude idol.

This spell also permits you to reshape a wood door to make an exit where one didn't exist or to seal a door shut.

While it is possible to make crude coffers, doors, and so forth, fine detail isn't possible.

There is a 30% chance that any shape that includes moving parts simply doesn't work.

WORD OF RECALL

Transmutation [Teleportation]

Level: Clr 6, Drd 8

Components: V

Casting Time: 1 action

Range: Unlimited

Target: You and objects and willing creatures totaling up to 50 lb./level

Duration: Instantaneous

Saving Throw: None or Will negates (harmless, object)

Spell Resistance: No or Yes (harmless, object)

Word of recall teleports you instantly back to your sanctuary when the word is uttered.

You must designate the sanctuary when you prepare the spell, and it must be a very familiar place.

The actual point of arrival is a designated area no larger than 10 feet by 10 feet.

You can be transported any distance within a plane but cannot travel between planes.

You can transport, in addition to yourself, objects and creatures weighing up to 50 pounds per caster level.

Thus, a 15th-level cleric could transport his person and objects or creatures weighing an additional 750 pounds.

Exceeding this limit causes the spell to fail.

An unwilling creature can't be teleported by *word of recall*.

Likewise, a creature's Will save (or SR) prevents items in its possession from being teleported.

Unattended, nonmagical objects receive no saving throw.

UNIVERSAL

ARCANE MARK

Universal

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: 0 ft.

Effect: One personal rune or mark, all of which must fit within 1 ft. square

Duration: Permanent

Saving Throw: None

Spell Resistance: No

This spell allows you to inscribe your personal rune or mark, which can be no taller than 6 inches in height and consist of no more than six characters.

The writing can be visible or invisible.

An *arcane mark* spell enables you to etch the rune upon any substance (even stone or metal) without harm to the material upon which the mark is placed.

If an invisible mark is made, a *detect magic* spell causes it to glow and be visible (though not necessarily understandable).

See invisibility, *true seeing*, a *gem of seeing*, or a *robe of eyes* likewise allows their users to see an invisible *arcane mark*.

A *read magic* spell reveals the 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 in about a month.

Arcane mark must be cast on an object prior to casting *Drawmij's instant summons* on the same object (see that spell description for details).

DETECT MAGIC

Universal

Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

You detect magical auras.

The amount of information revealed depends on how long you study a particular area or subject: *1st Round:* Presence or absence of magical auras.

2nd Round: Number of different magical auras and the strength of the strongest aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + half caster level for a nonspell effect). Magical areas, multiple types of magic, or strong local magical emanations may confuse or conceal weaker auras. **Aura Strength:** An aura's magical power and strength depend on a spell's functioning spell level or an item's caster level.

	Functioning Spell Level	Item Caster Level
Strength Dim	0-level or lingering aura	Lingering aura
Faint	1st–3rd	1st–5th
Moderate	4th–6th	6th–11th
Strong	7th–9th	12th–20th
Overwhelming	Artifact or deity-level magic	Beyond mortal caster

If an aura falls into more than one category, *detect magic* indicates the stronger of the two. Length Aura Lingers: How long the aura lingers depends on its original strength:

Original Strength	Duration
Faint	1d6 minutes
Moderate	1d6 x 10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Note: Each round, you can turn to detect things in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. Outsiders and elementals are not magical in themselves, but if they are conjured, the conjuration spell registers.

LIMITED WISH

Universal

Level: Sor/Wiz 7

Components: V, S, XP

Casting Time: 1 action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: None

Spell Resistance: Yes

A *limited wish* lets you create nearly any type of effect. A *limited wish* can do any of the following:

- Duplicate any sorcerer/wizard spell of 6th level or lower, provided the spell is not from a school prohibited to you.
- Duplicate any other spell of 5th level or lower, provided the spell is not from a school prohibited to you.
- Duplicate any wizard/sorcerer spell of 5th level or lower even if it's from a prohibited school.
- Duplicate any other spell of 4th level or lower even if it's from a prohibited school.
- Undo the harmful effects of many other spells, such as *geas/quest* or *insanity*.
- Have any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or suffering a –7 penalty on its next saving throw.

A duplicated spell allows saving throws and spell resistance as normal (but the save DC is for a 7th-level spell). When a *limited wish* duplicates a spell that has an XP cost, you must pay that cost or 300 XP, whichever is more. When a *limited wish* spell duplicates a spell with a material component that costs more than 1,000 gp, you must provide that component. XP Cost: 300 XP or more (see above).

PERMANENCY

Universal

Level: Sor/Wiz 5

Components: V, S, XP

Casting Time: 2 rounds

Range: See text

Target, Effect, or Area: See text

Duration: Permanent (see text)

Saving Throw: None

Spell Resistance: No

This spell makes certain other spells permanent.

Depending on the spell, you must be at least a minimum level and must expend a number of XP.

You can make these spells permanent in regard to yourself:

Spell	Minimum Level	XP Cost
<i>Comprehend languages</i>	9th	500 XP
<i>Darkvision</i>	10th	1,000 XP
<i>Detect magic</i>	9th	500 XP
<i>Protection from arrows</i>	11th	1,500 XP
<i>Read magic</i>	9th	500 XP
<i>See invisibility</i>	10th	1,000 XP
<i>Tongues</i>	11th	1,500 XP

You cast the desired spell and then follow it with the *permanency* spell.

You cannot cast these spells on other creatures.

This application of *permanency* can be dispelled only by a caster of greater level than you were when you cast the spell.

In addition to personal use, *permanency* can be used to make the following spells permanent on yourself, another creature, or an object (as appropriate):

Spell	Minimum Level	XP Cost
<i>Enlarge</i>	9th	500 XP
<i>Magic fang</i>	9th	500 XP
<i>Resistance</i>	9th	250 XP

Additionally, the following spells can be cast upon objects or areas only and rendered permanent:

Spell	Minimum Level	XP Cost
<i>Alarm</i>	9th	500 XP
<i>Dancing lights</i>	9th	500 XP
<i>Ghost sound</i>	9th	500 XP
<i>Gust of wind</i>	11th	1,500 XP
<i>Invisibility</i>	10th	1,000 XP
<i>Magic mouth</i>	10th	1,000 XP
<i>Phase door</i>	15th	3,500 XP
<i>Prismatic sphere</i>	17th	4,500 XP
<i>Shrink item</i>	11th	1,500 XP
<i>Solid fog</i>	12th	2,000 XP
<i>Stinking cloud</i>	11th	1,500 XP
<i>Symbol</i>	16th	4,000 XP
<i>Teleportation circle</i>	17th	4,500 XP
<i>Wall of fire</i>	12th	2,000 XP
<i>Wall of force</i>	13th	2,500 XP
<i>Web</i>	10th	1,000 XP

Spells cast on other creatures, objects, or locations (not on you) are vulnerable to *dispel magic* as normal.

The DM may allow other selected spells to be made permanent.

Researching this possible application of a spell costs as much time and money as independently researching the selected spell (see the DUNGEON MASTER's Guide).

If the DM has already determined that the application is not possible, the research automatically fails.

Note that you never learn what is possible except by the success or failure of your research.

XP Cost: See tables above.

PRESTIDIGITATION

Universal

Level: Brd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: 10 ft.

Target, Effect, or Area: See text

Duration: 1 hour

Saving Throw: None

Spell Resistance: No

Prestidigitations are minor tricks that novice spellcasters use for practice.

Once cast, the *prestidigitation* spell enables you to perform simple magical effects for 1 hour.

The effects are minor and have severe limitations.

Prestidigitations can slowly lift 1 pound of material.

They can color, clean, or soil items in a 1-foot cube each round.

They can chill, warm, or flavor 1 pound of nonliving material.

They cannot inflict damage or affect the concentration of spellcasters.

Prestidigitation can create small objects, but they look crude and artificial.

The materials created by a *prestidigitation* spell are extremely fragile, and they cannot be used as tools, weapons, or spell components.

Finally, a *prestidigitation* lacks the power to duplicate any other spell effects.

Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

Characters typically use *prestidigitations* to impress common folk, amuse children, and brighten dreary lives.

Common tricks with *prestidigitations* include producing tinklings of ethereal music, brightening faded flowers, creating glowing balls that float over your hand, generating puffs of wind to flicker candles, spicing up aromas and flavors of bland food, and making little whirlwinds to sweep dust under rugs.

PURIFY FOOD AND DRINK

Universal

Level: Clr 0, Drd 0

Components: V, S

Casting Time: 1 action

Range: 10 ft.

Target: 1 cu. ft./level of contaminated food and water

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking.

This spell does not prevent subsequent natural decay or spoilage.

Unholy water and similar food and drink of significance is spoiled by *purify food and drink*, but the spell has no effect on creatures of any type nor upon magic potions.

Note: Water weighs about 8 pounds per gallon.

One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

READ MAGIC

Universal

Level: Brd 0, Clr 0, Drd 0, Pal 1, Rgr 1, Sor/Wiz 0

Components: V, S, F

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level

By means of *read magic*, you can read magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible.

This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll.

Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of *read magic*. You can read at the rate of one page (250 words) per minute.

The spell allows you to identify a *glyph of warding* with a successful Spellcraft check against DC 13 or a *symbol* with a successful Spellcraft check against DC 19.

Focus: A clear crystal or mineral prism.

SYMBOL

Universal [see text]

Level: Clr 8, Sor/Wiz 8

Components: V, S, M/DF (or V, S, M for carefully engraved)

Casting Time: 1 action or 10 minutes

Range: 0 ft.

Effect: One symbol

Duration: See text

Saving Throw: See text

Spell Resistance: Yes

This spell allows you to scribe any of the potent runes described below.

A *symbol* can be quickly scribed in the air or on some surface.

Alternatively, you can carefully inscribe it on a surface.

The *symbol* harms those who trigger it (usually those who pass over it, touch it, read it, etc.).

A quickly scribed *symbol* has a casting time of 1 action.

The resulting rune becomes active immediately.

It lasts 10 minutes 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, and stunning cannot.

A carefully engraved *symbol* has a casting time of 10 minutes.

The *symbol* is inactive when finished and remains so until triggered.

Once triggered, it becomes active and glows, usually lasting 10 minutes per caster level.

Some *symbols* can last indefinitely once triggered.

For example, a *symbol of death* ends when it has slain 150 hit points worth of creatures.

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 you select: 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 it, identify it, 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.

You can set special triggering conditions of your own. These can be as simple or elaborate as you desire.

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, HD, and 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 must always be defensive in nature.

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 the spell is cast, a *symbol's* triggering conditions cannot be changed.

You ignore the effects of your own *symbols* and cannot inadvertently trigger them.

When scribing a *symbol* quickly, you can instantly attune any number of 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 you are aware of their presence.

When creating a carefully inscribed *symbol*, you can specify a password or phrase that prevents a creature using it from triggering the *symbol*.

You also can attune any number of creatures to the *symbol*, but doing this can extend the casting time.

Attuning one or two creatures takes negligible time, and attuning a small group (up to ten creatures) takes 1 hour. Attuning a large group (up to twenty-five creatures) takes one 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 you and any individuals attuned to it.

If a *symbol* has a password, anyone using the password remains immune to that particular rune's effects so long as the character remains within 60 feet of the rune.

If the character leaves the radius and returns later, he must use the password again.

Once triggered, a *symbol* remains active until its duration expires.

Creatures who subsequently meet an active *symbol's* triggering conditions suffer its effects.

A successful *dispel magic* removes the effects of a *symbol* from a creature unless the *symbol's* effect is instantaneous (*death, stunning*) or the description specifies another remedy (*insanity*).

The rune itself can be removed by a successful *dispel magic* targeted solely on the rune.

An *erase* spell has no effect on a *symbol*.

Destruction of the surface where a *symbol* rests destroys the *symbol* but also triggers its effects.

Read magic allows you to identify a *symbol* with a successful Spellcraft check (DC 19).

Identifying the *symbol* does not discharge it and allows you to know the version of the *symbol*.

Note: Magic traps such as *symbol* are hard to detect and disable.

A rogue (only) can use the Search skill to find a *symbol* and Disable Device to thwart it.

The DC in each case is 25 + spell level, or 33 for *symbol*.

A *symbol* can be rendered permanent with the *permanency* spell, provided it is carefully engraved upon a permanent, nonportable surface such as a wall or door.

A *permanency* spell extends a *symbol's* basic duration of 10 minutes per caster level indefinitely.

When triggered, a permanent *symbol* usually glows and is active for about 10 minutes, but there is no limit to how many times it can be triggered.

If the *symbol* can affect only a limited number of hit points worth of creatures, the limit applies each 10 minutes.

For example, a permanent *symbol* of *death* could slay 150 hit points worth of creatures every 10 minutes.

Known symbols include: *Death*: One or more creatures within the radius, whose combined total hit points do not exceed 150, must succeed at Fortitude saves or die.

The *symbol* affects the closest creatures first, skipping creatures with too many hit points to affect.

This *symbol* must be carefully engraved on a surface.

Once triggered, the *symbol* lasts until it has affected 150 hit points worth of creatures.

Discord: All creatures with an Intelligence score of 3 or higher within 60 feet who fail a Will save immediately fall into loud bickering and arguing.

Meaningful communication is impossible.

If the affected creatures have different alignments, there is a 50% chance that they attack each other.

Bickering lasts 5d4 rounds.

Fighting begins 1d4 rounds into the bickering and lasts 2d4 rounds.

This *symbol* must be carefully engraved on a surface.

Once triggered, the *symbol* lasts 10 minutes per caster level.

This version is a mind-affecting spell.

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 *fear* spell.

If scribed in the air, this *symbol* requires a Will save to resist.

If the rune is carefully inscribed, the save DC increases by 4.

Once triggered, the *symbol* lasts 10 minutes per caster level.

This version is a mind-affecting spell.

Hopelessness: All creatures within the radius must attempt Will saves.

If the rune is carefully engraved on a surface, the save DC increases by 4.

If the save fails, the creature suffers from hopelessness for 3d4 x 10 minutes and submits to simple demands from foes, such as to surrender or get out.

The effect is similar to that of the *suggestion* spell.

If no foes are present to make demands, there is a 25% chance that a hopeless creature proves unable to take any action except hold its ground.

If the creature remains free to act, there is a 25% chance it retreats from the rune at normal speed.

In either case, the creature can defend normally if attacked.

Once triggered, the *symbol* lasts 10 minutes per caster level. This version is a mind-affecting spell.

Insanity: One or more creatures within the radius, whose combined total hit points do not exceed 150, become insane (as the *insanity* spell; Will negates).

The *symbol* affects the closest creatures first, skipping creatures with too many hit points to affect.

This *symbol* must be carefully engraved on a surface.

Once triggered, the *symbol* lasts until it has affected 150 hit points worth of creatures.

This version is a mind-affecting spell.

Pain: Creatures within the radius suffer wracking pains that reduce Dexterity scores by 2 and impose a -4 penalty on attack rolls, skill checks, and ability checks (Fortitude negates).

Both effects last 2d10 x 10 minutes.

This *symbol* can be scribed quickly or carefully engraved on a surface.

If carefully inscribed, the save DC increases by 4.

Once triggered, the *symbol* lasts 10 minutes per caster level.

Persuasion: This *symbol* can be scribed quickly or carefully engraved on a surface.

All creatures within the radius must succeed at Will saves to resist.

If the *symbol* is carefully inscribed, the save DC increases by 4.

If the save fails, the creature becomes the same alignment as you for 1d20 x 10 minutes.

During this time, affected creatures become friendly to you as though subjected to *charm person*.

This version is a mind-affecting spell.

Sleep: Creatures within the radius fall into a catatonic slumber if they have 8 or fewer HD (Will negates).

Sleeping creatures cannot be awakened for 3d6 x 10 minutes.

This *symbol* must be carefully engraved on a surface.

Once triggered, the *symbol* lasts 10 minutes per caster level.

This version is a mind-affecting spell.

Stunning: One or more creatures within the radius whose total hit points do not exceed 250 become stunned (Fortitude negates).

The *symbol* affects the closest creatures first, skipping creatures with too many hit points to affect.

A stunned creature can't act and loses any Dexterity bonus to AC.

Attackers gain +2 bonuses to attack it.

In addition, the stunned creatures drop what they are holding.

This *symbol* must be carefully engraved on a surface.

Arcane Material Components (Quickly Scribed Symbol): A small amount of mercury and phosphorus.

Material Components (Carefully Engraved Symbol): Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp each.

WISH

Universal

Level: Sor/Wiz 9

Components: V, XP

Casting Time: 1 action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: See text

Spell Resistance: Yes

Wish is the mightiest spell a wizard or sorcerer can cast.

By simply speaking aloud, you can alter reality to better suit you.

Even *wish*, however, has its limits.

A *wish* can do any one of the following:

- Duplicate any wizard or sorcerer spell of 8th level or lower, provided the spell is not from a school prohibited to you.
- Duplicate any other spell of 6th level or lower, provided the spell is not from a school prohibited to you.
- Duplicate any wizard or sorcerer spell of 7th level or lower even if it's from a prohibited school.
- Duplicate any other spell of 5th level or lower even if it's from a prohibited school.
- Undo the harmful effects of many other spells, such as *geas/quest* or *insanity*.
- Create a valuable item, even a magic item, of up to 15,000 gp in value.
- Grant a creature a +1 inherent bonus to an ability score.

Two to five *wish* spells cast in immediate succession can grant a creature a +2 to +5 inherent bonus to an ability score (two wishes for a +2 inherent bonus, three for a +3 inherent bonus, and so on).

Inherent bonuses are instantaneous, so they cannot be dispelled.

Note: An inherent bonus may not exceed +5 for a single ability score, and inherent bonuses to a particular ability score do not stack, so only the best one applies.

- Remove injuries and afflictions.

A single *wish* can aid one creature per caster level, and all subjects must be cured of the same type of affliction.

For example, you could heal all the damage your party has suffered, or remove all the poison effects from the party, but not do both with the same *wish*.

A *wish* can never restore the experience point loss from casting a spell or the level or Constitution loss from being raised from the dead.

- Revive the dead.

A *wish* can bring a dead creature back to life by duplicating a *resurrection* spell.

A *wish* can revive a dead creature whose body has been destroyed, but the feat takes two *wishes*, one to recreate the body and another to infuse the body with life again.

A *wish* cannot prevent a character who was brought back to life from losing an experience level.

- Transport travelers.

A *wish* can lift one creature per caster level from anywhere on any plane and place these creatures anywhere else on any plane regardless of local conditions.

An unwilling target gets a Will save to negate and SR.

- Undo misfortune.

A *wish* can undo a single recent event.

The *wish* forces a reroll of any roll made within the last round (including your last turn).

Reality reshapes itself to accommodate the new result.

For example, the *wish* could undo an opponent's successful save, a foe's successful critical hit (either the attack roll or the critical roll), a friend's failed save, and so on.

The reroll, however, may be as bad as or worse than the original roll.

An unwilling target gets a Will save to negate and SR.

You may wish for greater effects than these, but doing so is dangerous.

Such a *wish* gives you the opportunity to fulfill your request without fulfilling it completely.

(The *wish* may pervert your intent into a literal but undesirable fulfillment or only a partial fulfillment).

For example, wishing for a *staff of the magi* might get you instantly transported to the presence of the staff's current owner.

Wishing to be immortal could get you imprisoned in a hidden extradimensional space (as in *imprisonment*), where you could "live" indefinitely.

Duplicated spells allow saves and SR as normal (but save DCs are for 9th-level spells).

When a *wish* duplicates a spell that has an XP cost, you must pay 5,000 XP or that cost, whichever is more.

When a *wish* duplicates a spell with a material component that costs more than 10,000 gp, you must provide that component.

XP Cost: 5,000 XP or more (see above).

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ABJURATION

ALARM

Abjuration

Level: Brd 1, Rgr 1, Sor/Wiz 1

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius emanation centered on a point in space

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

Alarm sounds a mental or audible alarm each time a creature of Tiny or larger size enters the warded area or touches it.

A creature that speaks the password (determined by you at the time of casting) does not set off the *alarm*.

You decide at the time of casting whether the *alarm* will be mental or audible.

Mental Alarm: A mental *alarm* alerts you (and only you) so long as you remain within 1 mile of the warded area.

You note a single mental "ping" that awakens you from normal sleep but does not otherwise disturb concentration. A *silence* spell has no effect on a mental *alarm*.

Audible Alarm: An audible *alarm* produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly.

Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall.

In quiet conditions, the ringing can be heard faintly as far as 180 feet away.

The sound lasts for 1 round.

Creatures within a *silence* spell cannot hear the ringing.

Ethereal or astral creatures do not trigger the *alarm*.

Alarm can be made permanent with a *permanency* spell.

Arcane Focus: A tiny bell and a piece of very fine silver wire.

ANTILIFE SHELL

Abjuration

Level: Animal 6, Clr 6, Drd 6

Components: V, S, DF

Casting Time: 1 round

Range: 10 ft.

Area: 10-ft.-radius emanation, centered on you

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: Yes

You bring into being a mobile, hemispherical energy field that prevents the entrance of most types of living creatures. The effect hedges out animals, aberrations, dragons, fey, giants, humanoids, magical beasts, monstrous humanoids, oozes, plants, and vermin, but not constructs, elementals, outsiders, or undead.

See the *Monster Manual* for more about creature types.

This spell may be used only defensively, not aggressively.

Forcing an abjuration barrier against creatures that the spell keeps at bay collapses the barrier (see Abjuration, page 172).

ANTIMAGIC FIELD

Abjuration

Level: Clr 8, Magic 6, Protection 6, Sor/Wiz 6

Components: V, S, M/DF

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius emanation, centered on you

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: See text

An invisible barrier surrounds you and moves with you. The space within this barrier is impervious to most magical effects, including spells, spell-like abilities, and supernatural abilities.

Likewise, it prevents the functioning of any magic items or spells within its confines.

An *antimagic field* suppresses any spell or magical effect used within, brought into, or cast into the area, but does not dispel it.

A *hasted* creature, for example, is not *hasted* while inside the field, but the spell resumes functioning when the creature leaves the field.

Time spent within an *antimagic field* counts against the suppressed spell's duration.

Summoned creatures of any type and incorporeal undead wink out if they enter an *antimagic field*.

They reappear in the same spot once the field goes away.

Time spent winked out counts normally against the duration of the conjuration that is maintaining the creature.

If you cast *antimagic field* in an area occupied by a summoned creature that has spell resistance, you must make a caster level check (1d20 + caster level) against the creature's spell resistance to make it wink out.

(The effects of instantaneous conjurations, such as *create water*, are not affected by an *antimagic field* because the conjuration itself is no longer in effect, only its result).

A normal creature (a normally encountered griffon rather than a conjured one, for instance) can enter the area, as can normal missiles.

Furthermore, while a magic sword does not function magically within the area, it is still a sword (and a masterwork sword at that).

The spell has no effect on golems and other constructs that are imbued with magic during their creation process and are thereafter self-supporting (unless they have been

summoned, in which case they are treated like any other summoned creatures).

Elementals, corporeal undead, and outsiders are likewise unaffected unless summoned.

These creatures' spell-like or supernatural abilities, however, may be temporarily nullified by the field.

Dispel magic does not remove the field.

Two or more *antimagic fields* sharing any of the same space have no effect on each other.

Certain spells, such as *wall of force*, *prismatic sphere*, and *prismatic wall*, remain unaffected by *antimagic field* (see the individual spell descriptions).

Artifacts and deities are unaffected by mortal magic such as this.

(See the *Dungeon Master's Guide* for more about artifacts).

Should a creature be larger than the area enclosed by the barrier, any part of it that lies outside the barrier is unaffected by the field.

Arcane Material Component: A pinch of powdered iron or iron filings.

ANTIPLANT SHELL

Abjuration

Level: Drd 4

Components: V, S, DF

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius emanation, centered on you

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: Yes

The *antiplant shell* spell creates an invisible, mobile barrier that keeps all creatures within the shell protected from attacks by plant creatures or animated plants.

As with many abjuration spells, forcing the barrier against creatures that the spell keeps at bay strains and collapses the field (see Abjuration, page 172).

ARCANE LOCK

Abjuration

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: The door, chest, or portal touched, up to 30 sq. ft./level in size

Duration: Permanent

Saving Throw: None

Spell Resistance: No

An *arcane lock* spell cast upon a door, chest, or portal magically locks it.

You can freely pass your own *arcane lock* without affecting it; otherwise, a door or object secured with this spell can be opened only by breaking in or with a successful *dispel magic* or *knock* spell.

Add 10 to the normal DC to break open a door or portal affected by this spell.

(A *knock* spell does not remove an *arcane lock*; it only suppresses the effect for 10 minutes).

Material Component: Gold dust worth 25 gp.

ATONEMENT

Abjuration

Level: Clr 5, Drd 5

Components: V, S, M, F, DF, XP

Casting Time: 1 hour

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This spell removes the burden of evil acts or misdeeds from the subject.

The creature seeking atonement must be truly repentant and desirous of setting right its misdeeds.

If the atoning creature committed the evil act unwittingly or under some form of compulsion, *atonement* operates normally at no cost to you.

However, in the case of a creature atoning for deliberate misdeeds and acts of a knowing and willful nature, you must intercede with your deity (requiring you to expend 500 XP) in order to expunge the subject's burden.

Many casters first assign a subject of this sort a quest (see *geas/quest*) or similar penance to determine whether the creature is truly contrite before casting the *atonement* spell on its behalf.

Atonement may be cast for one of several purposes, depending on the version selected.

Reverse Magical Alignment Change: If a creature has had its alignment magically changed, *atonement* returns its alignment to its original status at no cost in experience points.

Restore Class: A paladin who has lost her class features due to committing an evil act may have her paladinhood restored to her by this spell.

Restore Cleric or Druid Spell Powers: A cleric or druid who has lost the ability to cast spells by incurring the anger of his or her deity may regain that ability by seeking *atonement* from another cleric of the same deity or another druid.

If the transgression was intentional, the casting cleric loses 500 XP for his intercession.

If the transgression was unintentional, he does not lose XP.

Redemption or Temptation: You may cast this spell upon a creature of an opposing alignment in order to offer it a chance to change its alignment to match yours.

The prospective subject must be present for the entire casting process.

Upon completion of the spell, the subject freely chooses whether it retains its original alignment or acquiesces to your offer and changes to your alignment.

No duress, compulsion, or magical influence can force the subject to take advantage of the opportunity offered if it is unwilling to abandon its old alignment.

This use of the spell does not work on outsiders or any creature incapable of changing its alignment naturally. Though the spell description refers to evil acts, *atonement* can also be used on any creature that has performed acts against its alignment, whether those acts are evil, good, chaotic, or lawful.

Note: Normally, changing alignment is up to the player (for PCs) or the DM (for NPCs).

This use of *atonement* simply offers a believable way for a character to change his or her alignment drastically, suddenly, and definitively.

Material Component: Burning incense.

Focus: In addition to your holy symbol or normal divine focus, you need a set of prayer beads (or other prayer device, such as a prayer wheel or prayer book) worth at least 500 gp.

XP Cost: When cast for the benefit of a creature whose guilt was the result of deliberate acts, the cost to you is 500 XP per casting (see above).

BANISHMENT

Abjuration

Level: Clr 6, Sor/Wiz 7

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more extraplanar creatures, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

A *banishment* spell is a more powerful version of the *dismissal* spell.

It enables you to force extraplanar creatures out of your home plane.

As many as 2 Hit Dice of creatures per caster level can be banished.

You can improve the spell's chance of success by presenting at least one object or substance that the target hates, fears, or otherwise opposes.

For each such object or substance, you gain a +1 bonus on your caster level check to overcome the target's spell resistance (if any), the saving throw DC increases by 2.

For example, if this spell were cast on a demon that hated light and was vulnerable to holy water and cold iron weapons, you might use iron, holy water, and a torch in the spell.

The three items would give you a +3 bonus on your check to overcome the demon's spell resistance and add 6 to the spell's save DC.

At the DM's option, certain rare items might work twice as well as a normal item for the purpose of the bonuses (each providing a +2 bonus on the caster level check against spell resistance and increasing the save DC by 4).

Arcane Focus: Any item that is distasteful to the subject (optional, see above).

BREAK ENCHANTMENT

Abjuration

Level: Brd 4, Clr 5, Luck 5, Pal 4, Sor/Wiz 5

Components: V, S

Casting Time: 1 minute

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to one creature per level, all within 30 ft. of each other

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

This spell frees victims from enchantments, transmutations, and curses.

Break enchantment can reverse even an instantaneous effect, such as *flesh to stone*.

For each such effect, you make a caster level check (1d20 + caster level, maximum +15) against a DC of 11 + caster level of the effect.

Success means that the creature is free of the spell, curse, or effect.

For a cursed magic item, the DC is 25.

If the spell is one that cannot be dispelled by *dispel magic*, *break enchantment* works only if that spell is 5th level or lower.

For instance, *bestow curse* cannot be dispelled by *dispel magic*, but *break enchantment* can dispel it.

If the effect comes from some permanent magic item, such as a cursed sword, *break enchantment* does not remove the curse from the item, but it does free the victim from the item's effects.

For example, a cursed item can change the alignment of its user.

Break enchantment allows the victim to be rid of the item and negates the alignment change, but the item's curse is intact and affects the next creature to pick up the item—even if it's the recent recipient of the *break enchantment* spell.

CLOAK OF CHAOS

Abjuration [Chaotic]

Level: Chaos 8, Clr 8

Components: V, S, F

Casting Time: 1 standard action

Range: 20 ft.

Targets: One creature/level in a 20-ft.-radius burst centered on you

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes (harmless)

A random pattern of color surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by lawful creatures, and causing lawful creatures that strike the subjects to become *confused*.

This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves.

Unlike *protection from law*, the benefit of this spell applies against all attacks, not just against attacks by lawful creatures.

Second, each warded creature gains spell resistance 25 against lawful spells and spells cast by lawful creatures.

Third, the abjuration blocks possession and mental influence, just as *protection from law* does.

Finally, if a lawful creature succeeds on a melee attack against a warded creature, the offending attacker is *confused* for 1 round (Will save negates, as with the *confusion* spell, but against the save DC of *cloak of chaos*).

Focus: A tiny reliquary containing some sacred relic, such as a scrap of parchment from a chaotic text.

The reliquary costs at least 500 gp.

DIMENSIONAL ANCHOR

Abjuration

Level: Clr 4, Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes (object)

A green ray springs from your outstretched hand.

You must make a ranged touch attack to hit the target.

Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extradimensional travel.

Forms of movement barred by a dimensional anchor include *astral projection*, *blink*, *dimension door*, *ethereal jaunt*, *etherealness*, *gate*, *maze*, *plane shift*, *shadow walk*, *teleport*, and similar spell-like or psionic abilities.

The spell also prevents the use of a *gate* or *teleportation circle* for the duration of the spell.

A *dimensional anchor* does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms, such as a basilisk's gaze.

Also, *dimensional anchor* does not prevent summoned creatures from disappearing at the end of a summoning spell.

DIMENSIONAL LOCK

Abjuration

Level: Clr 8, Sor/Wiz 8

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius emanation centered on a point in space

Duration: One day/level

Saving Throw: None

Spell Resistance: Yes

You create a shimmering emerald barrier that completely blocks extradimensional travel.

Forms of movement barred include *astral projection*, *blink*, *dimension door*, *ethereal jaunt*, *etherealness*, *gate*, *maze*, *plane shift*, *shadow walk*, *teleport*, and similar spell-like or psionic abilities.

Once *dimensional lock* is in place, extradimensional travel into or out of the area is not possible.

A *dimensional lock* does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms, such as a basilisk's gaze.

Also, the spell does not prevent summoned creatures from disappearing at the end of a summoning spell.

DISMISSAL

Abjuration

Level: Clr 4, Sor/Wiz 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One extraplanar creature

Duration: Instantaneous

Saving Throw: Will negates; see text

Spell Resistance: Yes

This spell forces an extraplanar creature back to its proper plane if it fails a special Will save (DC = spell's save DC – creature's HD + your caster level).

If the spell is successful, the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own.

DISPEL CHAOS

Abjuration [Lawful]

Level: Clr 5, Law 5, Pal 4

This spell functions like *dispel evil*, except that you are surrounded by constant, blue, lawful energy, and the spell affects chaotic creatures and spells rather than evil ones.

DISPEL EVIL

Abjuration [Good]

Level: Clr 5, Good 5, Pal 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target or Targets: You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object

Duration: 1 round/level or until discharged, whichever comes first

Saving Throw: See text

Spell Resistance: See text

Shimmering, white, holy energy surrounds you.

This power has three effects.

First, you gain a +4 deflection bonus to AC against attacks by evil creatures.

Second, on making a successful melee touch attack against an evil creature from another plane, you can choose to drive that creature back to its home plane.

The creature can negate the effects with a successful Will save (spell resistance applies).

This use discharges and ends the spell.

Third, with a touch you can automatically dispel any one enchantment spell cast by an evil creature or any one evil spell.

Exception: Spells that can't be dispelled by *dispel magic* also can't be dispelled by *dispel evil*.

Saving throws and spell resistance do not apply to this effect.

This use discharges and ends the spell.

DISPEL GOOD

Abjuration [Evil]

Level: Clr 5, Evil 5

This spell functions like *dispel evil*, except that you are surrounded by dark, wavering, unholy energy, and the spell affects good creatures and spells rather than evil ones.

DISPEL LAW

Abjuration [Chaotic]

Level: Chaos 5, Clr 5

This spell functions like *dispel evil*, except that you are surrounded by flickering, yellow, chaotic energy, and the spell affects lawful creatures and spells rather than evil ones.

DISPEL MAGIC

Abjuration

Level: Brd 3, Clr 3, Drd 4, Magic 3, Pal 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target or Area: One spellcaster, creature, or object; or 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Because magic is so powerful, so too is the ability to dispel magic.

You can use *dispel magic* to end ongoing spells that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, to end ongoing spells (or at least their effects) within an area, or to counter another spellcaster's spell.

A dispelled spell ends as if its duration had expired.

Some spells, as detailed in their descriptions, can't be defeated by *dispel magic*.

Dispel magic can dispel (but not counter) spell-like effects just as it does spells.

Note: The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the *dispel magic* can take effect.

Thus, you can't use *dispel magic* to repair damage caused by a *fireball* or to turn a petrified character back to flesh.

In these cases, the magic has departed, leaving only burned flesh or perfectly normal stone in its wake.

You choose to use *dispel magic* in one of three ways: a targeted dispel, an area dispel, or a counterspell: **Targeted Dispel:** One object, creature, or spell is the target of the *dispel magic* spell.

You make a dispel check (1d20 + your caster level, maximum +10) against the spell or against each ongoing spell currently in effect on the object or creature.

The DC for this dispel check is 11 + the spell's caster level.

For example, Miale, at 5th level, targets *dispel magic* on a drow who is under the effects of *haste*, *mage armor*, and *bull's strength*.

All three spells were cast on the drow by a 7th-level wizard. Miale makes a dispel check (1d20 + 5 against DC 18) three times, once each for the *haste*, *mage armor*, and *bull's strength* effects.

If she succeeds on a particular check, that spell is dispelled (the drow's spell resistance doesn't help him); if she fails, that spell remains in effect.

If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by *monster summoning*), you make a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level.

If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers on its own.

A suppressed item becomes nonmagical for the duration of the effect.

An interdimensional interface (such as a *bag of holding*) is temporarily closed.

A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact).

Artifacts and deities are unaffected by mortal magic such as this.

You automatically succeed on your dispel check against any spell that you cast yourself.

Area Dispel: When *dispel magic* is used in this way, the spell affects everything within a 20-foot radius.

For each creature within the area that is the subject of one or more spells, you make a dispel check against the spell with the highest caster level.

If that check fails, you make dispel checks against progressively weaker spells until you dispel one spell (which discharges the *dispel magic* spell so far as that target is concerned) or until you fail all your checks.

The creature's magic items are not affected.

For each object within the area that is the target of one or more spells, you make dispel checks as with creatures.

Magic items are not affected by an area dispel.

For each ongoing area or effect spell whose point of origin is within the area of the *dispel magic* spell, you can make a dispel check to dispel the spell.

For each ongoing spell whose area overlaps that of the *dispel magic* spell, you can make a dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell (such as a monster summoned by *monster summoning*) is in the area, you can make a dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel spells targeting the creature or object.

You may choose to automatically succeed on dispel checks against any spell that you have cast.

Counterspell: When *dispel magic* is used in this way, the spell targets a spellcaster and is cast as a counterspell (page 170).

Unlike a true counterspell, however, *dispel magic* may not work; you must make a dispel check to counter the other spellcaster's spell.

DISPEL MAGIC, GREATER

Abjuration

Level: Brd 5, Clr 6, Drd 6, Sor/Wiz 6

This spell functions like *dispel magic*, except that the maximum caster level on your dispel check is +20 instead of +10.

Additionally, *greater dispel magic* has a chance to dispel any effect that *remove curse* can remove, even if *dispel magic* can't dispel that effect.

ENDURE ELEMENTS

Abjuration

Level: Clr 1, Drd 1, Pal 1, Rgr 1, Sor/Wiz 1, Sun 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 24 hours

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A creature protected by *endure elements* suffers no harm from being in a hot or cold environment.

It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves (as described in the *Dungeon Master's Guide*).

The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

ENTROPIC SHIELD

Abjuration

Level: Clr 1, Luck 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

A magical field appears around you, glowing with a chaotic blast of multicolored hues.

This field deflects incoming arrows, rays, and other ranged attacks.

Each ranged attack directed at you for which the attacker must make an attack roll (including arrows, magic arrows, *Melf's acid arrow*, *ray of enfeeblement*, and so forth) has a 20% miss chance (similar to the effects of concealment).

Other attacks that simply work at a distance, such as a dragon's breath weapon, are not affected.

EXPLOSIVE RUNES

Abjuration [Force]

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One touched object weighing no more than 10 lb.

Duration: Permanent until discharged (D)

Saving Throw: See text

Spell Resistance: Yes

You trace these mystic runes upon a book, map, scroll, or similar object bearing written information.

The runes detonate when read, dealing 6d6 points of force damage.

Anyone next to the runes (close enough to read them) takes the full damage with no saving throw; any other creature within 10 feet of the runes is entitled to a Reflex save for half damage.

The object on which the runes were written also takes full damage (no saving throw).

You and any characters you specifically instruct can read the protected writing without triggering the runes.

Likewise, you can remove the runes whenever desired.

Another creature can remove them with a successful *dispel magic* or *erase spell*, but attempting to dispel or erase the runes and failing to do so triggers the explosion.

Note: Magic traps such as *explosive runes* are hard to detect and disable.

A rogue (only) can use the Search skill to find the runes and Disable Device to thwart them.

The DC in each case is 25 + spell level, or 28 for *explosive runes*.

FIRE TRAP

Abjuration [Fire]

Level: Drd 2, Sor/Wiz 4

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: Object touched

Duration: Permanent until discharged (D)

Saving Throw: Reflex half; see text

Spell Resistance: Yes

Fire trap creates a fiery explosion when an intruder opens the item that the trap protects.

A *fire trap* can ward any object that can be opened and closed (book, box, bottle, chest, coffer, coffin, door, drawer, and so forth).

When casting *fire trap*, you select a point on the object as the spell's center.

When someone other than you opens the object, a fiery explosion fills the area within a 5-foot radius around the spell's center.

The flames deal 1d4 points of fire damage +1 point per caster level (maximum +20).

The item protected by the trap is not harmed by this explosion.

A *fire trapped* item cannot have a second closure or warding spell placed on it.

A *knock* spell does not bypass a *fire trap*.

An unsuccessful *dispel magic* spell does not detonate the spell.

Underwater, this ward deals half damage and creates a large cloud of steam.

You can use the *fire trapped* object without discharging it, as can any individual to whom the object was specifically attuned when cast.

Attuning a *fire trapped* object to an individual usually involves setting a password that you can share with friends.

Note: Magic traps such as *fire trap* are hard to detect and disable.

A rogue (only) can use the Search skill to find a *fire trap* and Disable Device to thwart it.

The DC in each case is 25 + spell level (DC 27 for a druid's *fire trap* or DC 29 for the arcane version).

Material Component: A half-pound of gold dust (cost 25 gp) sprinkled on the warded object.

FORBIDDANCE

Abjuration

Level: Clr 6

Components: V, S, M, DF

Casting Time: 6 rounds

Range: Medium (100 ft. + 10 ft./level)

Area: 60-ft. cube/level (S)

Duration: Permanent

Saving Throw: See text

Spell Resistance: Yes

Forbiddance seals an area against all planar travel into or within it.

This includes all teleportation spells (such as *dimension door* and *teleport*), *plane shifting*, astral travel, ethereal travel, and all summoning spells.

Such effects simply fail automatically.

In addition, it damages entering creatures whose alignments are different from yours.

The effect on those attempting to enter the warded area is based on their alignment relative to yours (see below).

A creature inside the area when the spell is cast takes no damage unless it exits the area and attempts to reenter, at which time it is affected as normal.

Alignments identical: No effect.

The creature may enter the area freely (although not by planar travel).

Alignments different with respect to either law/chaos or good/evil:

The creature takes 6d6 points of damage.

A successful Will save halves the damage, and spell resistance applies.

Alignments different with respect to both law/chaos and good/evil:

The creature takes 12d6 points of damage.

A successful Will save halves the damage, and spell resistance applies.

At your option, the abjuration can include a password, in which case creatures of alignments different from yours can avoid the damage by speaking the password as they enter the area.

You must select this option (and the password) at the time of casting.

Dispel magic does not dispel a *forbiddance* effect unless the dispeller's level is at least as high as your caster level.

You can't have multiple overlapping *forbiddance* effects.

In such a case, the more recent effect stops at the boundary of the older effect.

Material Component: A sprinkling of holy water and rare incenses worth at least 1,500 gp, plus 1,500 gp per 60-foot cube.

If a password is desired, this requires the burning of additional rare incenses worth at least 1,000 gp, plus 1,000 gp per 60-foot cube.

FREEDOM OF MOVEMENT

Abjuration

Level: Brd 4, Clr 4, Drd 4, Luck 4, Rgr 4

Components: V, S, M, DF

Casting Time: 1 standard action

Range: Personal or touch

Target: You or creature touched

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, *solid fog*, *slow*, and *web*.

The subject automatically succeeds on any grapple check made to resist a grapple attempt, as well as on grapple checks or Escape Artist checks made to escape a grapple or a pin.

The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled.

The *freedom of movement* spell does not, however, allow water breathing.

Material Component: A leather thong, bound around the arm or a similar appendage.

FREEDOM

Abjuration

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels) or see text

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The subject is freed from spells and effects that restrict its movement, including *binding*, *entangle*, *grappling*, *imprisonment*, *maze*, *paralysis*, *petrification*, *pinning*, *sleep*, *slow*, *stunning*, *temporal stasis*, and *web*.

To free a creature from *imprisonment* or *maze*, you must know its name and background, and you must cast this spell at the spot where it was entombed or banished into the *maze*.

GLOBE OF INVULNERABILITY

Abjuration

Level: Sor/Wiz 6

This spell functions like *lesser globe of invulnerability*, except that it also excludes 4th-level spells and spell-like effects.

GLOBE OF INVULNERABILITY, LESSER

Abjuration

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius spherical emanation, centered on you

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

An immobile, faintly shimmering magical sphere surrounds you and excludes all spell effects of 3rd level or lower.

The area or effect of any such spells does not include the area of the *lesser globe of invulnerability*.

Such spells fail to affect any target located within the globe. Excluded effects include spell-like abilities and spells or spell-like effects from items.

However, any type of spell can be cast through or out of the magical globe.

Spells of 4th level and higher are not affected by the globe, nor are spells already in effect when the globe is cast.

The globe can be brought down by a targeted *dispel magic* spell, but not by an area *dispel magic*.

You can leave and return to the globe without penalty.

Note that spell effects are not disrupted unless their effects enter the globe, and even then they are merely suppressed, not dispelled.

For example, creatures inside the globe would still see a *mirror image* created by a caster outside the globe.

If that caster then entered the globe, the images would wink out, to reappear when the caster exited the globe.

Likewise, a caster standing in the area of a *light* spell would still receive sufficient illumination for vision, even though that part of the *light* spell's area that lies within the globe would not be luminous.

If a given spell has more than one level depending on which character class is casting it, use the level appropriate

to the caster to determine whether *lesser globe of invulnerability* stops it.

Material Component: A glass or crystal bead that shatters at the expiration of the spell.

GLYPH OF WARDING

Abjuration

Level: Clr 3

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target or Area: Object touched or up to 5 sq. ft./level

Duration: Permanent until discharged (D)

Saving Throw: See text

Spell Resistance: No (object) and Yes; see text

This powerful inscription harms those who enter, pass, or open the warded area or object.

A *glyph of warding* can guard a bridge or passage, ward a portal, trap a chest or box, and so on.

You set the conditions of the ward.

Typically, any creature entering the warded area or opening the warded object without speaking a password (which you set when casting the spell) is subject to the magic it stores.

Alternatively or in addition to a password trigger, *glyphs* can be set according to physical characteristics (such as height or weight) or creature type, subtype, or kind (such as aberration, drow, or red dragon).

Glyphs can also be set with respect to good, evil, law, or chaos, or to pass those of your religion.

They cannot be set according to class, Hit Dice, or level.

Glyphs respond to invisible creatures normally but are not triggered by those who travel past them ethereally.

Multiple *glyphs* cannot be cast on the same area.

However, if a cabinet has three drawers, each can be separately warded.

When casting the spell, you weave a tracery of faintly glowing lines around the warding sigil.

A *glyph* can be placed to conform to any shape up to the limitations of your total square footage.

When the spell is completed, the *glyph* and tracery become nearly invisible.

Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. *Mislead*, *polymorph*, and *nondetection* (and similar magical effects) can fool a *glyph*, though nonmagical disguises and the like can't.

Read magic allows you to identify a *glyph of warding* with a DC 13 Spellcraft check.

Identifying the *glyph* does not discharge it and allows you to know the basic nature of the *glyph* (version, type of damage caused, what spell is stored).

The DM may decide that the exact *glyphs* available to you depend on your deity.

He or she might also make new *glyphs* available according to the magical research rules in the *Dungeon Master's Guide*. **Note:** Magic traps such as *glyph of warding* are hard to detect and disable.

A rogue (only) can use the Search skill to find the *glyph* and Disable Device to thwart it.

The DC in each case is 25 + spell level, or 28 for *glyph of warding*.

Depending on the version selected, a *glyph* either blasts the intruder or activates a spell.

Blast Glyph: A *blast glyph* deals 1d8 points of damage per two caster levels (maximum 5d8) to the intruder and to all within 5 feet of him or her.

This damage is acid, cold, fire, electricity, or sonic (caster's choice, made at time of casting).

Each creature affected can attempt a Reflex save to take half damage.

Spell resistance applies against this effect.

Spell Glyph: You can store any harmful spell of 3rd level or lower that you know.

All level-dependent features of the spell are based on your caster level at the time of casting the *glyph*.

If the spell has a target, it targets the intruder.

If the spell has an area or an amorphous effect (such as a cloud), the area or effect is centered on the intruder.

If the spell summons creatures, they appear as close as possible to the intruder and attack.

Saving throws and spell resistance operate as normal, except that the DC is based on the level of the spell stored in the *glyph*.

Material Component: You trace the *glyph* with incense, which must first be sprinkled with powdered diamond worth at least 200 gp.

GLYPH OF WARDING, GREATER

Abjuration

Level: Clr 6

This spell functions like *glyph of warding*, except that a *greater blast glyph* deals up to 10d8 points of damage, and a *greater spell glyph* can store a spell of 6th level or lower.

Material Component: You trace the *glyph* with incense, which must first be sprinkled with powdered diamond worth at least 400 gp.

GUARDS AND WARDS

Abjuration

Level: Sor/Wiz 6

Components: V, S, M, F

Casting Time: 30 minutes

Range: Anywhere within the area to be warded

Area: Up to 200 sq. ft./level (S)

Duration: 2 hours/level (D)

Saving Throw: See text

Spell Resistance: See text

This powerful spell is primarily used to defend your stronghold.

The ward protects 200 square feet per caster level.

The warded area can be as much as 20 feet high, and shaped as you desire.

You can ward several stories of a stronghold by dividing the area among them; you must be somewhere within the area to be warded to cast the spell.

The spell creates the following magical effects within the warded area.

Fog: Fog fills all corridors, obscuring all sight, including darkvision, beyond 5 feet.

A creature within 5 feet has concealment (attacks have a 20% miss chance).

Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

Saving Throw: None.

Spell Resistance: No.

Arcane Locks: All doors in the warded area are *arcane locked*.

Saving Throw: None.

Spell Resistance: No.

Webs: Webs fill all stairs from top to bottom.

These strands are identical with those created by the *web* spell, except that they regrow in 10 minutes if they are burned or torn away while the *guards and wards* spell lasts.

Saving Throw: Reflex negates; see text for *web*.

Spell Resistance: No.

Confusion: Where there are choices in direction—such as a corridor intersection or side passage—a minor *confusion*-type effect functions so as to make it 50% probable that intruders believe they are going in the opposite direction from the one they actually chose.

This is an enchantment, mind-affecting effect.

Saving Throw: None.

Spell Resistance: Yes.

Lost Doors: One door per caster level is covered by a *silent image* to appear as if it were a plain wall.

Saving Throw: Will disbelief (if interacted with).

Spell Resistance: No.

In addition, you can place your choice of one of the following five magical effects.

1. *Dancing lights* in four corridors.

You can designate a simple program that causes the lights to repeat as long as the *guards and wards* spell lasts.

Saving Throw: None.

Spell Resistance: No.

2. *A magic mouth* in two places.

Saving Throw: None.

Spell Resistance: No.

3. *A stinking cloud* in two places.

The vapors appear in the places you designate; they return within 10 minutes if dispersed by wind while the *guards and wards* spell lasts.

Saving Throw: Fortitude negates; see text for *stinking cloud*.

Spell Resistance: No.

4. *A gust of wind* in one corridor or room.

Saving Throw: Fortitude negates.

Spell Resistance: Yes.

5. *A suggestion* in one place.

You select an area of up to 5 feet square, and any creature who enters or passes through the area receives the *suggestion* mentally.

Saving Throw: Will negates.

Spell Resistance: Yes.

The whole warded area radiates strong magic of the abjuration school.

A dispel magic cast on a specific effect, if successful, removes only that effect.

A successful *Mordenkainen's disjunction* destroys the entire *guards and wards* effect.

Material Component: Burning incense, a small measure of brimstone and oil, a knotted string, and a small amount of blood.

Focus: A small silver rod.

HIDE FROM ANIMALS

Abjuration

Level: Drd 1, Rgr 1

Components: S, DF

Casting Time: 1 standard action

Range: Touch

Targets: One creature touched/level

Duration: 10 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Animals cannot see, hear, or smell the warded creatures.

Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures.

Animals simply act as though the warded creatures are not there.

Warded creatures could stand before the hungriest of lions and not be molested or even noticed.

If a warded character touches an animal or attacks any creature, even with a spell, the spell ends for all recipients.

HIDE FROM UNDEAD

Abjuration

Level: Clr 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Targets: One touched creature/level

Duration: 10 min./level (D)

Saving Throw: Will negates (harmless); see text

Spell Resistance: Yes

Undead cannot see, hear, or smell the warded creatures.

Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures.

Nonintelligent undead creatures are automatically affected and act as though the warded creatures are not there.

An intelligent undead creature gets a single Will saving throw.

If it fails, the subject can't see any of the warded creatures.

However, if it has reason to believe unseen opponents are present, it can attempt to find or strike them.

If a warded creature attempts to turn or command undead, touches an undead creature, or attacks any creature (even with a spell), the spell ends for all recipients.

HOLD PORTAL

Abjuration

Level: Sor/Wiz 1

Components: V

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One portal, up to 20 sq. ft./level

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone.

The magic affects the portal just as if it were securely closed and normally locked.

A *knock* spell or a successful *dispel magic* spell can negate a *hold portal* spell.

For a portal affected by this spell, add 5 to the normal DC for forcing open the portal.

HOLY AURA

Abjuration [Good]

Level: Clr 8, Good 8

Components: V, S, F

Casting Time: 1 standard action

Range: 20 ft.

Targets: One creature/level in a 20-ft.-radius burst centered on you

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes (harmless)

A brilliant divine radiance surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by evil creatures, and causing evil creatures to become blinded when they strike the subjects.

This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves.

Unlike *protection from evil*, this benefit applies against all attacks, not just against attacks by evil creatures.

Second, each warded creature gains spell resistance 25 against evil spells and spells cast by evil creatures.

Third, the abjuration blocks possession and mental influence, just as *protection from evil* does.

Finally, if an evil creature succeeds on a melee attack against a warded creature, the offending attacker is blinded (Fortitude save negates, as *blindness/deafness*, but against *holy aura*'s save DC).

Focus: A tiny reliquary containing some sacred relic, such as a scrap of cloth from a saint's robe or a piece of parchment from a holy text.

The reliquary costs at least 500 gp.

IMPRISONMENT

Abjuration

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates; see text

Spell Resistance: Yes

When you cast *imprisonment* and touch a creature, it is entombed in a state of suspended animation (see the *temporal stasis* spell) in a small sphere far beneath the surface of the earth.

The subject remains there unless a *freedom* spell is cast at the locale where the imprisonment took place.

Magical search by a *crystal ball*, a *locate object* spell, or some other similar divination does not reveal the fact that a creature is imprisoned, but *discern location* does.

A *wish* or *miracle* spell will not free the recipient, but will reveal where it is entombed.

If you know the target's name and some facts about its life, the target takes a -4 penalty on its save.

MAGIC CIRCLE AGAINST CHAOS

Abjuration [Lawful]

Level: Clr 3, Law 3, Pal 3, Sor/Wiz 3

This spell functions like *magic circle against evil*, except that it is similar to *protection from chaos* instead of *protection from evil*, and it can imprison a nonlawful called creature.

MAGIC CIRCLE AGAINST EVIL

Abjuration [Good]

Level: Clr 3, Good 3, Pal 3, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Area: 10-ft.-radius emanation from touched creature

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: No; see text

All creatures within the area gain the effects of a *protection from evil* spell, and no nongood summoned creatures can enter the area either.

You must overcome a creature's spell resistance in order to keep it at bay (as in the third function of *protection from evil*), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' spell resistance.

This spell has an alternative version that you may choose when casting it.

A *magic circle against evil* can be focused inward rather than outward.

When focused inward, the spell binds a nongood called creature (such as those called by the *lesser planar binding*, *planar binding*, and *greater planar binding* spells) for a maximum of 24 hours per caster level, provided that you cast the spell that calls the creature within 1 round of casting the *magic circle*.

The creature cannot cross the circle's boundaries.

If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal *protection from evil* spell for that creature only.

A *magic circle* leaves much to be desired as a trap.

If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends.

The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can.

If the called creature has spell resistance, it can test the trap once a day.

If you fail to overcome its spell resistance, the creature breaks free, destroying the circle.

A creature capable of any form of dimensional travel (*astral projection*, *blink*, *dimension door*, *etherealness*, *gate*, *plane shift*, *shadow walk*, *teleport*, and similar abilities) can simply leave the circle through that means.

You can prevent the creature's extradimensional escape by casting a *dimensional anchor* spell on it, but you must cast the spell before the creature acts.

If you are successful, the *anchor* effect lasts as long as the *magic circle* does.

The creature cannot reach across the *magic circle*, but its ranged attacks (ranged weapons, spells, magical abilities, and the like) can.

The creature can attack any target it can reach with its ranged attacks except for the circle itself.

You can add a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the *magic circle* more secure.

Drawing the diagram by hand takes 10 minutes and requires a DC 20 Spellcraft check.

The DM makes this check secretly.

If the check fails, the diagram is ineffective.

You can take 10 (see page 65) when drawing the diagram if you are under no particular time pressure to complete the task.

This task also takes 10 full minutes.

If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20.

A successful diagram allows you to cast a *dimensional anchor* spell on the *magic circle* during the round before casting any summoning spell.

The *anchor* holds any called creatures in the *magic circle* for 24 hours per caster level.

A creature cannot use its spell resistance against a *magic circle* prepared with a diagram, and none of its abilities or attacks can cross the diagram.

If the creature tries a Charisma check to break free of the trap (see the *lesser planar binding* spell), the DC increases by 5.

The creature is immediately released if anything disturbs the diagram—even a straw laid across it.

However, the creature itself cannot disturb the diagram either directly or indirectly, as noted above.

This spell is not cumulative with *protection from evil* and vice versa.

Arcane Material Component: A little powdered silver with which you trace a 3-foot-diameter circle on the floor (or ground) around the creature to be warded.

MAGIC CIRCLE AGAINST GOOD

Abjuration [Evil]

Level: Clr 3, Evil 3, Sor/Wiz 3

This spell functions like *magic circle against evil*, except that it is similar to *protection from good* instead of *protection from evil*, and it can imprison a nonevil called creature.

MAGIC CIRCLE AGAINST LAW

Abjuration [Chaotic]

Level: Chaos 3, Clr 3, Sor/Wiz 3

This spell functions like *magic circle against evil*, except that it is similar to *protection from law* instead of *protection from evil*, and it can imprison a nonchaotic called creature.

MIND BLANK

Abjuration

Level: Protection 8, Sor/Wiz 8

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 24 hours

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject is protected from all devices and spells that detect, influence, or read emotions or thoughts.

This spell protects against all mind-affecting spells and effects as well as information gathering by divination spells or effects.

Mind blank even foils limited wish, miracle, and wish spells when they are used in such a way as to affect the subject's mind or to gain information about it.

In the case of scrying that scans an area the creature is in, such as *arcane eye*, the spell works but the creature simply isn't detected.

Scrying attempts that are targeted specifically at the subject do not work at all.

MORDENKAINEN'S DISJUNCTION

Abjuration

Level: Magic 9, Sor/Wiz 9

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: All magical effects and magic items within a 40-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: No

All magical effects and magic items within the radius of the spell, except for those that you carry or touch, are disjoined. That is, spells and spell-like effects are separated into their individual components (ending the effect as a *dispel magic* spell does), and each permanent magic item must make a successful Will save or be turned into a normal item.

An item in a creature's possession uses its own Will save bonus or its possessor's Will save bonus, whichever is higher.

You also have a 1% chance per caster level of destroying an *antimagic field*.

If the *antimagic field* survives the *disjunction*, no items within it are disjoined.

Even artifacts are subject to *disjunction*, though there is only a 1% chance per caster level of actually affecting such powerful items.

Additionally, if an artifact is destroyed, you must make a DC 25 Will save or permanently lose all spellcasting abilities.

(These abilities cannot be recovered by mortal magic, not even *miracle* or *wish*).

Note: Destroying artifacts is a dangerous business, and it is 95% likely to attract the attention of some powerful being who has an interest in or connection with the device.

MORDENKAINEN'S PRIVATE SANCTUM

Abjuration

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Area: 30-ft. cube/level (S)

Duration: 24 hours (D)

Saving Throw: None

Spell Resistance: No

This spell ensures privacy.

Anyone looking into the area from outside sees only a dark, foggy mass.

Darkvision cannot penetrate it.

No sounds, no matter how loud, can escape the area, so nobody can eavesdrop from outside.

Those inside can see out normally.

Divination (scrying) spells cannot perceive anything within the area, and those within are immune to *detect thoughts*.

The ward prevents speech between those inside and those outside (because it blocks sound), but it does not prevent other communication, such as a *sending* or *message* spell, or telepathic communication, such as that between a wizard and her familiar.

The spell does not prevent creatures or objects from moving into and out of the area.

Mordenkainen's private sanctum can be made permanent with a *permanency* spell.

Material Component: A thin sheet of lead, a piece of opaque glass, a wad of cotton or cloth, and powdered chrysolite.

NONDETECTION

Abjuration

Level: Rgr 4, Sor/Wiz 3, Trickery 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature or object touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

The warded creature or object becomes difficult to detect by divination spells such as *clairaudience/clairvoyance*, *locate object*, and *detect* spells.

Nondetection also prevents location by such magic items as *crystal balls*.

If a divination is attempted against the warded creature or item, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the spellcaster who cast *nondetection*.

If you cast *nondetection* on yourself or on an item currently in your possession, the DC is 15 + your caster level.

If cast on a creature, *nondetection* wards the creature's gear as well as the creature itself.

Material Component: A pinch of diamond dust worth 50 gp.

OBSCURE OBJECT

Abjuration

Level: Brd 1, Clr 3, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: One object touched of up to 100 lb./level

Duration: 8 hours (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell hides an object from location by divination (scrying) effects, such as the *scrying* spell or a *crystal ball*.

Such an attempt automatically fails (if the divination is targeted on the object) or fails to perceive the object (if the divination is targeted on a nearby location, object, or person).

Arcane Material Component: A piece of chameleon skin.

PRISMATIC SPHERE

Abjuration

Level: Protection 9, Sor/Wiz 9, Sun 9

Components: V

Range: 10 ft.

Effect: 10-ft.-radius sphere centered on you
This spell functions like *prismatic wall*, except you conjure up an immobile, opaque globe of shimmering, multicolored light that surrounds you and protects you from all forms of attack.

The sphere flashes in all colors of the visible spectrum. The sphere's *blindness* effect on creatures with less than 8 HD lasts 2d4×10 minutes.

You can pass into and out of the *prismatic sphere* and remain near it without harm.

However, when you're inside it, the sphere blocks any attempt to project something through the sphere (including spells).

Other creatures that attempt to attack you or pass through suffer the effects of each color, one at a time.

Typically, only the upper hemisphere of the globe will exist, since you are at the center of the sphere, so the lower half is usually excluded by the floor surface you are standing on.

The colors of the sphere have the same effects as the colors of a *prismatic wall*.

Prismatic sphere can be made permanent with a *permanency* spell.

PRISMATIC WALL

Abjuration

Level: Sor/Wiz 8

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Wall 4 ft./level wide, 2 ft./level high

Duration: 10 min./level (D)

Saving Throw: See text

PRISMATIC WALL

Color	Order	Effect of Color	Negated By
Red	1st	Stops nonmagical ranged weapons. Deals 20 points of fire damage (Reflex half).	Cone of cold
Orange	2nd	Stops magical ranged weapons. Deals 40 points of acid damage (Reflex half).	Gust of wind
Yellow	3rd	Stops poisons, gases, and petrification. Deals 80 points of electricity damage (Reflex half).	Disintegrate
Green	4th	Stops breath weapons. Poison (Kills; Fortitude partial for 1d6 points of Con damage instead).	Passwall
Blue	5th	Stops divination and mental attacks. Turned to stone (Fortitude negates).	Magic missile
Indigo	6th	Stops all spells. Will save or become insane (as insanity spell).	Daylight
Violet	7th	Energy field destroys all objects and effects. ¹ Creatures sent to another plane (Will negates).	Dispel magic

¹ The violet effect makes the special effects of the other six colors redundant, but these six effects are included here because certain magic items can create prismatic effects one color at a time, and spell resistance might render some colors ineffective (see above).

Spell Resistance: See text

Prismatic wall creates a vertical, opaque wall—a shimmering, multicolored plane of light that protects you from all forms of attack.

The wall flashes with seven colors, each of which has a distinct power and purpose.

The wall is immobile, and you can pass through and remain near the wall without harm.

However, any other creature with less than 8 HD that is within 20 feet of the wall is blinded for 2d4 rounds by the colors if it looks at the wall.

The wall's maximum proportions are 4 feet wide per caster level and 2 feet high per caster level.

A *prismatic wall* spell cast to materialize in a space occupied by a creature is disrupted, and the spell is wasted.

Each color in the wall has a special effect.

The accompanying table shows the seven colors of the wall, the order in which they appear, their effects on creatures trying to attack you or pass through the wall, and the magic needed to negate each color.

The wall can be destroyed, color by color, in consecutive order, by various magical effects; however, the first color must be brought down before the second can be affected, and so on.

A *rod of cancellation* or a *Mordenkainen's disjunction* spell destroys a *prismatic wall*, but an *antimagic field* fails to penetrate it.

Dispel magic and *greater dispel magic* cannot dispel the wall or anything beyond it.

Spell resistance is effective against a *prismatic wall*, but the caster level check must be repeated for each color present.

Prismatic wall can be made permanent with a *permanency* spell.

PROTECTION FROM ARROWS

Abjuration

Level: Sor/Wiz 2

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The warded creature gains resistance to ranged weapons. The subject gains damage reduction 10/magic against ranged weapons.

(This spell doesn't grant you the ability to damage creatures with similar damage reduction).

Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points), it is discharged.

Focus: A piece of shell from a tortoise or a turtle.

PROTECTION FROM CHAOS

Abjuration [Lawful]

Level: Clr 1, Law 1, Pal 1, Sor/Wiz 1

This spell functions like *protection from evil*, except that the deflection and resistance bonuses apply to attacks from chaotic creatures, and chaotic summoned creatures cannot touch the subject.

PROTECTION FROM ENERGY

Abjuration

Level: Clr 3, Drd 3, Luck 3, Protection 3, Rgr 2, Sor/Wiz 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level or until discharged

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Protection from energy grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire, or sonic).

When the spell absorbs 12 points per caster level of energy damage (to a maximum of 120 points at 10th level), it is discharged.

Note: *Protection from energy* overlaps (and does not stack with) *resist energy*.

If a character is warded by *protection from energy* and *resist energy*, the *protection* spell absorbs damage until its power is exhausted.

PROTECTION FROM EVIL

Abjuration [Good]

Level: Clr 1, Good 1, Pal 1, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No; see text

This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot.

The barrier moves with the subject and has three major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves.

Both these bonuses apply against attacks made or effects created by evil creatures.

Second, the barrier blocks any attempt to possess the warded creature (by a *magic jar* attack, for example) or to exercise mental control over the creature (including enchantment (charm) effects and enchantment (compulsion) effects that grant the caster ongoing control over the subject, such as *dominate person*).

The protection does not prevent such effects from targeting the protected creature, but it suppresses the effect for the duration of the *protection from evil* effect.

If the *protection from evil* effect ends before the effect granting mental control does, the would-be controller would then be able to mentally command the controlled creature.

Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast.

This second effect works regardless of alignment.

Third, the spell prevents bodily contact by summoned creatures.

This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature.

Good summoned creatures are immune to this effect.

The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature.

Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Arcane Material Component: A little powdered silver with which you trace a 3-foot-diameter circle on the floor (or ground) around the creature to be warded.

PROTECTION FROM GOOD

Abjuration [Evil]

Level: Clr 1, Evil 1, Sor/Wiz 1

This spell functions like *protection from evil*, except that the deflection and resistance bonuses apply to attacks from good creatures, and good summoned creatures cannot touch the subject.

PROTECTION FROM LAW

Abjuration [Chaotic]

Level: Chaos 1, Clr 1, Sor/Wiz 1

This spell functions like *protection from evil*, except that the deflection and resistance bonuses apply to attacks from lawful creatures, and lawful summoned creatures cannot touch the subject.

PROTECTION FROM SPELLS

Abjuration

Level: Magic 8, Sor/Wiz 8

Components: V, S, M, F

Casting Time: 1 standard action

Range: Touch

Targets: Up to one creature touched per four levels

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains a +8 resistance bonus on saving throws against spells and spell-like abilities (but not against supernatural and extraordinary abilities).

Material Component: A diamond of at least 500 gp value, which must be crushed and sprinkled over the targets.

Focus: One 1,000 gp diamond per creature to be granted the protection.

Each subject must carry one such gem for the duration of the spell.

If a subject loses the gem, the spell ceases to affect him.

REMOVE CURSE

Abjuration

Level: Brd 3, Clr 3, Pal 3, Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature or item touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Remove curse instantaneously removes all curses on an object or a creature.

Remove curse does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell typically enables the creature afflicted with any such cursed item to remove and get rid of it.

Certain special curses may not be countered by this spell or may be countered only by a caster of a certain level or higher.

Remove curse counters and dispels *bestow curse*.

REMOVE FEAR

Abjuration

Level: Brd 1, Clr 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature plus one additional creature per four levels, no two of which can be more than 30 ft. apart

Duration: 10 minutes; see text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You instill courage in the subject, granting it a +4 morale bonus against *fear* effects for 10 minutes.

If the subject is under the influence of a *fear* effect when receiving the spell, that effect is suppressed for the duration of the spell.

Remove fear counters and dispels *cause fear*.

REPEL METAL OR STONE

Abjuration [Earth]

Level: Drd 8

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: 60-ft. line from you

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

Like *repel wood*, this spell creates waves of invisible and intangible energy that roll forth from you.

All metal or stone objects in the path of the spell are pushed away from you to the limit of the range.

Fixed metal or stone objects larger than 3 inches in diameter and loose objects weighing more than 500 pounds are not affected.

Anything else, including animated objects, small boulders, and creatures in metal armor, moves back.

Fixed objects 3 inches in diameter or smaller bend or break, and the pieces move with the wave of energy.

Objects affected by the spell are repelled at the rate of 40 feet per round.

Objects such as metal armor, swords, and the like are pushed back, dragging their bearers with them.

Even magic items with metal components are repelled, although an *antimagic field* blocks the effects.

The waves of energy continue to sweep down the set path for the spell's duration.

After you cast the spell, the path is set, and you can then do other things or go elsewhere without affecting the spell's power.

REPEL VERMIN

Abjuration

Level: Brd 4, Clr 4, Drd 4, Rgr 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius emanation centered on you

Duration: 10 min./level (D)

Saving Throw: None or Will negates; see text

Spell Resistance: Yes

An invisible barrier holds back vermin.

A vermin with Hit Dice of less than one-third your level cannot penetrate the barrier.

A vermin with Hit Dice of one-third your level or more can penetrate the barrier if it succeeds on a Will save.

Even so, crossing the barrier deals the vermin 2d6 points of damage, and pressing against the barrier causes pain, which deters most vermin.

REPULSION

Abjuration

Level: Clr 7, Protection 7, Sor/Wiz 6

Components: V, S, E/DF

Casting Time: 1 standard action

Range: Up to 10 ft./level

Area: Up to 10-ft.-radius/level emanation centered on you

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

An invisible, mobile field surrounds you and prevents creatures from approaching you.

You decide how big the field is at the time of casting (to the limit your level allows).

Any creature within or entering the field must attempt a save.

If it fails, it becomes unable to move toward you for the duration of the spell.
Repelled creatures' actions are not otherwise restricted. They can fight other creatures and can cast spells and attack you with ranged weapons.

If you move closer to an affected creature, nothing happens.

(The creature is not forced back).

The creature is free to make melee attacks against you if you come within reach.

If a repelled creature moves away from you and then tries to turn back toward you, it cannot move any closer if it is still within the spell's area.

Arcane Focus: A pair of small iron bars attached to two small canine statuettes, one black and one white, the whole array worth 50 gp.

RESIST ENERGY

Abjuration

Level: Clr 2, Drd 2, Fire 3, Pal 2, Rgr 1, Sor/Wiz 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic.

The subject gains energy resistance 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points.

The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level.

The spell protects the recipient's equipment as well.

Resist energy absorbs only damage.

The subject could still suffer unfortunate side effects, such as drowning in acid (since drowning damage comes from lack of oxygen) or becoming encased in ice.

Note: *Resist energy* overlaps (and does not stack with) *protection from energy*.

If a character is warded by *protection from energy* and *resist energy*, the *protection* spell absorbs damage until its power is exhausted.

RESISTANCE

Abjuration

Level: Brd 0, Clr 0, Drd 0, Pal 1, Sor/Wiz 0

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.

Resistance can be made permanent with a *permanency* spell.

Arcane Material Component: A miniature cloak.

SANCTUARY

Abjuration

Level: Clr 1, Protection 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: No

Any opponent attempting to strike or otherwise directly attack the warded creature, even with a targeted spell, must attempt a Will save.

If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell.

If the save fails, the opponent can't follow through with the attack, that part of its action is lost, and it can't directly attack the warded creature for the duration of the spell.

Those not attempting to attack the subject remain unaffected.

This spell does not prevent the warded creature from being attacked or affected by area or effect spells.

The subject cannot attack without breaking the spell but may use nonattack spells or otherwise act.

This allows a warded cleric to heal wounds, for example, or to cast a *bless* spell, perform an *augury*, summon creatures, and so on.

SEQUESTER

Abjuration

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One willing creature or object (up to a 2-ft. cube/level) touched

Duration: One day/level (D)

Saving Throw: None or Will negates (object)

Spell Resistance: No or Yes (object)

When cast, this spell not only prevents divination spells from working to detect or locate the creature or object affected by *sequester*, it also renders the affected creature or object invisible to any form of sight or seeing (as the *invisibility* spell).

Thus, *sequester* can mask a secret door, a treasure vault, or anything similar.

The spell does not prevent the subject from being discovered through tactile means or through the use of devices (such as a *robe of eyes* or a *gem of seeing*).

Creatures affected by *sequester* become comatose and are effectively in a state of suspended animation until the spell wears off or is dispelled.

Note: The Will save prevents an attended or magical object from being *sequestered*.

There is no save to see the *sequestered* creature or object or to detect it with a divination spell.

Material Component: A basilisk eyelash, gum arabic, and a dram of whitewash.

SHIELD OF FAITH

Abjuration

Level: Clr 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell creates a shimmering, magical field around the touched creature that averts attacks.

The spell grants the subject a +2 deflection bonus to AC, with an additional +1 to the bonus for every six levels you have (maximum +5 deflection bonus at 18th level).

Material Component: A small parchment with a bit of holy text written upon it.

SHIELD OF LAW

Abjuration [Lawful]

Level: Clr 8, Law 8

Components: V, S, F

Casting Time: 1 standard action

Range: 20 ft.

Targets: One creature/level in a 20-ft.-radius burst centered on you

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes (harmless)

A dim, blue glow surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by chaotic creatures, and *slowing* chaotic creatures when they strike the subjects.

This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves.

Unlike *protection from chaos*, this benefit applies against all attacks, not just against attacks by chaotic creatures.

Second, a warded creature gains spell resistance 25 against chaotic spells and spells cast by chaotic creatures.

Third, the abjuration blocks possession and mental influence, just as *protection from chaos* does.

Finally, if a chaotic creature succeeds on a melee attack against a warded creature, the attacker is *slowed* (Will save negates, as the *slow* spell, but against *shield of law*'s save DC).

Focus: A tiny reliquary containing some sacred relic, such as a scrap of parchment from a lawful text.

The reliquary costs at least 500 gp.

SHIELD OTHER

Abjuration

Level: Clr 2, Pal 2, Protection 2

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you.

The subject gains a +1 deflection bonus to AC and a +1 resistance bonus on saves.

Additionally, the subject takes only half damage from all wounds and attacks (including that dealt by special abilities) that deal hit point damage.

The amount of damage not taken by the warded creature is taken by you.

Forms of harm that do not involve hit points, such as *charm* effects, temporary ability damage, level draining, and death effects, are not affected.

If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage.

When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to the subject.

If you and the subject of the spell move out of range of each other, the spell ends.

Focus: A pair of platinum rings (worth at least 50 gp each) worn by both you and the warded creature.

SHIELD

Abjuration [Force]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Shield creates an invisible, tower shield-sized mobile disk of force that hovers in front of you.

It negates *magic missile* attacks directed at you.

The disk also provides a +4 shield bonus to AC.

This bonus applies against incorporeal touch attacks, since it is a force effect.

The *shield* has no armor check penalty or arcane spell failure chance.

Unlike with a normal tower shield, you can't use the *shield* spell for cover.

SPELL IMMUNITY

Abjuration

Level: Clr 4, Protection 4, Strength 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The warded creature is immune to the effects of one specified spell for every four levels you have.

The spells must be of 4th level or lower.

The warded creature effectively has unbeatable spell resistance regarding the specified spell or spells.

Naturally, that immunity doesn't protect a creature from spells for which spell resistance doesn't apply.

Spell immunity protects against spells, spell-like effects of magic items, and innate spell-like abilities of creatures.

It does not protect against supernatural or extraordinary abilities, such as breath weapons or gaze attacks. Only a particular spell can be protected against, not a certain domain or school of spells or a group of spells that are similar in effect.

Thus, a creature given immunity to *lightning bolt* is still vulnerable to *shocking grasp* or *chain lightning*.

A creature can have only one *spell immunity* or *greater spell immunity* spell in effect on it at a time.

SPELL IMMUNITY, GREATER

Abjuration

Level: Clr 8

This spell functions like *spell immunity*, except the immunity applies to spells of 8th level or lower.

A creature can have only one *spell immunity* or *greater spell immunity* spell in effect on it at a time.

SPELL RESISTANCE

Abjuration

Level: Clr 5, Magic 5, Protection 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The creature gains spell resistance equal to 12 + your caster level.

SPELL TURNING

Abjuration

Level: Luck 7, Magic 7, Sor/Wiz 7

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Until expended or 10 min./level

Spells and spell-like effects targeted on you are turned back upon the original caster.

The abjuration turns only spells that have you as a target.

Effect and area spells are not affected.

Spell turning also fails to stop touch range spells.

Thus, a *charm person* spell cast at you could be turned back upon the caster and possibly enable you to use the *charm* effect on that individual, but a *fireball* could not be turned back, and neither could *inflict critical wounds*.

From seven to ten (1d4+6) spell levels are affected by the turning.

The DM secretly rolls the exact number.

When a spell is turned, the DM subtracts its level from the amount of spell turning left.

When you are targeted by a spell of higher level than the amount of spell turning you have left, that spell is partially turned.

The subtract the amount of spell turning left from the spell level of the incoming spell, then divide the result by the spell level of the incoming spell to see what fraction of the effect gets through.

For damaging spells, you and the caster each take a fraction of the damage.

For nondamaging spells, each of you has a proportional chance to be affected.

For example, if you had three levels of spell turning left and were targeted by a *magic missile* spell heightened to 4th level, you would turn three-fourths of the spell back at the caster.

You would take one-fourth of the damage, while the caster takes three-fourths of the damage.

If you were targeted by a wizard's *fear* spell (also a 4th-level spell) in the same situation, you would have a one in four (25%) chance to be affected by the spell, while the caster would have a three in four (75%) chance to be affected.

If you and a spellcasting attacker are both warded by *spell turning* effects in operation, a resonating field is created. Roll randomly to determine the result.

d%	Effect
01–70	Spell drains away without effect.
71–80	Spell affects both of you equally at full effect.
81–97	Both turning effects are rendered nonfunctional for 1d4 minutes.
98–100	Both of you go through a rift into another plane.

Arcane Material Component: A small silver mirror.

STONESKIN

Abjuration

Level: Drd 5, Earth 6, Sor/Wiz 4, Strength 6

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The warded creature gains resistance to blows, cuts, stabs, and slashes.

The subject gains damage reduction 10/adamantine.

(It ignores the first 10 points of damage each time it takes damage from a weapon, though an adamantine weapon bypasses the reduction).

Once the spell has prevented a total of 10 points of damage per caster level (maximum 150 points), it is discharged.

Material Component: Granite and 250 gp worth of diamond dust sprinkled on the target's skin.

UNDETECTABLE ALIGNMENT

Abjuration

Level: Brd 1, Clr 2, Pal 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature or object

Duration: 24 hours

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

An *undetectable alignment* spell conceals the alignment of an object or a creature from all forms of divination.

UNHOLY AURA

Abjuration [Evil]

Level: Clr 8, Evil 8

Components: V, S, F

Casting Time: 1 standard action

Range: 20 ft.

Targets: One creature/level in a 20-ft.-radius burst centered on you

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes (harmless)

A malevolent darkness surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by good creatures, and weakening good creatures when they strike the subjects.

This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves.

Unlike the effect of *protection from good*, this benefit applies against all attacks, not just against attacks by good creatures. Second, a warded creature gains spell resistance 25 against good spells and spells cast by good creatures.

Third, the abjuration blocks possession and mental influence, just as *protection from good* does.

Finally, if a good creature succeeds on a melee attack against a warded creature, the offending attacker takes 1d6 points of temporary Strength damage (Fortitude negates).

Focus: A tiny reliquary containing some sacred relic, such as a piece of parchment from an unholy text.

The reliquary costs at least 500 gp.

CONJURATION**ACID FOG**

Conjuration (Creation) [Acid]

Level: Sor/Wiz 6, Water 7

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Fog spreads in 20-ft. radius, 20 ft. high

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Acid fog creates a billowing mass of misty vapors similar to that produced by a *solid fog* spell (page 281).

In addition to slowing creatures down and obscuring sight, this spell's vapors are highly acidic.

Each round on your turn, starting when you cast the spell, the fog deals 2d6 points of acid damage to each creature and object within it.

Arcane Material Component: A pinch of dried, powdered peas combined with powdered animal hoof.

ACID SPLASH

Conjuration (Creation) [Acid]

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One missile of acid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You fire a small orb of acid at the target.

You must succeed on a ranged touch attack to hit your target.

The orb deals 1d3 points of acid damage.

CLOUDKILL

Conjuration (Creation)

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Cloud spreads in 20-ft. radius, 20 ft. high

Duration: 1 min./level

Saving Throw: Fortitude partial; see text

Spell Resistance: No

This spell generates a bank of fog, similar to a *fog cloud*, except that its vapors are yellowish green and poisonous. These vapors automatically kill any living creature with 3 or fewer HD (no save).

A living creature with 4 to 6 HD is slain unless it succeeds on a Fortitude save (in which case it takes 1d4 points of Constitution damage on your turn each round while in the cloud).

A living creature with 6 or more HD takes 1d4 points of Constitution damage on your turn each round while in the cloud (a successful Fortitude save halves this damage).

Holding one's breath doesn't help, but creatures immune to poison are unaffected by the spell.

Unlike a *fog cloud*, the *cloudkill* moves away from you at 10 feet per round, rolling along the surface of the ground.

Figure out the cloud's new spread each round based on its new point of origin, which is 10 feet farther away from the point of origin where you cast the spell.

Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings; thus, the spell is ideal for slaying hives of giant ants, for example.

It cannot penetrate liquids, nor can it be cast underwater.

CREATE FOOD AND WATER

Conjuration (Creation)

Level: Clr 3

Components: V, S

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Food and water to sustain three humans or one horse/level for 24 hours

Duration: 24 hours; see text

Saving Throw: None

Spell Resistance: No

The food that this spell creates is simple fare of your choice—highly nourishing, if rather bland.

Food so created decays and becomes inedible within 24 hours, although it can be kept fresh for another 24 hours by casting a *purify food and water* spell on it. The water created by this spell is just like clean rain water, and it doesn't go bad as the food does.

CREATE WATER

Conjuration (Creation) [Water]

Level: Clr 0, Drd 0, Pal 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Up to 2 gallons of water/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell generates wholesome, drinkable water, just like clean rain water.

Water can be created in an area as small as will actually contain the liquid, or in an area three times as large—possibly creating a downpour or filling many small receptacles.

Note: Conjuration spells can't create substances or objects within a creature.

Water weighs about 8 pounds per gallon.

One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

CREEPING DOOM

Conjuration (Summoning)

Level: Drd 7

Components: V, S

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)/100 ft.; see text

Effect: One swarm of centipedes per two levels

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

When you utter the spell of *creeping doom*, you call forth a mass of centipede swarms (one per two caster levels, to a maximum of ten swarms at 20th level), which need not appear adjacent to one another.

(See the *Monster Manual* for details on centipede swarms).

You may summon the centipede swarms so that they share the area of other creatures.

The swarms remain stationary, attacking any creatures in their area, unless you command the creeping doom to move (a standard action).

As a standard action, you can command any number of the swarms to move toward any prey within 100 feet of you.

You cannot command any swarm to move more than 100 feet away from you, and if you move more than 100 feet from any swarm, that swarm remains stationary, attacking any creatures in its area (but it can be commanded again if you move within 100 feet).

CURE CRITICAL WOUNDS

Conjuration (Healing)

Level: Brd 4, Clr 4, Drd 5, Healing 4

This spell functions like *cure light wounds*, except that it cures 4d8 points of damage +1 point per caster level (maximum +20).

CURE CRITICAL WOUNDS, MASS

Conjuration (Healing)

Level: Clr 8, Drd 9, Healing 8

This spell functions like *mass cure light wounds*, except that it cures 4d8 points of damage +1 point per caster level (maximum +40).

CURE LIGHT WOUNDS

Conjuration (Healing)

Level: Brd 1, Clr 1, Drd 1, Healing 1, Pal 1, Rgr 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage +1 point per caster level (maximum +5).

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds.

An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

CURE LIGHT WOUNDS, MASS

Conjuration (Healing)

Level: Brd 5, Clr 5, Drd 6, Healing 5

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Will half (harmless) or Will half; see text

Spell Resistance: Yes (harmless) or Yes; see text

You channel positive energy to cure 1d8 points of damage +1 point per caster level (maximum +25) in each selected creature.

Like other *cure* spells, *mass cure light wounds* deals damage to undead in its area rather than curing them.

Each affected undead may attempt a Will save for half damage.

CURE MINOR WOUNDS

Conjuration (Healing)

Level: Clr 0, Drd 0

This spell functions like *cure light wounds*, except that it cures only 1 point of damage.

CURE MODERATE WOUNDS

Conjuration (Healing)

Level: Brd 2, Clr 2, Drd 3, Healing 2, Pal 3, Rgr 3

This spell functions like *cure light wounds*, except that it cures 2d8 points of damage +1 point per caster level (maximum +10).

CURE MODERATE WOUNDS, MASS

Conjuration (Healing)

Level: Brd 6, Clr 6, Drd 7

This spell functions like *mass cure light wounds*, except that it cures 2d8 points of damage +1 point per caster level (maximum +30).

CURE SERIOUS WOUNDS

Conjuration (Healing)

Level: Brd 3, Clr 3, Drd 4, Pal 4, Rgr 4, Healing 3

This spell functions like *cure light wounds*, except that it cures 3d8 points of damage +1 point per caster level (maximum +15).

CURE SERIOUS WOUNDS, MASS

Conjuration (Healing)

Level: Clr 7, Drd 8

This spell functions like *mass cure light wounds*, except that it cures 3d8 points of damage +1 point per caster level (maximum +35).

DELAY POISON

Conjuration (Healing)

Level: Brd 2, Clr 2, Drd 2, Pal 2, Rgr 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The subject becomes temporarily immune to poison.

Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired.

Delay poison does not cure any damage that poison may have already done.

DIMENSION DOOR

Conjuration (Teleportation)

Level: Brd 4, Sor/Wiz 4, Travel 4

Components: V

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target: You and touched objects or other touched willing creatures

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Spell Resistance: No and Yes (object)

You instantly transfer yourself from your current location to any other spot within range.

You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating direction, such as “900 feet straight downward”, or “upward to the northwest, 45-degree angle, 1,200 feet”.

After using this spell, you can't take any other actions until your next turn.

You can bring along objects as long as their weight doesn't exceed your maximum load.

You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels.

A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth.

All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location.

If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet.

If there is no free space within 1,000 feet, you and each creature travelling with you take an additional 4d6 points of damage and the spell simply fails.

DRAWMIJ'S INSTANT SUMMONS

Conjuration (Summoning)

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 standard action

Range: See text

Target: One object weighing 10 lb. or less whose longest dimension is 6 ft. or less

Duration: Permanent until discharged

Saving Throw: None

Spell Resistance: No

You call some nonliving item from virtually any location directly to your hand.

First, you must place your *arcane mark* (page 201) on the item.

Then you cast this spell, which magically and invisibly inscribes the name of the item on a sapphire worth at least 1,000 gp.

Thereafter, you can summon the item by speaking a special word (set by you when the spell is cast) and crushing the gem.

The item appears instantly in your hand.

Only you can use the gem in this way.

If the item is in the possession of another creature, the spell does not work, but you know who the possessor is and roughly where that creature is located when the summons occurs.

The inscription on the gem is invisible.

It is also unreadable, except by means of a *read magic* spell, to anyone but you.

The item can be summoned from another plane, but only if no other creature has claimed ownership of it.

Material Component: A sapphire worth at least 1,000 gp.

ELEMENTAL SWARM

Conjuration (Summoning) [see text]

Level: Air 9, Drd 9, Earth 9, Fire 9, Water 9

Components: V, S

Casting Time: 10 minutes

Range: Medium (100 ft. + 10 ft./level)

Effect: Two or more summoned creatures, no two of which can be more than 30 ft. apart

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

This spell opens a portal to an Elemental Plane and summons elementals from it.

A druid can choose the plane (Air, Earth, Fire, or Water); a cleric opens a portal to the plane matching his domain.

When the spell is complete, 2d4 Large elementals appear.

Ten minutes later, 1d4 Huge elementals appear.

Ten minutes after that, one greater elemental appears.

Each elemental has maximum hit points per HD.

Once these creatures appear, they serve you for the duration of the spell.

The elementals obey you explicitly and never attack you, even if someone else manages to gain control over them. You do not need to concentrate to maintain control over the elementals.

You can dismiss them singly or in groups at any time.

When you use a summoning spell to summon an air, earth, fire, or water creature, it is a spell of that type.

For example, *elemental swarm* is a fire spell when you cast it to summon fire elementals and a water spell when you use it to summon water elementals.

EVARD'S BLACK TENTACLES

Conjuration (Creation)

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius spread

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell conjures a field of rubbery black tentacles, each 10 feet long.

These waving members seem to spring forth from the earth, floor, or whatever surface is underfoot—including water.

They grasp and entwine around creatures that enter the area, holding them fast and crushing them with great strength.

Every creature within the area of the spell must make a grapple check, opposed by the grapple check of the tentacles.

Treat the tentacles attacking a particular target as a Large creature with a base attack bonus equal to your caster level and a Strength score of 19.

Thus, its grapple check modifier is equal to your caster level +8.

The tentacles are immune to all types of damage.

Once the tentacles grapple an opponent, they may make a grapple check each round on your turn to deal 1d6+4 points of bludgeoning damage.

The tentacles continue to crush the opponent until the spell ends or the opponent escapes.

Any creature that enters the area of the spell is immediately attacked by the tentacles.

Even creatures who aren't grappling with the tentacles may move through the area at only half normal speed.

Material Component: A piece of tentacle from a giant octopus or a giant squid.

FIRE SEEDS

Conjuration (Creation) [Fire]

Level: Drd 6, Fire 6, Sun 6

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Targets: Up to four touched acorns or up to eight touched holly berries

Duration: 10 min./level or until used

Saving Throw: None or Reflex half; see text

Spell Resistance: No

Depending on the version of *fire seeds* you choose, you turn acorns into splash weapons that you or another character can throw, or you turn holly berries into bombs that you can detonate on command.

Acorn Grenades: As many as four acorns turn into special splash weapons that can be hurled as far as 100 feet.

A ranged touch attack roll is required to strike the intended target.

Together, the acorns are capable of dealing 1d6 points of fire damage per caster level (maximum 20d6), divided up among the acorns as you wish.

For example, a 20th-level druid could create one 20d6 missile, two 10d6 missiles, one 1d6 and three 3d6 missiles, or any other combination totalling up to four acorns and 20d6 points of damage.

Each acorn explodes upon striking any hard surface.

In addition to its regular fire damage, it deals 1 point of splash damage per die, and it ignites any combustible materials within 10 feet.

A creature within this area that makes a successful Reflex saving throw takes only half damage; a creature struck directly is not allowed a saving throw.

Holly Berry Bombs: You turn as many as eight holly berries into special bombs.

The holly berries are usually placed by hand, since they are too light to make effective thrown weapons (they can be tossed only 5 feet).

If you are within 200 feet and speak a word of command, each berry instantly bursts into flame, causing 1d8 points of fire damage +1 point per caster level to every creature in a 5-foot-radius burst and igniting any combustible materials within 5 feet.

A creature in the area that makes a successful Reflex saving throw takes only half damage.

Material Component: The acorns or holly berries.

FOG CLOUD

Conjuration (Creation)

Level: Drd 2, Sor/Wiz 2, Water 2

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft. level)

Effect: Fog spreads in 20-ft. radius, 20 ft. high

Duration: 10 min./level

Saving Throw: None

Spell Resistance: No

A bank of fog billows out from the point you designate.

The fog obscures all sight, including darkvision, beyond 5 feet.

A creature within 5 feet has concealment (attacks have a 20% miss chance).

Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round. The spell does not function underwater.

GATE

Conjuration (Creation or Calling)

Level: Clr 9, Sor/Wiz 9

Components: V, S, XP; see text

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: See text

Duration: Instantaneous or concentration (up to 1 round/level); see text

Saving Throw: None

Spell Resistance: No

Casting a *gate* spell has two effects.

First, it creates an interdimensional connection between your plane of existence and a plane you specify, allowing travel between those two planes in either direction. Second, you may then call a particular individual or kind of being through the *gate*.

The *gate* itself is a circular hoop or disk from 5 to 20 feet in diameter (caster's choice), oriented in the direction you desire when it comes into existence (typically vertical and facing you).

It is a two-dimensional window looking into the plane you specified when casting the spell, and anyone or anything that moves through is shunted instantly to the other side.

A *gate* has a front and a back.

Creatures moving through the *gate* from the front are transported to the other plane; creatures moving through it from the back are not.

Planar Travel: As a mode of planar travel, a *gate* spell functions much like a *plane shift* spell, except that the *gate* opens precisely at the point you desire (a creation effect). Deities and other beings who rule a planar realm can prevent a *gate* from opening in their presence or personal demesnes if they so desire.

Travelers need not join hands with you—anyone who chooses to step through the portal is transported.

A *gate* cannot be opened to another point on the same plane; the spell works only for interplanar travel.

You could position a *gate* in a hallway in order to absorb any attack or force coming at you by shunting it to another plane.

Whether the denizens of that plane appreciate this tactic is, of course, another matter.

You may hold the *gate* open only for a brief time (no more than 1 round per caster level), and you must concentrate on doing so, or else the interplanar connection is severed.

Calling Creatures: The second effect of the *gate* spell is to call an extraplanar creature to your aid (a calling effect).

By naming a particular being or kind of being as you cast the spell, you cause the *gate* to open in the immediate vicinity of the desired creature and pull the subject through, willing or unwilling.

Deities and unique beings are under no compulsion to come through the *gate*, although they may choose to do so of their own accord.

This use of the spell creates a *gate* that remains open just long enough to transport the called creatures.

This use of the spell has an XP cost (see below).

If you choose to call a kind of creature instead of a known individual—for instance, a bearded devil or a ghaele eladrin—you may call either a single creature (of any HD) or several creatures.

You can call and control several creatures as long as their HD total does not exceed your caster level.

In the case of a single creature, you can control it if its HD do not exceed twice your caster level.

A single creature with more HD than twice your caster level can't be controlled.

Deities and unique beings cannot be controlled in any event.

An uncontrolled being acts as it pleases, making the calling of such creatures rather dangerous.

An uncontrolled being may return to its home plane at any time.

A controlled creature can be commanded to perform a service for you.

Such services fall into two categories: immediate tasks and contractual service.

Fighting for you in a single battle or taking any other actions that can be accomplished within 1 round per caster level counts as an immediate task; you need not make any agreement or pay any reward for the creature's help.

The creature departs at the end of the spell.

If you choose to exact a longer or more involved form of service from a called creature, you must offer some fair trade in return for that service.

The service exacted must be reasonable with respect to the promised favor or reward; see the *lesser planar ally* spell for appropriate rewards.

(Some creatures may want their payment in "livestock" rather than in coin, which could involve complications). Immediately upon completion of the service, the being is transported to your vicinity, and you must then and there turn over the promised reward.

After this is done, the creature is instantly freed to return to its own plane.

Failure to fulfill the promise to the letter results in your being subjected to service by the creature or by its liege and master, at the very least.

At worst, the creature or its kin may attack you.

Note: When you use a calling spell such as *gate* to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it becomes a spell of that type.

For example, *gate* is a chaotic and evil spell when you cast it to call a demon.

XP Cost: 1,000 XP (only for the *calling creatures* function).

GLITTERDUST

Conjuration (Creation)

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Creatures and objects within 10-ft.-radius spread

Duration: 1 round/level

Saving Throw: Will negates (blinding only)

Spell Resistance: No

A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell.

All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Any creature covered by the dust takes a -40 penalty on Hide checks.
Material Component: Ground mica.

GREASE

Conjuration (Creation)

Level: Brd 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target or Area: One object or a 10-ft. square

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: No

A grease spell covers a solid surface with a layer of slippery grease.

Any creature in the area when the spell is cast must make a successful Reflex save or fall.

This save is repeated on your turn each round that the creature remains within the area.

A creature can walk within or through the area of grease at half normal speed with a DC 10 Balance check.

Failure means it can't move that round (and must then make a Reflex save or fall), while failure by 5 or more means it falls (see the Balance skill for details).

The DM should adjust saving throws by circumstance.

For example, a creature charging down an incline that is suddenly *greased* has little chance to avoid the effect, but its ability to exit the affected area is almost assured (whether it wants to or not).

The spell can also be used to create a greasy coating on an item—a rope, ladder rungs, or a weapon handle, for instance.

Material objects not in use are always affected by this spell, while an object wielded or employed by a creature receives a Reflex saving throw to avoid the effect.

If the initial saving throw fails, the creature immediately drops the item.

A saving throw must be made in each round that the creature attempts to pick up or use the *greased* item.

A creature wearing *greased* armor or clothing gains a +10 circumstance bonus on Escape Artist checks and on grapple checks made to resist or escape a grapple or to escape a pin.

Material Component: A bit of pork rind or butter.

Greater (Spell Name) Any spell whose name begins with *greater* is alphabetized in this chapter according to the second word of the spell name.

Thus, the description of a *greater* spell appears near the description of the spell on which it is based.

Spell chains that have *greater* spells in them include those based on the spells *arcane sight*, *command*, *dispel magic*, *glyph of warding*, *invisibility*, *magic fang*, *magic weapon*, *planar ally*, *planar binding*, *prying eyes*, *restoration*, *screying*, *shadow conjuration*, *shadow evocation*, *shout*, and *teleport*.

HEAL MOUNT

Conjuration (Healing)

Level: Pal 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Your mount touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell functions like *heal*, but it affects only the paladin's special mount (typically a warhorse).

HEAL

Conjuration (Healing)

Level: Clr 6, Drd 7, Healing 6

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Heal enables you to channel positive energy into a creature to wipe away injury and afflictions.

It immediately ends any and all of the following adverse conditions affecting the Target: ability damage, blinded, *confused*, dazed, dazzled, deafened, diseased, exhausted, fatigued, *feebleminded*, insanity, nauseated, sickened, stunned, and poisoned.

It also cures 10 hit points of damage per level of the caster, to a maximum of 150 points at 15th level.

Heal does not remove negative levels, restore permanently drained levels, or restore permanently drained ability score points.

If used against an undead creature, *heal* instead acts like *harm*.

HEAL, MASS

Conjuration (Healing)

Level: Clr 9, Healing 9

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *heal*, except as noted above.

The maximum number of hit points restored to each creature is 250.

HEROES' FEAST

Conjuration [Creation]

Level: Brd 6, Clr 6

Components: V, S, DF

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Feast for one creature/level

Duration: 1 hour plus 12 hours; see text

Saving Throw: None

Spell Resistance: No

You bring forth a great feast, including a magnificent table, chairs, service, and food and drink.

The feast takes 1 hour to consume, and the beneficial effects do not set in until this hour is over.

Every creature partaking of the feast is cured of all diseases, sickness, and nausea; becomes immune to poison for 12 hours; and gains 1d8 temporary hit points +1 point per two

caster levels (maximum +10) after imbibing the nectar-like beverage that is part of the feast.
The ambrosial food that is consumed grants each creature that partakes a +1 morale bonus on attack rolls and Will saves and immunity to fear effects for 12 hours.
If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated.

INCENDIARY CLOUD

Conjuration (Creation) [Fire]

Level: Fire 8, Sor/Wiz 8

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Cloud spreads in 20-ft. radius, 20 ft. high

Duration: 1 round/level

Saving Throw: Reflex half; see text

Spell Resistance: No

An *incendiary cloud* spell creates a cloud of roiling smoke shot through with white-hot embers.

The smoke obscures all sight as a *fog cloud* does.

In addition, the white-hot embers within the cloud deal 4d6 points of fire damage to everything within the cloud on your turn each round.

All targets can make Reflex saves each round to take half damage.

As with a *cloudkill* spell, the smoke moves away from you at 10 feet per round.

Figure out the smoke's new spread each round based on its new point of origin, which is 10 feet farther away from where you were when you cast the spell.

By concentrating, you can make the cloud (actually its point of origin) move as much as 60 feet each round.

Any portion of the cloud that would extend beyond your maximum range dissipates harmlessly, reducing the remainder's spread thereafter.

As with *fog cloud*, wind disperses the smoke, and the spell can't be cast underwater.

INSECT PLAGUE

Conjuration (Summoning)

Level: Clr 5, Drd 5

Components: V, S, DF

Casting Time: 1 round

Range: Long (400 ft. + 40 ft./level)

Effect: One swarm of locusts per three levels, each of which must be adjacent to at least one other swarm

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

You summon a number of swarms of locusts (one per three levels, to a maximum of six swarms at 18th level).

The swarms must be summoned so that each one is adjacent to at least one other swarm (that is, the swarms must fill one contiguous area).

You may summon the locust swarms so that they share the area of other creatures.

Each swarm attacks any creatures occupying its area.

The swarms are stationary after being summoned, and won't pursue creatures that flee.

See the *Monster Manual* for details on locust swarms.

LEOMUND'S SECRET CHEST

Conjuration (Summoning)

Level: Sor/Wiz 5

Components: V, S, F

Casting Time: 10 minutes

Range: See text

Target: One chest and up to 1 cu. ft. of goods/caster level

Duration: Sixty days or until discharged

Saving Throw: None

Spell Resistance: No

You hide a chest on the Ethereal Plane for as long as sixty days and can retrieve it at will.

The chest can contain up to 1 cubic foot of material per caster level (regardless of the chest's actual size, which is about 3 feet by 2 feet by 2 feet).

If any living creatures are in the chest, there is a 75% chance that the spell simply fails.

Once the chest is hidden, you can retrieve it by concentrating (a standard action), and it appears next to you.

The chest must be exceptionally well crafted and expensive, constructed for you by master crafters.

If made principally of wood, it must be ebony, rosewood, sandalwood, teak, or the like, and all of its corner fittings, nails, and hardware must be platinum.

If constructed of ivory, the metal fittings of the chest must be gold.

If the chest is fashioned from bronze, copper, or silver, its fittings must be silver or electrum (a valuable metal).

The cost of such a chest is never less than 5,000 gp.

Once it is constructed, you must make a tiny replica (of the same materials and perfect in every detail), so that the miniature of the chest appears to be a perfect copy.

(The replica costs 50 gp).

You can have but one pair of these chests at any given time—even a *wish* spell does not allow more.

The chests are nonmagical and can be fitted with locks, wards, and so on, just as any normal chest can be.

To hide the chest, you cast the spell while touching both the chest and the replica.

The chest vanishes into the Ethereal Plane.

You need the replica to recall the chest.

After sixty days, there is a cumulative chance of 5% per day that the chest is irretrievably lost.

If the miniature of the chest is lost or destroyed, there is no way, not even with a *wish* spell, that the large chest can be summoned back, although an extraplanar expedition might be mounted to find it.

Living things in the chest eat, sleep, and age normally, and they die if they run out of food, air, water, or whatever they need to survive.

Focus: The chest and its replica.

LEOMUND'S SECURE SHELTER

Conjuration (Creation)

Level: Brd 4, Sor/Wiz 4

Components: V, S, M, F; see text

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 20-ft.-square structure

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

You conjure a sturdy cottage or lodge made of material that is common in the area where the spell is cast—stone, timber, or (at worst) sod.

The floor is level, clean, and dry.

In all respects the lodging resembles a normal cottage, with a sturdy door, two shuttered windows, and a small fireplace. The shelter has no heating or cooling source (other than natural insulation qualities).

Therefore, it must be heated as a normal dwelling, and extreme heat adversely affects it and its occupants.

The dwelling does, however, provide considerable security otherwise—it is as strong as a normal stone building, regardless of its material composition.

The dwelling resists flames and fire as if it were stone.

It is impervious to normal missiles (but not the sort cast by siege engines or giants).

The door, shutters, and even chimney are secure against intrusion, the former two being *arcane locked* and the latter secured by an iron grate at the top and a narrow flue.

In addition, these three areas are protected by an *alarm* spell.

Finally, an *unseen servant* is conjured to provide service to you for the duration of the shelter.

The *secure shelter* contains rude furnishings—eight bunks, a trestle table, eight stools, and a writing desk.

Material Component: A square chip of stone, crushed lime, a few grains of sand, a sprinkling of water, and several splinters of wood.

These must be augmented by the components of the *unseen servant* spell (string and a bit of wood) if this benefit is to be included.

Focus: The focus of the *alarm* spell (silver wire and a tiny bell) if this benefit is to be included.

MAGE ARMOR

Conjuration (Creation) [Force]

Level: Sor/Wiz 1

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

An invisible but tangible field of force surrounds the subject of a *mage armor* spell, providing a +4 armor bonus to AC.

Unlike mundane armor, *mage armor* entails no armor check penalty, arcane spell failure chance, or speed reduction.

Since *mage armor* is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Focus: A piece of cured leather.

MAJOR CREATION

Conjuration (Creation)

Level: Sor/Wiz 5

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Duration: See text

This spell functions like *minor creation*, except that you can also create an object of mineral nature: stone, crystal, metal, or the like.

The duration of the created item varies with its relative hardness and rarity, as indicated on the following table.

Hardness and**Rarity Examples****Duration**

Vegetable matter	2 hr./level
Stone, crystal, base metals	1 hr./level
Precious metals	20 min./level
Gems	10 min./level
Rare metal ¹	1 round/level

¹ Includes adamantite, alchemical silver, and mithral. You can't use major creation to create a cold iron item. See the *Dungeon Master's Guide* for details.

MAZE

Conjuration (Teleportation)

Level: Sor/Wiz 8

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: See text

Saving Throw: None

Spell Resistance: Yes

You banish the subject into an extradimensional labyrinth of force planes.

Each round on its turn, it may attempt a DC 20 Intelligence check to escape the labyrinth as a full-round action.

If the subject doesn't escape, the maze disappears after 10 minutes, forcing the subject to leave.

On escaping or leaving the maze, the subject reappears where it had been when the *maze* spell was cast.

If this location is filled with a solid object, the subject appears in the nearest open space.

Spells and abilities that move a creature within a plane, such as *teleport* and *dimension door*, do not help a creature escape a *maze* spell, although a *plane shift* spell allows it to exit to whatever plane is designated in that spell.

Minotaurs are not affected by this spell.

MELF'S ACID ARROW

Conjuration (Creation) [Acid]

Level: Sor/Wiz 2

Components: V, S, M, F

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: One arrow of acid

Duration: 1 round + 1 round per three levels

Saving Throw: None

Spell Resistance: No

A magical arrow of acid springs from your hand and speeds to its target.

You must succeed on a ranged touch attack to hit your target.
The arrow deals 2d4 points of acid damage with no splash damage.

For every three caster levels (to a maximum of 18th), the acid, unless somehow neutralized, lasts for another round, dealing another 2d4 points of damage in that round.

Material Component: Powdered rhubarb leaf and an adder's stomach.

Focus: A dart.

MINOR CREATION

Conjuration (Creation)

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 minute

Range: 0 ft.

Effect: Unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

You create a nonmagical, unattended object of nonliving, vegetable matter—linen clothes, a hemp rope, a wooden ladder, and so forth.

The volume of the item created cannot exceed 1 cubic foot per caster level.

You must succeed on an appropriate skill check to make a complex item, such as Craft (bowmaking) check to make straight arrow shafts.

Attempting to use any created object as a material component causes the spell to fail.

Material Component: A tiny piece of matter of the same sort of item you plan to create with *minor creation*—a bit of twisted hemp to create rope, and so forth.

MORDENKAINEN'S FAITHFUL HOUND

Conjuration (Creation)

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Phantom watchdog

Duration: 1 hour/caster level or until discharged, then 1 round/caster level; see text

Saving Throw: None

Spell Resistance: No

You conjure up a phantom watchdog that is invisible to everyone but yourself.

It then guards the area where it was conjured (it does not move).

The hound immediately starts barking loudly if any Small or larger creature approaches within 30 feet of it. (Those within 30 feet of the hound when it is conjured may move about in the area, but if they leave and return, they activate the barking).

The hound sees invisible and ethereal creatures.

It does not react to figments, but it does react to shadow illusions.

If an intruder approaches to within 5 feet of the hound, the dog stops barking and delivers a vicious bite (+10 attack bonus, 2d6+3 points of piercing damage) once per round.

The dog also gets the bonuses appropriate to an invisible creature.

The dog is considered ready to bite intruders, so it delivers its first bite on the intruder's turn.

Its bite is the equivalent of a magic weapon for the purpose of damage reduction.

The hound cannot be attacked, but it can be dispelled.

The spell lasts for 1 hour per caster level, but once the hound begins barking, it lasts only 1 round per caster level. If you are ever more than 100 feet distant from the hound, the spell ends.

Material Component: A tiny silver whistle, a piece of bone, and a thread.

MORDENKAINEN'S MAGNIFICENT MANSION

Conjuration (Creation)

Level: Sor/Wiz 7

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Extradimensional mansion, up to three 10-ft. cubes/level (S)

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

You conjure up an extradimensional dwelling that has a single entrance on the plane from which the spell was cast. The entry point looks like a faint shimmering in the air that is 4 feet wide and 8 feet high.

Only those you designate may enter the mansion, and the portal is shut and made invisible behind you when you enter.

You may open it again from your own side at will.

Once observers have passed beyond the entrance, they are in a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and warm.

You can create any floor plan you desire to the limit of the spell's effect.

The place is furnished and contains sufficient foodstuffs to serve a nine-course banquet to a dozen people per caster level.

A staff of near-transparent servants (as many as two per caster level), liveried and obedient, wait upon all who enter. The servants function as *unseen servant* spells except that they are visible and can go anywhere in the mansion.

Since the place can be entered only through its special portal, outside conditions do not affect the mansion, nor do conditions inside it pass to the plane beyond.

Focus: A miniature portal carved from ivory, a small piece of polished marble, and a tiny silver spoon (each item worth 5 gp).

MOUNT

Conjuration (Summoning)

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One mount

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

You summon a light horse or a pony (your choice) to serve you as a mount.
The steed serves willingly and well.
The mount comes with a bit and bridle and a riding saddle.
Material Component: A bit of horse hair.

NEUTRALIZE POISON

Conjuration (Healing)

Level: Brd 4, Clr 4, Drd 3, Pal 4, Rgr 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature or object of up to 1 cu. ft./level touched

Duration: 10 min./level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You detoxify any sort of venom in the creature or object touched.

A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

For example, if a poison has dealt 3 points of Constitution damage to a character and threatens to deal more damage later, this spell prevents the future damage but does not repair the damage already done.

The creature is immune to any poison it is exposed to during the duration of the spell.

Unlike with *delay poison*, such effects aren't postponed until after the duration—the creature need not make any saves against poison effects applied to it during the length of the spell.

This spell can instead neutralize the poison in a poisonous creature or object for the duration of the spell, at the caster's option.

Arcane Material Component: A bit of charcoal.

OBSCURING MIST

Conjuration (Creation)

Level: Air 1, Clr 1, Drd 1, Sor/Wiz 1, Water 1

Components: V, S

Casting Time: 1 standard action

Range: 20 ft.

Effect: Cloud spreads in 20-ft. radius from you, 20 ft. high

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

A misty vapor arises around you.

It is stationary once created.

The vapor obscures all sight, including darkvision, beyond 5 feet.

A creature 5 feet away has concealment (attacks have a 20% miss chance).

Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A moderate wind (11+ mph), such as from a *gust of wind* spell, disperses the fog in 4 rounds.

A strong wind (21+ mph) disperses the fog in 1 round.

A *fireball*, *flame strike*, or similar spell burns away the fog in the explosive or fiery spell's area.

A *wall of fire* burns away the fog in the area into which it deals damage.

This spell does not function underwater.

PHANTOM STEED

Conjuration (Creation)

Level: Brd 3, Sor/Wiz 3

Components: V, S

Casting Time: 10 minutes

Range: 0 ft.

Effect: One quasi-real, horselike creature

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

You conjure a Large, quasi-real, horselike creature.

The steed can be ridden only by you or by the one person for whom you specifically created the mount.

A phantom steed has a black head and body, gray mane and tail, and smoke-colored, insubstantial hooves that make no sound.

It has what seems to be a saddle, bit, and bridle.

It does not fight, but animals shun it and refuse to attack it.

The mount has an AC of 18 (–1 size, +4 natural armor, +5 Dex) and 7 hit points +1 hit point per caster level.

If it loses all its hit points, the phantom steed disappears.

A phantom steed has a speed of 20 feet per caster level, to a maximum of 240 feet.

It can bear its rider's weight plus up to 10 pounds per caster level.

These mounts gain certain powers according to caster level. A mount's abilities include those of mounts of lower caster levels.

Thus, a mount created by a 12th-level caster has the 8th, 10th, and 12th caster level abilities.

8th Level: The mount can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.

10th Level: The mount can use *water walk* at will (as the spell, no action required to activate this ability).

12th Level: The mount can use *air walk* at will (as the spell, no action required to activate this ability) for up to 1 round at a time, after which it falls to the ground.

14th Level: The mount can fly at its speed (average maneuverability).

PHASE DOOR

Conjuration (Creation)

Level: Sor/Wiz 7, Travel 8

Components: V

Casting Time: 1 standard action

Range: 0 ft.

Effect: Ethereal 5 ft. by 8 ft. opening, 10 ft. deep + 5 ft. deep per three levels

Duration: One usage per two levels

Saving Throw: None

Spell Resistance: No

This spell creates an ethereal passage through wooden, plaster, or stone walls, but not other materials.

The *phase door* is invisible and inaccessible to all creatures except you, and only you can use the passage.

You disappear when you enter the *phase door* and appear when you exit.

If you desire, you can take one other creature (Medium or smaller) through the door.
This counts as two uses of the door.
The door does not allow light, sound, or spell effects through it, nor can you see through it without using it.
Thus, the spell can provide an escape route, though certain creatures, such as phase spiders, can follow with ease.
A *gem of true seeing* or similar magic reveals the presence of a *phase door* but does not allow its use.
A *phase door* is subject to *dispel magic*.
If anyone is within the passage when it is dispelled, he is harmlessly ejected just as if he were inside a *passwall* effect.
You can allow other creatures to use the *phase door* by setting some triggering condition for the door.
Such conditions can be as simple or elaborate as you desire.
They can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities.
Intangibles such as level, class, Hit Dice, and hit points don't qualify.
Phase door can be made permanent with a *permanency* spell.

PLANAR ALLY

Conjuration (Calling) [see text for *lesser planar ally*]

Level: Clr 6

Effect: One or two called elementals or outsiders, totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear

This spell functions like *lesser planar ally*, except you may call a single creature of 12 HD or less, or two creatures of the same kind whose Hit Dice total no more than 12.

The creatures agree to help you and request your return payment together.

XP Cost: 250 XP.

PLANAR ALLY, GREATER

Conjuration (Calling) [see text for *lesser planar ally*]

Level: Clr 8

Effect: Up to three called elementals or outsiders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear

This spell functions like *lesser planar ally*, except that you may call a single creature of 18 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 18.

The creatures agree to help you and request your return payment together.

XP Cost: 500 XP.

PLANAR ALLY, LESSER

Conjuration (Calling) [see text]

Level: Clr 4

Components: V, S, DF, XP

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One called elemental or outsider of 6 HD or less

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

By casting this spell, you request your deity to send you an elemental or outsider (of 6 HD or less) of the deity's choice.

If you serve no particular deity, the spell is a general plea answered by a creature sharing your philosophical alignment.

If you know an individual creature's name, you may request that individual by speaking the name during the spell (though you might get a different creature anyway).

You may ask the creature to perform one task in exchange for a payment from you.

Tasks might range from the simple (fly us across the chasm, help us fight a battle) to the complex (spy on our enemies, protect us on our foray into the dungeon).

You must be able to communicate with the creature called in order to bargain for its services.

The creature called requires a payment for its services.

This payment can take a variety of forms, from donating gold or magic items to an allied temple, to a gift given directly to the creature, to some other action on your part that matches the creature's alignment and goals.

Regardless, this payment must be made before the creature agrees to perform any services.

The bargaining takes at least 1 round, so any actions by the creature begin in the round after it arrives.

A task taking up to 1 minute per caster level requires a payment of 100 gp per HD of the creature called.

For a task taking up to 1 hour per caster level, the creature requires a payment of 500 gp per HD.

A long-term task, one requiring up to one day per caster level, requires a payment of 1,000 gp per HD.

A nonhazardous task requires only half the indicated payment, while an especially hazardous task might require a greater gift.

Few if any creatures will accept a task that seems suicidal (remember, a called creature actually dies when it is killed, unlike a summoned creature).

However, if the task is strongly aligned with the creature's ethos, the DM may halve or even waive the payment.

For instance, a celestial creature called to battle demons might require a gift of only half the normal value.

At the end of its task, or when the duration bargained for expires, the creature returns to its home plane (after reporting back to you, if appropriate and possible).

Note: When you use a calling spell that calls an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

For example, a *lesser planar ally* is a fire spell when it calls a fire elemental.

XP Cost: 100 XP.

PLANAR BINDING

Conjuration (Calling) [see text for *lesser planar binding*]

Level: Sor/Wiz 6

Components: V, S

Targets: Up to three elementals or outsiders, totaling no more than 12 HD, no two of which can be more than 30 ft. apart when they appear

This spell functions like *lesser planar binding*, except that you may call a single creature of 12 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 12.

Each creature gets a save, makes an independent attempt to escape, and must be individually persuaded to aid you.

PLANAR BINDING, GREATER

Conjuration (Calling) [see text for *lesser planar binding*]

Level: Sor/Wiz 8

Components: V, S

Targets: Up to three elementals or outsiders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear

This spell functions like *lesser planar binding*, except that you may call a single creature of 18 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 18.

Each creature gets a saving throw, makes independent attempts to escape, and must be persuaded to aid you individually.

PLANAR BINDING, LESSER

Conjuration (Calling) [see text]

Level: Sor/Wiz 5

Components: V, S

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels); see text

Target: One elemental or outsider with 6 HD or less

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: No and Yes; see text

Casting this spell attempts a dangerous act: to lure a creature from another plane to a specifically prepared trap, which must lie within the spell's range.

The called creature is held in the trap until it agrees to perform one service in return for its freedom.

To create the trap, you must use a *magic circle* spell, focused inward.

The kind of creature to be bound must be known and stated.

If you wish to call a specific individual, you must use that individual's proper name in casting the spell.

The target creature is allowed a Will saving throw.

If the saving throw succeeds, the creature resists the spell.

If the saving throw fails, the creature is immediately drawn to the trap (spell resistance does not keep it from being called).

The creature can escape from the trap with by successfully pitting its spell resistance against your caster level check, by dimensional travel, or with a successful Charisma check (DC 15 + 1/2 your caster level + your Cha modifier).

It can try each method once per day.

If it breaks loose, it can flee or attack you.

A *dimensional anchor* cast on the creature prevents its escape via dimensional travel.

You can also employ a calling diagram (see *magic circle against evil*, page 246) to make the trap more secure.

If the creature does not break free of the trap, you can keep it bound for as long as you dare.

You can attempt to compel the creature to perform a service by describing the service and perhaps offering some sort of reward.

You make a Charisma check opposed by the creature's Charisma check.

The DM assigns your check a bonus of +0 to +6 based on the nature of the service and the reward.

If the creature wins the opposed check, it refuses service.

New offers, bribes, and the like can be made or the old ones reoffered every 24 hours.

This process can be repeated until the creature promises to serve, until it breaks free, or until you decide to get rid of it by means of some other spell.

Impossible demands or unreasonable commands are never agreed to.

If you roll a 1 on the Charisma check, the creature breaks free of the binding and can escape or attack you.

Once the requested service is completed, the creature need only so inform you to be instantly sent back whence it came.

The creature might later seek revenge.

If you assign some open-ended task that the creature cannot complete though its own actions (such as "Wait here" or "Defend this area against attack"), the spell remains in effect for a maximum of one day per caster level, and the creature gains an immediate chance to break free.

Note that a clever recipient can subvert some instructions. When you use a calling spell to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

For example, *lesser planar binding* is a water spell when you cast it to call a water elemental.

PLANE SHIFT

Conjuration (Teleportation)

Level: Clr 5, Sor/Wiz 7

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Creature touched, or up to eight willing creatures joining hands

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You move yourself or some other creature to another plane of existence or alternate dimension.

If several willing persons link hands in a circle, as many as eight can be affected by the *plane shift* at the same time.

Precise accuracy as to a particular arrival location on the intended plane is nigh impossible.

From the Material Plane, you can reach any other plane, though you appear 5 to 500 miles (5d%) from your intended destination.

Note: *Plane shift* transports creatures instantaneously and then ends.

The creatures need to find other means if they are to travel back.

Focus: A small, forked metal rod.

The size and metal type dictates to which plane of existence or alternate dimension the spell sends the affected creatures.

Forked rods keyed to certain planes or dimensions may be difficult to come by, as decided by the DM.

RAISE DEAD

Conjuration (Healing)

Level: Clr 5

Components: V, S, M, DF

Casting Time: 1 minute

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

You restore life to a deceased creature.

You can raise a creature that has been dead for no longer than one day per caster level.

In addition, the subject's soul must be free and willing to return (see *Bringing Back the Dead*, page 171).

If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw.

Coming back from the dead is an ordeal.

The subject of the spell loses one level (or 1 Hit Die) when it is raised, just as if it had lost a level or a Hit Die to an energy-draining creature.

If the subject is 1st level, it loses 2 points of Constitution instead (if this would reduce its Con to 0 or less, it can't be raised).

This level/HD loss or Constitution loss cannot be repaired by any means.

A character who died with spells prepared has a 50% chance of losing any given spell upon being raised, in addition to losing spells for losing a level.

A spellcasting creature that doesn't prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell, in addition to losing spell slots for losing a level.

A raised creature has a number of hit points equal to its current Hit Dice.

Any ability scores damaged to 0 are raised to 1.

Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone.

While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole.

Otherwise, missing parts are still missing when the creature is brought back to life.

None of the dead creature's equipment or possessions are affected in any way by this spell.

A creature who has been turned into an undead creature or killed by a death effect can't be raised by this spell.

Constructs, elementals, outsiders, and undead creatures can't be raised.

The spell cannot bring back a creature that has died of old age.

Material Component: Diamonds worth a total of at least 5,000 gp.

REFUGE

Conjuration (Teleportation)

Level: Clr 7, Sor/Wiz 9

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: Permanent until discharged

Saving Throw: None

Spell Resistance: No

You create powerful magic in some specially prepared object—a statuette, a jeweled rod, a gem, or the like.

This object contains the power to instantly transport its possessor across any distance within the same plane to your abode.

Once the item is transmuted, you must give it willingly to a creature and at the same time inform it of a command word to be spoken when the item is used.

To make use of the item, the subject speaks the command word at the same time that it rends or breaks the item (a standard action).

When this is done, the individual and all objects it is wearing and carrying (to a maximum of the character's heavy load) are instantly transported to your abode.

No other creatures are affected (aside from a familiar that is touching the subject).

You can alter the spell when casting it so that it transports you to within 10 feet of the possessor of the item when it is broken and the command word spoken.

You will have a general idea of the location and situation of the item possessor at the time the refuge spell is discharged, but once you decide to alter the spell in this fashion, you have no choice whether or not to be transported.

Material Component: The specially prepared object, whose construction requires gems worth 1,500 gp.

REGENERATE

Conjuration (Healing)

Level: Clr 7, Drd 9, Healing 7

Components: V, S, DF

Casting Time: 3 full rounds

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures), broken bones, and ruined organs grow back.

After the spell is cast, the physical regeneration is complete in 1 round if the severed members are present and touching the creature.

It takes 2d10 rounds otherwise.

Regenerate also cures 4d8 points of damage +1 point per caster level (maximum +35), rids the subject of exhaustion and/or fatigue, and eliminates all nonlethal damage the subject has taken.

It has no effect on nonliving creatures (including undead).

REMOVE BLINDNESS/DEAFNESS

Conjuration (Healing)

Level: Clr 3, Pal 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Remove blindness/deafness cures blindness or deafness (your choice), whether the effect is normal or magical in nature. The spell does not restore ears or eyes that have been lost, but it repairs them if they are damaged.

Remove blindness/deafness counters and dispels blindness/deafness.

REMOVE DISEASE

Conjuration (Healing)

Level: Clr 3, Drd 3, Rgr 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Remove disease cures all diseases that the subject is suffering from.

The spell also kills parasites, including green slime and others.

Certain special diseases may not be countered by this spell or may be countered only by a caster of a certain level or higher.

Note: Since the spell's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

REMOVE PARALYSIS

Conjuration (Healing)

Level: Clr 2, Pal 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to four creatures, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You can free one or more creatures from the effects of any temporary paralysis or related magic, including a ghoul's touch or a slow spell.

If the spell is cast on one creature, the paralysis is negated.

If cast on two creatures, each receives another save with a +4 resistance bonus against the effect that afflicts it.

If cast on three or four creatures, each receives another save with a +2 resistance bonus.

The spell does not restore ability scores reduced by penalties, damage, or drain.

RESTORATION

Conjuration (Healing)

Level: Clr 4, Pal 4

Components: V, S, M

This spell functions like *lesser restoration*, except that it also dispels negative levels and restores one experience level to a creature who has had a level drained.

The drained level is restored only if the time since the creature lost the level is equal to or less than one day per caster level.

Thus, if a 10th-level character has been struck by a wight and drained to 9th level, *restoration* brings the character up to exactly the minimum number of experience points necessary to restore him to 10th level (45,000 XP), gaining him an additional Hit Die and level functions accordingly.

Restoration cures all temporary ability damage, and it restores all points permanently drained from a single ability score (your choice if more than one is drained).

It also eliminates any fatigue or exhaustion suffered by the target.

Restoration does not restore levels or Constitution points lost due to death.

Material Component: Diamond dust worth 100 gp that is sprinkled over the target.

RESTORATION, GREATER

Conjuration (Healing)

Level: Clr 7

Components: V, S, XP

Casting Time: 10 minutes

This spell functions like *lesser restoration*, except that it dispels all negative levels afflicting the healed creature.

This effect also reverses level drains by a force or creature, restoring the creature to the highest level it had previously attained.

The drained levels are restored only if the time since the creature lost the level is no more than one week per caster level.

Greater restoration also dispels all magical effects penalizing the creature's abilities, cures all temporary ability damage, and restores all points permanently drained from all ability scores.

It also eliminates fatigue and exhaustion, and removes all forms of insanity, *confusion*, and similar mental effects.

Greater restoration does not restore levels or Constitution points lost due to death.

XP Cost: 500 XP.

RESTORATION, LESSER

Conjuration (Healing)

Level: Clr 2, Drd 2, Pal 1

Components: V, S

Casting Time: 3 rounds

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Lesser restoration dispels any magical effects reducing one of the subject's ability scores (such as *ray of enfeeblement*) or cures 1d4 points of temporary ability damage to one of the subject's ability scores (such as from a shadow's touch or from poison).

It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued.

It does not restore permanent ability drain.

RESURRECTION

Conjuration (Healing)

Level: Clr 7

Casting Time: 10 minutes

This spell functions like *raise dead*, except that you are able to restore life and complete strength to any deceased creature.

The condition of the remains is not a factor.

So long as some small portion of the creature's body still exists, it can be resurrected, but the portion receiving the spell must have been part of the creature's body at the time of death.

(The remains of a creature hit by a *disintegrate* spell count as a small portion of its body).

The creature can have been dead no longer than 10 years per caster level.

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of prepared spells.

However, the subject loses one level, or 2 points of Constitution if the subject was 1st level.

(If this reduction would bring its Con to 0 or lower, it can't be resurrected).

This level loss or Constitution loss cannot be repaired by any means.

You can resurrect someone killed by a death effect or someone who has been turned into an undead creature and then destroyed.

You cannot resurrect someone who has died of old age.

Constructs, elementals, outsiders, and undead creatures can't be resurrected.

Material Component: A sprinkle of holy water and diamonds worth a total of at least 10,000 gp.

SEPIA SNAKE SIGIL

Conjuration (Creation) [Force]

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: One touched book or written work

Duration: Permanent or until discharged; until released or 1d4 days + one day/level; see text

Saving Throw: Reflex negates

Spell Resistance: No

When you cast *sepia snake sigil*, a small symbol appears in the text of one written work such as a book, scroll, or map. The text containing the symbol must be at least twenty-five words long.

When anyone reads the text containing the symbol, the *sepia snake* springs into being and strikes the reader, provided there is line of effect between the symbol and the reader.

Simply seeing the enspelled text is not sufficient to trigger the spell; the subject must deliberately read it.

The target is entitled to a save to evade the snake's strike.

If it succeeds, the *sepia snake* dissipates in a flash of brown light accompanied by a puff of dun-colored smoke and a loud noise.

If the target fails its save, it is engulfed in a shimmering amber field of force and immobilized until released, either at your command or when 1d4 days + one day per caster level have elapsed.

While trapped in the amber field of force, the subject does not age, breathe, grow hungry, sleep, or regain spells.

It is preserved in a state of suspended animation, unaware of its surroundings.

It can be damaged by outside forces (and perhaps even killed), since the field provides no protection against physical injury.

However, a dying subject does not lose hit points or become stable until the spell ends.

The hidden sigil cannot be detected by normal observation, and *detect magic* reveals only that the entire text is magical.

A *dispel magic* can remove the sigil.

An erase spell destroys the entire page of text.

Sepia snake sigil can be cast in combination with other spells that hide or garble text, such as *secret page*.

Material Component: 500 gp worth of powdered amber, a scale from any snake, and a pinch of mushroom spores.

SHAMBLER

Conjuration (Creation)

Level: Drd 9, Plant 9

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Three or more shambling mounds, no two of which can be more than 30 ft. apart; see text

Duration: Seven days or seven months (D); see text

Saving Throw: None

Spell Resistance: No

The *shambler* spell creates 1d4+2 shambling mounds with 11 HD each.

(See the *Monster Manual* for details about shambling mounds).

The creatures willingly aid you in combat or battle, perform a specific mission, or serve as bodyguards.

The creatures remain with you for seven days unless you dismiss them.

If the shamblers are created only for guard duty, however, the duration of the spell is seven months.

In this case, the shamblers can only be ordered to guard a specific site or location.

Shamblers summoned to guard duty cannot move outside the spell's range, which is measured from the point where each first appeared.

The shamblers have resistance to fire as normal shambling mounds do only if the terrain is rainy, marshy, or damp.

SLEET STORM

Conjuration (Creation) [Cold]

Level: Drd 3, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Cylinder (40-ft. radius, 20 ft. high)

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Driving sleet blocks all sight (even darkvision) within it and causes the ground in the area to be icy.

A creature can walk within or through the area of sleet at half normal speed with a DC 10 Balance check.

Failure means it can't move in that round, while failure by 5 or more means it falls (see the Balance skill for details).

The sleet extinguishes torches and small fires.

Arcane Material Component: A pinch of dust and a few drops of water.

SOLID FOG

Conjuration (Creation)

Level: Sor/Wiz 4

Components: V, S, M

Duration: 1 min./level

Spell Resistance: No

This spell functions like *fog cloud*, but in addition to obscuring sight, the *solid fog* is so thick that any creature attempting to move through it progresses at a speed of 5 feet, regardless of its normal speed, and it takes a -2 penalty on all melee attack and melee damage rolls.

The vapors prevent effective ranged weapon attacks (except for magic rays and the like).

A creature or object that falls into *solid fog* is slowed, so that each 10 feet of vapor that it passes through reduces falling damage by 1d6.

A creature can't take a 5-foot step while in *solid fog*. However, unlike normal fog, only a severe wind (31+ mph) disperses these vapors, and it does so in 1 round.

Solid fog can be made permanent with a *permanency* spell.

A permanent *solid fog* dispersed by wind reforms in 10 minutes.

Material Component: A pinch of dried, powdered peas combined with powdered animal hoof.

STINKING CLOUD

Conjuration (Creation)

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Cloud spreads in 20-ft. radius, 20 ft. high

Duration: 1 round/level

Saving Throw: Fortitude negates; see text

Spell Resistance: No

Stinking cloud creates a bank of fog like that created by *fog cloud*, except that the vapors are nauseating.

Living creatures in the cloud become nauseated.

This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves.

(Roll separately for each nauseated character).

Any creature that succeeds on its save but remains in the cloud must continue to save each round on your turn.

Stinking cloud can be made permanent with a *permanency* spell.

A permanent *stinking cloud* dispersed by wind reforms in 10 minutes.

Material Component: A rotten egg or several skunk cabbage leaves.

STORM OF VENGEANCE

Conjuration (Summoning)

Level: Drd 9, Clr 9

Components: V, S

Casting Time: 1 round

Range: Long (400 ft. + 40 ft./level)

Effect: 360-ft.-radius storm cloud

Duration: Concentration (maximum 10 rounds) (D)

Saving Throw: See text

Spell Resistance: Yes

This spell creates an enormous black storm cloud.

Lightning and crashing claps of thunder appear within the storm.

Each creature beneath the cloud must succeed on a Fortitude save or be deafened for 1d4×10 minutes.

If you do not maintain concentration on the spell after casting it, the spell ends.

If you continue to concentrate, the spell generates additional effects in each following round, as noted below. Each effect occurs during your turn.

2nd Round: Acid rains down in the area, dealing 1d6 points of acid damage (no save).

3rd Round: You call six bolts of lightning down from the cloud.

You decide where the bolts strike.

No two bolts may be directed at the same target.

Each bolt deals 10d6 points of electricity damage.

A creature struck can attempt a Reflex save for half damage.

4th Round: Hailstones rain down in the area, dealing 5d6 points of bludgeoning damage (no save).

5th through 10th Rounds: Violent rain and wind gusts reduce visibility.

The rain obscures all sight, including darkvision, beyond 5 feet.

A creature 5 feet away has concealment (attacks have a 20% miss chance).

Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

Speed is reduced by three-quarters.

Ranged attacks within the area of the storm are impossible.

Spells cast within the area are disrupted unless the caster succeeds on a Concentration check against a DC equal to the *storm of vengeance's* save DC + the level of the spell the caster is trying to cast.

SUMMON INSTRUMENT

Conjuration (Summoning)

Level: Brd 0

Components: V, S

Casting Time: 1 round

Range: 0 ft.

Effect: One summoned handheld musical instrument

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

This spell summons one handheld musical instrument of your choice.

This instrument appears in your hands or at your feet (your choice).

The instrument is typical for its type.

Only one instrument appears per casting, and it will play only for you.

You can't summon an instrument too large to be held in two hands (such as a harp, piano, harpsichord, alphorn, or pipe organ).

SUMMON MONSTER I

Conjuration (Summoning) [see text]

Level: Brd 1, Clr 1, Sor/Wiz 1

Components: V, S, F/DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane).

It appears where you designate and acts immediately, on your turn.

It attacks your opponents to the best of its ability.

If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

The spell conjures one of the creatures from the 1st-level list on the accompanying Summon Monster table.

You choose which kind of creature to summon, and you can change that choice each time you cast the spell.

Information on these creatures can be found in the *Monster Manual*.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities.

Creatures cannot be summoned into an environment that cannot support them.

For instance, a celestial porpoise may only be summoned in an aquatic environment.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

For example, a *summon monster I* is a lawful and evil spell when cast to summon a fiendish dire rat.

Arcane Focus: A tiny bag and a small (not necessarily lit) candle.

SUMMON MONSTER II

Conjuration (Summoning) [see text for *summon monster I*]

Level: Brd 2, Clr 2, Sor/Wiz 2

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon monster I*, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list.

SUMMON MONSTER III

Conjuration (Summoning) [see text for *summon monster I*]

Level: Brd 3, Clr 3, Sor/Wiz 3

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon monster I*, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list.

SUMMON MONSTER IV

Conjuration (Summoning) [see text for *summon monster I*]

Level: Brd 4, Clr 4, Sor/Wiz 4

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon monster I*, except that you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list.

SUMMON MONSTER V

Conjuration (Summoning) [see text for *summon monster I*]

Level: Brd 5, Clr 5, Sor/Wiz 5

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon monster I*, except that you can summon one creature from the 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

SUMMON MONSTER VI

Conjuration (Summoning) [see text for *summon monster I*]

Level: Brd 6, Clr 6, Sor/Wiz 6

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon monster I*, except you can summon one creature from the 6th-level list, 1d3 creatures of the same kind from the 5th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

SUMMON MONSTER VII

Conjuration (Summoning) [see text for *summon monster I*]

Level: Clr 7, Sor/Wiz 7

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon monster I*, except that you can summon one creature from the 7th-level list, 1d3 creatures of the same kind from the 6th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

SUMMON MONSTER VIII

Conjuration (Summoning) [see text for *summon monster I*]

Level: Clr 8, Sor/Wiz 8

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon monster I*, except that you can summon one creature from the 8th-level list, 1d3 creatures of the same kind from the 7th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

SUMMON MONSTER IX

Conjuration (Summoning) [see text for *summon monster I*]

Level: Chaos 9, Clr 9, Evil 9, Good 9, Law 9, Sor/Wiz 9

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon monster I*, except that you can summon one creature from the 9th-level list, 1d3 creatures of the same kind from the 8th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

SUMMON MONSTER

1st Level

Celestial dog	LG
Celestial owl	LG
Celestial giant fire beetle	NG
Celestial porpoise ¹	NG
Celestial badger	CG
Celestial monkey	CG
Fiendish dire rat	LE
Fiendish raven	LE
Fiendish monstrous centipede, Medium	NE
Fiendish monstrous scorpion, Small	NE
Fiendish hawk	CE
Fiendish monstrous spider, Small	CE
Fiendish octopus ¹	CE
Fiendish snake, Small viper	CE

2nd Level

Celestial giant bee	LG
Celestial giant bombardier beetle	NG
Celestial riding dog	NG
Celestial eagle	CG
Lemure (devil)	LE
Fiendish squid ¹	LE
Fiendish wolf	LE
Fiendish monstrous centipede, Large	NE
Fiendish monstrous scorpion, Medium	NE
Fiendish shark, Medium ¹	NE
Fiendish monstrous spider, Medium	CE
Fiendish snake, Medium viper	CE

3rd Level

Celestial black bear	LG
Celestial bison	NG
Celestial dire badger	CG
Celestial hippogriff	CG
Elemental, Small (any)	N
Fiendish ape	LE
Fiendish dire weasel	LE
Hell hound	LE
Fiendish snake, constrictor	LE
Fiendish boar	NE
Fiendish dire bat	NE
Fiendish monstrous centipede, Huge	NE
Fiendish crocodile	CE
Dretch (demon)	CE

Fiendish snake, Large viper	CE
Fiendish wolverine	CE

4th Level

Archon, lantern	LG
Celestial giant owl	LG
Celestial giant eagle	CG
Celestial lion	CG
Mephit (any)	N
Fiendish dire wolf	LE
Fiendish giant wasp	LE
Fiendish giant praying mantis	NE
Fiendish shark, Large ¹	NE
Yeth hound	NE
Fiendish monstrous spider, Large	CE
Fiendish snake, Huge viper	CE
Howler	CE

5th Level

Archon, hound	LG
Celestial brown bear	LG
Celestial giant stag beetle	NG
Celestial sea cat ¹	NG
Celestial griffon	CG
Elemental, Medium (any)	N
Achaierai	LE
Devil, bearded	LE
Fiendish deinonychus	LE
Fiendish dire ape	LE
Fiendish dire boar	NE
Fiendish shark, Huge	NE
Fiendish monstrous scorpion, Large	NE
Shadow mastiff	NE
Fiendish dire wolverine	CE
Fiendish giant crocodile	CE
Fiendish tiger	CE

6th Level

Celestial polar bear	LG
Celestial orca whale ¹	NG
Bralani (eladrin)	CG
Celestial dire lion	CG
Elemental, Large (any)	N
Janni (genie)	N
Chaos beast	CN
Devil, chain	LE
Xill	LE
Fiendish monstrous centipede, Gargantuan	NE
Fiendish rhinoceros	NE
Fiendish elasmosaurus ¹	CE

Fiendish monstrous spider, Huge	CE
Fiendish snake, giant constrictor	CE

7th Level

Celestial elephant	LG
Avoral (guardinal)	NG
Celestial baleen whale ¹	NG
Djinni (genie)	CG
Elemental, Huge (any)	N
Invisible stalker	N
Slaad, red	CN
Devil, bone	LE
Fiendish megaraptor	LE
Fiendish monstrous scorpion, Huge	NE
Babau (demon)	CE
Fiendish giant octopus ¹	CE
Fiendish girallon	CE

8th Level

Celestial dire bear	LG
Celestial cachalot whale ¹	NG
Celestial triceratops	NG
Lillend	CG
Elemental, greater (any)	N
Slaad, blue	CN
Fiendish giant squid ¹	LE
Hellcat	LE
Fiendish monstrous centipede, Colossal	NE
Fiendish dire tiger	CE
Fiendish monstrous spider, Gargantuan	CE
Fiendish tyrannosaurus	CE
Vrock (demon)	CE

9th Level

Couatl	LG
Leonal (guardinal)	NG
Celestial roc	CG
Elemental, elder (any)	N
Slaad, green	CN
Devil, barbed	LE
Fiendish dire shark ¹	NE
Fiendish monstrous scorpion, Gargantuan	NE
Night hag	NE
Bebilith (demon)	CE
Fiendish monstrous spider, Colossal	CE
Hezrou (demon)	CE

¹ May be summoned only into an aquatic or watery environment.

SUMMON NATURE'S ALLY I

Conjuration (Summoning)

Level: Drd 1, Rgr 1

Components: V, S, DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell summons a natural creature.

It appears where you designate and acts immediately, on your turn.

It attacks your opponents to the best of its ability.

If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities.

Creatures cannot be summoned into an environment that cannot support them.

For instance, a porpoise may only be summoned in an aquatic environment.

The spell conjures one of the creatures from the 1st-level list on the accompanying Summon Nature's Ally table.

You choose which kind of creature to summon, and you can change that choice each time you cast the spell.

All the creatures on the table are neutral unless otherwise noted.

SUMMON NATURE'S ALLY II

Conjuration (Summoning)

Level: Drd 2, Rgr 2

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one 2nd-level creature or 1d3 1st-level creatures of the same kind.

SUMMON NATURE'S ALLY III

Conjuration (Summoning) [see text]

Level: Drd 3, Rgr 3

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one 3rd-level creature, 1d3 2nd-level creatures of the same kind, or 1d4+1 1st-level creatures of the same kind.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

For example, *summon nature's ally III* is an evil and fire spell when you cast it to summon a salamander.

SUMMON NATURE'S ALLY IV

Conjuration (Summoning) [see text]

Level: Animal 4, Drd 4, Rgr 4

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one 4th-level creature, 1d3 3rd-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

SUMMON NATURE'S ALLY V

Conjuration (Summoning) [see text]

Level: Drd 5

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one 5th-level creature, 1d3 4th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

SUMMON NATURE'S ALLY VI

Conjuration (Summoning) [see text]

Level: Drd 6

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one 6th-level creature, 1d3 5th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

SUMMON NATURE'S ALLY VII

Conjuration (Summoning) [see text]

Level: Drd 7

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one 7th-level creature, 1d3 6th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

SUMMON NATURE'S ALLY VIII

Conjuration (Summoning) [see text]

Level: Animal 8, Drd 8

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one 8th-level creature, 1d3 7th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

SUMMON NATURE'S ALLY IX

Conjuration (Summoning) [see text]

Level: Drd 9

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one 9th-level creature, 1d3 8th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

SUMMON NATURE'S ALLY

1st Level

Dire rat
Eagle (animal)
Monkey (animal)
Octopus¹ (animal)
Owl (animal)
Porpoise¹ (animal)
Snake, Small viper (animal)
Wolf (animal)

2nd Level

Bear, black (animal)
Crocodile (animal)
Dire badger
Dire bat
Elemental, Small (any)
Hippogriff
Shark, Medium¹ (animal)
Snake, Medium viper (animal)
Squid¹ (animal)
Wolverine (animal)

3rd Level

Ape (animal)
Dire weasel
Dire wolf
Eagle, giant [NG]
Lion
Owl, giant [NG]
Satyr [CN; without pipes]
Shark, Large¹ (animal)
Snake, constrictor (animal)
Snake, Large viper (animal)
Thoqqua

4th Level

Arrowhawk, juvenile
Bear, brown (animal)
Crocodile, giant (animal)
Deinonychus (dinosaur)
Dire ape
Dire boar
Dire wolverine
Elemental, Medium (any)
Salamander, flamebrother [NE]
Sea cat¹
Shark, Huge¹ (animal)
Snake, Huge viper (animal)
Tiger (animal)
Tojanida, juvenile¹
Unicorn [CG]
Xorn, minor

5th Level

Arrowhawk, adult
Bear, polar (animal)
Dire lion
Elasmosaurus¹ (dinosaur)
Elemental, Large (any)
Griffon
Janni (genie)
Rhinoceros (animal)
Satyr [CN; with pipes]
Snake, giant constrictor (animal)
Nixie (sprite)
Tojanida, adult¹
Whale, orca¹ (animal)

6th Level

Dire bear
Elemental, Huge (any)
Elephant (animal)
Girallon
Megaraptor (dinosaur)
Octopus, giant¹ (animal)
Pixie* (sprite) [NG; no special arrows]
Salamander, average [NE]
Whale, baleen¹

Xorn, average

*Can't cast *Otto's irresistible dance*

7th Level

Arrowhawk, elder
Dire tiger
Elemental, greater (any)
Djinni (genie) [NG]
Invisible stalker
Pixie* (sprite) [NG; with sleep arrows]
Squid, giant¹ (animal)
Triceratops (dinosaur)
Tyrannosaurus (dinosaur)
Whale, cachalot¹ (animal)
Xorn, elder

*Can't cast *Otto's irresistible dance*

8th Level

Dire shark¹
Roc
Salamander, noble [NE]
Tojanida, elder

9th Level

Elemental, elder
Grig [NG; with fiddle] (sprite)
Pixie* (sprite) [NG; with sleep and memory loss arrows]
Unicorn, celestial charger
*Can cast *Otto's irresistible dance*

¹ May be summoned only into an aquatic or watery environment.

SUMMON SWARM

Conjuration (Summoning)

Level: Brd 2, Drd 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One swarm of bats, rats, or spiders

Duration: Concentration + 2 rounds

Saving Throw: None

Spell Resistance: No

You summon a swarm of bats, rats, or spiders (your choice), which attacks all other creatures within its area.

(You may summon the swarm so that it shares the area of other creatures).

If no living creatures are within its area, the swarm attacks or pursues the nearest creature as best it can.

The caster has no control over its target or direction of travel.

See the *Monster Manual* for details of bat, rat, and spider swarms.

Arcane Material Component: A square of red cloth.

TELEPORT OBJECT

Conjuration (Teleportation)

Level: Sor/Wiz 7

Range: Touch

Target: One touched object of up to 50 lb./level and 3 cu. ft./level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell functions like *teleport*, except that it teleports an object, not you.

Creatures and magical forces (such as a *delayed blast fireball* bead) cannot be teleported.

If desired, the target object can be sent to a distant location on the Ethereal Plane.

In this case, the point from which the object was teleported remains faintly magical until the item is retrieved.

A successful targeted *dispel magic* spell cast on that point brings the vanished item back from the Ethereal Plane.

TELEPORT

Conjuration (Teleportation)

Level: Sor/Wiz 5, Travel 5

Components: V

Casting Time: 1 standard action

Range: Personal and touch

Target: You and touched objects or other touched willing creatures

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Spell Resistance: No and Yes (object)

This spell instantly transports you to a designated destination, which may be as distant as 100 miles per caster level.

Interplanar travel is not possible.

You can bring along objects as long as their weight doesn't exceed your maximum load.

You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent (see below) per three caster levels.

A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth.

All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

As with all spells where the range is personal and the target is you, you need not make a saving throw, nor is spell resistance applicable to you.

Only objects held or in use (attended) by another person receive saving throws and spell resistance.

You must have some clear idea of the location and layout of the destination.

You can't simply teleport to the warlord's tent if you don't know where that tent is, what it looks like, or what's in it.

The clearer your mental image, the more likely the teleportation works.

Areas of strong physical or magical energy may make teleportation more hazardous or even impossible.

To see how well the teleportation works, roll d% and consult the Teleport table.

Refer to the following information for definitions of the terms on the table.

Familiarity: "Very familiar" is a place where you have been very often and where you feel at home.

"Studied carefully" is a place you know well, either because you can currently see it, you've been there often, or you have used other means (such as scrying) to study the place for at least one hour.

"Seen casually" is a place that you have seen more than once but with which you are not very familiar.

"Viewed once" is a place that you have seen once, possibly using magic.

"False destination" is a place that does not truly exist, such as if you scryed on an enemy's sanctum but instead viewed a *false vision*, or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you (for instance, a home that has burned to the ground).

When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.

On Target: You appear where you want to be.

Off Target: You appear safely a random distance away from the destination in a random direction.

Distance off target is 1d10×1d10% of the distance that was to be traveled.

For example, if you tried to travel 120 miles, landed off target, and rolled 5 and 3 on the two d10s, then you would be 15% off target.

That's 18 miles, in this case.

The DM determines the direction off target randomly, such as by rolling 1d8 and designating 1 as north, 2 as northeast, and so forth.

If you were teleporting to a coastal city and would up 18 miles out at sea, you could be in trouble.

Similar Area: You wind up in an area that's visually or thematically similar to the target area.

A wizard heading for her home laboratory might wind up in another wizard's laboratory or in an alchemy supply shop that has many of the same tools and implements as in her laboratory.

Generally, you appear in the closest similar place within range.

If the DM determines no such area exists within the spell's range, the spell simply fails instead.

TELEPORT

Familiarity	On Target	Off Target	Similar Area	Mishap
Very familiar	01–97	98–99	100	—
Studied carefully	01–94	95–97	98–99	100
Seen casually	01–88	89–94	95–98	99–100
Viewed once	01–76	77–88	89–96	97–100
False destination (1d20+80)	—	—	81–92	93–100

TELEPORT, GREATER

Conjuration (Teleportation)

Level: Sor/Wiz 7, Travel 7

This spell functions like *teleport*, except that there is no range limit and there is no chance you arrive off target. In addition, you need not have seen the destination, but in that case you must have at least a reliable description of the place to which you are teleporting (such as a detailed description from someone else or a particularly precise map).

If you attempt to teleport with insufficient information (or with misleading information), you disappear and simply reappear in your original location.

Interplanar travel is not possible.

TELEPORTATION CIRCLE

Conjuration (Teleportation)

Level: Sor/Wiz 9

Components: V, M

Casting Time: 10 minutes

Range: 0 ft.

Effect: 5-ft.-radius circle that teleports those who activate it

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: Yes

You create a circle on the floor or other horizontal surface that teleports, as *greater teleport*, any creature who stands on it to a designated spot.

Once you designate the destination for the circle, you can't change it.

The spell fails if you attempt to set the circle to teleport creatures into a solid object, to a place with which you are not familiar and have no clear description, or to another plane.

The circle itself is subtle and nearly impossible to notice.

If you intend to keep creatures from activating it accidentally, you need to mark the circle in some way, such as by placing it on a raised platform.

Mishap: You and anyone else teleporting with you have gotten "scrambled".

You each take 1d10 points of damage, and you reroll on the chart to see where you wind up.

For these rerolls, roll 1d20+80.

Each time "Mishap" comes up, the characters take more damage and must reroll.

Teleportation circle can be made permanent with a *permanency* spell.

A permanent teleportation circle that is disabled becomes inactive for 10 minutes, then can be triggered again as normal.

Note: Magic traps such as *teleportation circle* are hard to detect and disable.

A rogue (only) can use the Search skill to find the circle and Disable Device to thwart it.

The DC in each case is 25 + spell level, or 34 in the case of *teleportation circle*.

Material Component: Amber dust to cover the area of the circle (cost 1,000 gp).

TRANSPORT VIA PLANTS

Conjuration (Teleportation)

Level: Drd 6

Components: V, S

Casting Time: 1 standard action

Range: Unlimited

Target: You and touched objects or other touched willing creatures

Duration: 1 round

Saving Throw: None

Spell Resistance: No

You can enter any normal plant (Medium or larger) and pass any distance to a plant of the same kind in a single round, regardless of the distance separating the two.

The entry plant must be alive.

The destination plant need not be familiar to you, but it also must be alive.

If you are uncertain of the location of a particular kind of destination plant, you need merely designate direction and distance ("an oak tree one hundred miles due north of here"), and the *transport via plants* spell moves you as close as possible to the desired location.

If a particular destination plant is desired (the oak tree outside your druid grove, for instance), but the plant is not living, the spell fails and you are ejected from the entry plant.

You can bring along objects as long as their weight doesn't exceed your maximum load.

You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. Use the following equivalents to determine the maximum number of larger creatures you can bring along: A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. You can't use this spell to travel through plant creatures such as shambling mounds and treants. The destruction of an occupied plant slays you and any creatures you have brought along, and ejects the bodies and all carried objects from the tree.

TRAP THE SOUL

Conjuration (Summoning)

Level: Sor/Wiz 8

Components: V, S, M, (F); see text

Casting Time: 1 standard action or see text

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Permanent; see text

Saving Throw: See text

Spell Resistance: Yes; see text

Trap the soul forces a creature's life force (and its material body) into a gem.

The gem holds the trapped entity indefinitely or until the gem is broken and the life force is released, which allows the material body to reform.

If the trapped creature is a powerful creature from another plane (which could mean a character trapped by an inhabitant of another plane when the character is not on the 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.

Depending on the version selected, the spell can be triggered in one of two ways.

Spell Completion: First, the spell can be completed by speaking its final word as a standard action as if you were casting a regular spell at the subject.

This allows spell resistance (if any) and a Will save to avoid the effect.

If the creature's name is spoken as well, any spell resistance is ignored and the save DC increases by 2.

If the save or spell resistance is successful, the gem shatters.

Trigger Object: The second method is far more insidious, for it tricks the subject into accepting a trigger object inscribed with the final spell word, automatically placing the creature's soul in the trap.

To use this method, both the creature's name and the trigger word must be inscribed on the trigger object when the gem is enspelled.

A *sympathy* spell can also be placed on the trigger object. As soon as the subject picks up or accepts the trigger object, its life force is automatically transferred to the gem without the benefit of spell resistance or a save.

Material Component: Before the actual casting of *trap the soul*, you must procure a gem of at least 1,000 gp value for every Hit Die possessed by the creature to be trapped (for

example, it requires a gem of 10,000 gp value to trap a 10 HD creature).

If the gem is not valuable enough, it shatters when the entrapment is attempted.

(While creatures have no concept of level or Hit Dice as such, the value of the gem needed to trap an individual can be researched.

Remember that this value can change over time as creatures gain more Hit Dice).

Focus (Trigger Object Only): If the trigger object method is used, a special trigger object, prepared as described above, is needed.

TREE STRIDE

Conjuration (Teleportation)

Level: Drd 5, Rgr 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level or until expended; see text

You gain the ability to enter trees and move from inside one tree to inside another tree.

The first tree you enter and all others you enter must be of the same kind, must be living, and must have girth at least equal to yours.

By moving into an oak tree (for example), you instantly know the location of all other oak trees within transport range (see below) and may choose whether you want to pass into one or simply step back out of the tree you moved into.

You may choose to pass to any tree of the appropriate kind within the transport range as shown on the following table.

Type of Tree	Transport Range
Oak, ash, yew	3,000 feet
Elm, linden	2,000 feet
Other deciduous	1,500 feet
Any coniferous	1,000 feet
All other trees	500 feet

You may move into a tree up to one time per caster level (passing from one tree to another counts only as moving into one tree).

The spell lasts until the duration expires or you exit a tree.

This means that in a thick oak forest, a 10th-level druid could make ten transports over the course of 10 rounds, traveling as far as 30,000 feet (about 6 miles) in doing so. Each transport is a full-round action.

You can, at your option, remain within a tree without transporting yourself, but you are forced out when the spell ends.

If the tree in which you are concealed is chopped down or burned, you are slain if you do not exit before the process is complete.

TRUE RESURRECTION

Conjuration (Healing)

Level: Clr 9

Casting Time: 10 minutes

This spell functions like *raise dead*, except that you can resurrect a creature that has been dead for as long as 10 years per caster level.

This spell can even bring back creatures whose bodies have been destroyed, provided that you unambiguously identify the deceased in some fashion (reciting the deceased's time and place of birth or death is the most common method).

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of level (or Constitution points) or prepared spells.

You can revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed.

This spell can also resurrect elementals or outsiders, but it can't resurrect constructs or undead creatures.

Even *true resurrection* can't restore to life a creature who has died of old age.

Material Component: A sprinkle of holy water and diamonds worth a total of at least 25,000 gp.

UNSEEN SERVANT

Conjuration (Creation)

Level: Brd 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One invisible, mindless, shapeless servant

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

An *unseen servant* is an invisible, mindless, shapeless force that performs simple tasks at your command.

It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend.

The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so, thus allowing you to command it to clean the floor and then turn your attention elsewhere as long as you remain within range.

It can open only normal doors, drawers, lids, and the like. It has an effective Strength score of 2 (so it can lift 20 pounds or drag 100 pounds).

It can trigger traps and such, but it can exert only 20 pounds of force, which is not enough to activate certain pressure plates and other devices.

It can't perform any task that requires a skill check with a DC higher than 10 or that requires a check using a skill that can't be used untrained.

Its speed is 15 feet.

The servant cannot attack in any way; it is never allowed an attack roll.

It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks.

(It gets no saves against attacks).

If you attempt to send it beyond the spell's range (measured from your current position), the servant ceases to exist.

Material Component: A piece of string and a bit of wood.

WALL OF IRON

Conjuration (Creation)

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Iron wall whose area is up to one 5-ft. square/level; see text

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

You cause a flat, 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 cannot be conjured so that it occupies the same space as a creature or another object.

It must always be a flat plane, though you can shape its edges to fit the available space.

A *wall of iron* is 1 inch thick per four caster levels.

You can double the wall's area by halving its thickness.

Each 5-foot square of the wall has 30 hit points per inch of thickness and hardness 10.

A section of wall whose hit points drop to 0 is breached.

If a creature tries to break through the wall with a single attack, the DC for the Strength check is 25 + 2 per inch of thickness.

If you desire, the wall can be created vertically resting on a flat surface but not attached to the surface, so that it can be tipped over to fall on and crush creatures beneath it.

The wall is 50% likely to tip in either direction if left unpushed.

Creatures can push the wall in one direction rather than letting it fall randomly.

A creature must make a DC 40 Strength check to push the wall over.

Creatures with room to flee the falling wall may do so by making successful Reflex saves.

Any Large or smaller creature that fails takes 10d6 points of damage.

The wall cannot crush Huge and larger creatures.

Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena.

Material Component: A small piece of sheet iron plus gold dust worth 50 gp (1 pound of gold dust).

WALL OF STONE

Conjuration (Creation) [Earth]

Level: Clr 5, Drd 6, Earth 5, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Stone wall whose area is up to one 5-ft. square/level (S)

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

This spell creates a wall of rock that merges into adjoining rock surfaces.

It is typically employed to close passages, portals, and breaches against opponents.

A *wall of stone* is 1 inch thick per four caster levels and composed of up to one 5-foot square per level.

You can double the wall's area by halving its thickness.

The wall cannot be conjured so that it occupies the same space as a creature or another object.

Unlike a *wall of iron*, you can create a *wall of stone* in almost any shape you desire.

The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone.

It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed.

This requirement reduces the spell's area by half.

Thus, a 20th-level caster can create span with a surface area of ten 5-foot squares.

The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area.

Like any other stone wall, this one can be destroyed by a *disintegrate* spell or by normal means such as breaking and chipping.

Each 5-foot square of the wall has 15 hit points per inch of thickness and hardness 8.

A section of wall whose hit points drop to 0 is breached.

If a creature tries to break through the wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness.

It is possible, but difficult, to trap mobile opponents within or under a *wall of stone*, provided the wall is shaped so it can hold the creatures.

Creatures can avoid entrapment with successful Reflex saves.

Arcane Material Component: A small block of granite.

WALL OF THORNS

Conjuration (Creation)

Level: Drd 5, Plant 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Wall of thorny brush, up to one 10-ft. cube/level (S)

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

A *wall of thorns* spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a human's finger.

Any creature forced into or attempting to move through a *wall of thorns* takes slashing damage per round of movement equal to 25 minus the creature's AC.

Dexterity and dodge bonuses to AC do not count for this calculation.

(Creatures with an Armor Class of 25 or higher, without considering Dexterity and dodge bonuses, take no damage from contact with the wall).

You can make the wall as thin as 5 feet thick, which allows you to shape the wall as a number of 10-by-10-by-5-foot blocks equal to twice your caster level.

This has no effect on the damage dealt by the thorns, but any creature attempting to break through takes that much less time to force its way through the barrier.

Creatures can force their way slowly through the wall by making a Strength check as a full-round action.

For every 5 points by which the check exceeds 20, a creature moves 5 feet (up to a maximum distance equal to its normal land speed).

For example, a creature that rolled 25 on its Strength check could move 5 feet in a round.

Of course, moving or attempting to move through the thorns incurs damage as described above.

A creature trapped in the thorns can choose to remain motionless in order to avoid taking any more damage.

Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall and is caught inside.

In order to escape, it must attempt to push its way free, or it can wait until the spell ends.

Creatures with the ability to pass through overgrown areas unhindered can pass through a *wall of thorns* at normal speed without taking damage.

A *wall of thorns* can be breached by slow work with edged weapons.

Chopping away at the wall creates a safe passage 1 foot deep for every 10 minutes of work.

Normal fire cannot harm the barrier, but magical fire burns it away in 10 minutes.

Despite its appearance, a *wall of thorns* is not actually a living plant, and thus is unaffected by spells that affect plants.

WEB

Conjuration (Creation)

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Webs in a 20-ft.-radius spread

Duration: 10 min./level (D)

Saving Throw: Reflex negates; see text

Spell Resistance: No

Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them.

The strands are similar to spider webs but far larger and tougher.

These masses must be anchored to two or more solid and diametrically opposed points—floor and ceiling, opposite walls, or the like—or else the web collapses upon itself and disappears.

Creatures caught within a *web* become entangled among the gluey fibers.

Attacking a creature in a web won't cause you to become entangled.

Anyone in the effect's area when the spell is cast must make a Reflex save.

If this save succeeds, the creature is entangled, but not prevented from moving, though moving is more difficult than normal for being entangled (see below).

If the save fails, the creature is entangled and can't move from its space, but can break loose by spending 1 round and making a DC 20 Strength check or a DC 25 Escape Artist check.

Once loose (either by making the initial Reflex save or a later Strength check or Escape Artist check), a creature remains entangled, but may move through the *web* very slowly.

Each round devoted to moving allows the creature to make a new Strength check or Escape Artist check.

The creature moves 5 feet for each full 5 points by which the check result exceeds 10.

If you have at least 5 feet of web between you and an opponent, it provides cover.

If you have at least 20 feet of web between you, it provides total cover (see Cover, page 150).

The strands of a *web* spell are flammable.

A magic *flaming sword* can slash them away as easily as a hand brushes away cobwebs.

Any fire—a torch, burning oil, a flaming sword, and so forth—can set the webs alight and burn away 5 square feet in 1 round.

All creatures within flaming webs take 2d4 points of fire damage from the flames.

Web can be made permanent with a *permanency* spell.

A permanent *web* that is damaged (but not destroyed) regrows in 10 minutes.

Material Component: A bit of spider web.

WORD OF RECALL

Conjuration (Teleportation)

Level: Clr 6, Drd 8

Components: V

Casting Time: 1 standard action

Range: Unlimited

Target: You and touched objects or other willing creatures

Duration: Instantaneous

Saving Throw: None or Will negates (harmless, object)

Spell Resistance: No or Yes (harmless, object)

Word of recall teleports you instantly back to your sanctuary when the word is uttered.

You must designate the sanctuary when you prepare the spell, and it must be a very familiar place.

The actual point of arrival is a designated area no larger than 10 feet by 10 feet.

You can be transported any distance within a plane but cannot travel between planes.

You can transport, in addition to yourself, any objects you carry, as long as their weight doesn't exceed your maximum load.

You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels.

A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth.

All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

Exceeding this limit causes the spell to fail.

An unwilling creature can't be teleported by *word of recall*.

Likewise, a creature's Will save (or spell resistance) prevents items in its possession from being teleported.

Unattended, nonmagical objects receive no saving throw.

DIVINATION

ANALYZE DWEOMER

Divination

Level: Brd 6, Sor/Wiz 6

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One object or creature per caster level

Duration: 1 round/level (D)

Saving Throw: None or Will negates; see text

Spell Resistance: No

You discern all spells and magical properties present in a number of creatures or objects.

Each round, you may examine a single creature or object that you can see as a free action.

In the case of a magic item, you learn its functions, how to activate its functions (if appropriate), and how many charges are left (if it uses charges).

In the case of an object or creature with active spells cast upon it, you learn each spell, its effect, and its caster level.

An attended object may attempt a Will save to resist this effect if its holder so desires.

If the save succeeds, you learn nothing about the object except what you can discern by looking at it.

An object that makes its save cannot be affected by any other *analyze dweomer* spells for 24 hours.

Analyze dweomer does not function when used on an artifact (see the *Dungeon Master's Guide* for details on artifacts).

Focus: A tiny lens of ruby or sapphire set in a small golden loop.

The gemstone must be worth at least 1,500 gp.

ARCANE EYE

Divination (Scrying)

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 10 minutes

Range: Unlimited

Effect: Magical sensor

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

You create an invisible magical sensor that sends you visual information.

You can create the *arcane eye* at any point you can see, but it can then travel outside your line of sight without hindrance.

An *arcane eye* travels at 30 feet per round (300 feet per minute) if viewing an area ahead as a human would (primarily looking at the floor) or 10 feet per round (100 feet per minute) if examining the ceiling and walls as well as the floor ahead.

It sees exactly as you would see if you were there.

The eye can travel in any direction as long as the spell lasts.

Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter.

The eye can't enter another plane of existence, even through a *gate* or similar magical portal.

You must concentrate to use an *arcane eye*.

If you do not concentrate, the eye is inert until you again concentrate.

Material Component: A bit of bat fur.

ARCANE SIGHT

Divination

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

This spell makes your eyes glow blue and allows you to see magical auras within 120 feet of you.

The effect is similar to that of a *detect magic* spell, but *arcane sight* does not require concentration and discerns aura location and power more quickly.

You know the location and power of all magical auras within your sight.

An aura's power depends on a spell's functioning level or an item's caster level, as noted in the description of the *detect magic* spell (page 219).

If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each.

(Make one check per aura; DC 15 + spell level, or 15 + one-half caster level for a nonspell effect).

If you concentrate on a specific creature within 120 feet of you as a standard action, you can determine whether it has any spellcasting or spell-like abilities, whether these are arcane or divine (spell-like abilities register as arcane), and the strength of the most powerful spell or spell-like ability the creature currently has available for use.

In some cases, *arcane sight* may give a deceptively low reading—for example, when you use it on a spellcaster who has used up most of his or her daily spell allotment.

Arcane sight can be made permanent with a *permanency* spell.

ARCANE SIGHT, GREATER

Divination

Level: Sor/Wiz 7

This spell functions like *arcane sight*, except that you automatically know which spells or magical effects are active upon any individual or object you see.

Greater arcane sight doesn't let you identify magic items.

Unlike *arcane sight*, this spell cannot be made permanent with a *permanency* spell.

AUGURY

Divination

Level: Clr 2

Components: V, S, M, F

Casting Time: 1 minute

Range: Personal

Target: You

Duration: Instantaneous

An *augury* can tell you whether a particular action will bring good or bad results for you in the immediate future. For example, if a character is considering destroying a weird seal that closes a portal, an *augury* might determine whether that act is a good idea.

The base chance for receiving a meaningful reply is 70% + 1% per caster level, to a maximum of 90%; the DM makes the roll secretly.

The DM may determine that a question is so straightforward that a successful result is automatic, or so vague as to have no chance of success.

If the *augury* succeeds, you get one of four results:

- Weal (if the action will probably bring good results).
- Woe (for bad results).
- Weal and woe (for both).

• Nothing (for actions that don't have especially good or bad results).

If the spell fails, you get the "nothing" result.

A cleric who gets the "nothing" result has no way to tell whether it was the consequence of a failed or successful *augury*.

The *augury* can see into the future only about half an hour, so anything that might happen after that does not affect the result.

Thus, the result might not take into account the long-term consequences of a contemplated action.

All *auguries* cast by the same person about the same topic use the same dice result as the first casting.

Material Component: Incense worth at least 25 gp.

Focus: A set of marked sticks, bones, or similar tokens of at least 25 gp value.

CLAIRAUDIENCE/CLAIRVOYANCE

Divination (Scrying)

Level: Brd 3, Knowledge 3, Sor/Wiz 3

Components: V, S, F/DF

Casting Time: 10 minutes

Range: Long (400 ft. + 40 ft./level)

Effect: Magical sensor

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

Clairaudience/clairvoyance creates an invisible magical sensor at a specific location that enables you to hear or see (your choice) almost as if you were there.

You don't need line of sight or line of effect, but the locale must be known—a place familiar to you or an obvious one, such as behind a door, around a corner, or in a grove of trees.

Once you have selected the locale, the sensor doesn't move, but you can rotate it in all directions to view the area as desired.

Unlike other scrying spells, this spell does not allow magically or supernaturally enhanced senses to work through it.

If the chosen locale is magically dark, you see nothing.

If it is naturally pitch black, you can see in a 10-foot radius around the center of the spell's effect.

Clairaudience/clairvoyance functions only on the plane of existence you are currently occupying.

Arcane Focus: A small horn (for hearing) or a glass eye (for seeing).

COMMUNE WITH NATURE

Divination

Level: Animal 5, Drd 5, Rgr 4

Components: V, S

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: Instantaneous

You become one with nature, attaining knowledge of the surrounding territory.

You instantly gain knowledge of as many as three facts from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of

powerful unnatural creatures, or even the general state of the natural setting.

For example, you could determine the location of any powerful undead creatures, the location of all major sources of safe drinking water, and the location of any buildings (which register as blind spots).

In outdoor settings, the spell operates in a radius of 1 mile per caster level.

In natural underground settings—caves, caverns, and the like—the radius is limited to 100 feet per caster level.

The spell does not function where nature has been replaced by construction or settlement, such as in dungeons and towns.

COMMUNE

Divination

Level: Clr 5

Components: V, S, M, DF, XP

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: 1 round/level

You contact your deity—or agents thereof—and ask questions that can be answered by a simple yes or no. (A cleric of no particular deity contacts a philosophically allied deity).

You are allowed one such question per caster level.

The answers given are correct within the limits of the entity's knowledge.

"Unclear" is a legitimate answer, because powerful beings of the Outer Planes are not necessarily omniscient.

In cases where a one-word answer would be misleading or contrary to the deity's interests, the DM should give a short phrase (five words or less) as an answer instead.

The spell, at best, provides information to aid character decisions.

The entities contacted structure their answers to further their own purposes.

If you lag, discuss the answers, or go off to do anything else, the spell ends.

Material Component: Holy (or unholy) water and incense.

XP Cost: 100 XP.

COMPREHEND LANGUAGES

Divination

Level: Brd 1, Clr 1, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

You can understand the spoken words of creatures or read otherwise incomprehensible written messages.

In either case, you must touch the creature or the writing.

The ability to read does not necessarily impart insight into the material, merely its literal meaning.

The spell enables you to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of one page (250 words) per minute.

Magical writing cannot be read, though the spell reveals that it is magical, but *comprehend languages* is often useful when deciphering treasure maps.

This spell can be foiled by certain warding magic (such as the *secret page* and *illusory script* spells).

It does not decipher codes or reveal messages concealed in otherwise normal text.

Comprehend languages can be made permanent with a *permanency* spell.

Arcane Material Component: A pinch of soot and a few grains of salt.

CONTACT OTHER PLANE

Divination

Level: Sor/Wiz 5

Components: V

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: Concentration

You send your mind to another plane of existence (an Elemental Plane or some plane farther removed) in order to receive advice and information from powers there.

(See the accompanying table for possible consequences and results of the attempt).

The powers reply in a language you understand, but they resent such contact and give only brief answers to your questions.

(The DM answers all questions with "yes", "no", "maybe", "never", "irrelevant", or some other one-word answer).

You must concentrate on maintaining the spell (a standard action) in order to ask questions at the rate of one per round.

A question is answered by the power during the same round.

For every two caster levels, you may ask one question.

Contact with minds far removed from your home plane increases the probability that you will incur a decrease to Intelligence and Charisma, but the chance of the power knowing the answer, as well as the probability of the entity answering correctly, are likewise increased by moving to distant planes.

Once the Outer Planes are reached, the power of the deity contacted determines the effects.

(Random results obtained from the table are subject to DM changes, the personalities of individual deities, and so on).

On rare occasions, this divination may be blocked by an act of certain deities or forces.

CONTACT OTHER PLANE

Plane Contacted	Avoid Int/Cha Decrease	True Answer	Don't Know	Lie	Random Answer
Elemental Plane	DC 7/1 week	01–34	35–62	63–83	84–100
(appropriate)	(DC 7/1 week)	(01–68)	(69–75)	(76–98)	(99–100)
Positive/Negative Energy Plane	DC 8/1 week	01–39	40–65	66–86	87–100
Astral Plane	DC 9/1 week	01–44	45–67	68–88	89–100
Outer Plane, demideity	DC 10/2 weeks	01–49	50–70	71–91	92–100
Outer Plane, lesser deity	DC 12/3 weeks	01–60	61–75	76–95	96–100
Outer Plane, intermediate deity	DC 14/4 weeks	01–73	74–81	82–98	99–100
Outer Plane, greater deity	DC 16/5 weeks	01–88	89–90	91–99	100

Avoid Int/Cha Decrease: You must succeed on an Intelligence check against this DC to avoid a decrease in Intelligence and Charisma. If the check fails, your Intelligence and Charisma scores each fall to 8 for the stated duration, and you become unable to cast arcane spells. If you lose Intelligence and Charisma, the effect strikes as soon as the first question is asked, and no answer is received. (The entries in parentheses are for questions that pertain to the appropriate Elemental Plane.)

Results of a Successful Contact: d% is rolled for the result shown on the table:

True Answer: You get a true, one-word answer. Questions that cannot be answered in this way are answered randomly.

Don't Know: The entity tells you that it doesn't know.

Lie: The entity intentionally lies to you.

Random Answer: The entity tries to lie but doesn't know the answer, so it makes one up.

DETECT ANIMALS OR PLANTS

Divination

Level: Drd 1, Rgr 1

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Cone-shaped emanation

Duration: Concentration, up to 10 min./level (D)

Saving Throw: None

Spell Resistance: No

You can detect a particular kind of animal or plant in a cone emanating out from you in whatever direction you face. You must think of a kind of animal or plant when using the spell, but you can change the animal or plant kind each round.

The amount of information revealed depends on how long you search a particular area or focus on a specific kind of animal or plant.

1st Round: Presence or absence of that kind of animal or plant in the area.

2nd Round: Number of individuals of the specified kind in the area, and the condition of the healthiest specimen.

3rd Round: The condition (see below) and location of each individual present.

If an animal or plant is outside your line of sight, then you discern its direction but not its exact location.

Conditions: For purposes of this spell, the categories of condition are as follows: Normal: Has at least 90% of full normal hit points, free of disease.

Fair: 30% to 90% of full normal hit points remaining.

Poor: Less than 30% of full normal hit points remaining, afflicted with a disease, or suffering from a debilitating injury.

Weak: 0 or fewer hit points remaining, afflicted with a disease in the terminal stage, or crippled.

If a creature falls into more than one category, the spell indicates the weaker of the two.

Each round you can turn to detect a kind of animal or plant in a new area.

The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

The DM decides if a specific kind of animal or plant is present.

DETECT CHAOS

Divination

Level: Clr 1

This spell functions like *detect evil*, except that it detects the auras of chaotic creatures, clerics of chaotic deities, chaotic spells, and chaotic magic items, and you are vulnerable to an overwhelming chaotic aura if you are lawful.

DETECT EVIL

Divination

Level: Clr 1

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 10 min./level (D)

Saving Throw: None

Spell Resistance: No

You can sense the presence of evil.

The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of evil.

2nd Round: Number of evil auras (creatures, objects, or spells) in the area and the power of the most potent evil aura present.

If you are of good alignment, and the strongest evil aura's power is overwhelming (see below), and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The power and location of each aura.

If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Power: An evil aura's power depends on the type of evil creature or object that you're detecting and its HD, caster level, or (in the case of a cleric) class level; see the accompanying table.

If an aura falls into more than one strength category, the spell indicates the stronger of the two.

For example, as indicated on the table, an evil outsider with 12 HD has an overwhelming aura of evil.

A good cleric who casts this spell and directs it at the location of such a creature for longer than 1 round loses the spell and is stunned for 1 round if his character level is 6th or lower.

DETECT EVIL

Creature/Object	Aura Power			
	Faint	Moderate	Strong	Overwhelming
Evil creature ¹ (HD)	10 or lower	11–25	26–50	51 or higher
Undead (HD)	2 or lower	3–8	9–20	21 or higher
Evil outsider (HD)	1 or lower	2–4	5–10	11 or higher
Cleric of an evil deity ² (class levels)	1	2–4	5–10	11 or higher
Evil magic item or spell (caster level)	2nd or lower	3rd–8th	9th–20th	21st or higher

¹ Except for undead and outsiders, which have their own entries on the table.

² Some characters who are not clerics may radiate an aura of equivalent power. The class description will indicate whether this applies.

Lingering Aura: An evil aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a creature or magic item).

If *detect evil* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura).

How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6×10 minutes
Overwhelming	1d6 days

Animals, traps, poisons, and other potential perils are not evil, and as such this spell does not detect them.

Each round, you can turn to detect evil in a new area.

The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

DETECT GOOD

Divination

Level: Clr 1

This spell functions like *detect evil*, except that it detects the auras of good creatures, clerics or paladins of good deities, good spells, and good magic items, and you are vulnerable to an overwhelming good aura if you are evil.

Healing potions, antidotes, and similar beneficial items are not good.

DETECT LAW

Divination

Level: Clr 1

This spell functions like *detect evil*, except that it detects the auras of lawful creatures, clerics of lawful deities, lawful spells, and lawful magic items, and you are vulnerable to an overwhelming lawful aura if you are chaotic.

DETECT MAGIC

Divination

Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 min./level (D)

Saving Throw: None

Spell Resistance: No

You detect magical auras.

The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura.

If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each.

(Make one check per aura; DC 15 + spell level, or 15 + half caster level for a nonspell effect).

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

DETECT MAGIC

Spell or Object	Aura Power			
	Faint	Moderate	Strong	Overwhelming
Functioning spell (spell level)	3rd or lower	4th–6th	7th–9th	10th+ (deity-level)
Magical item (caster level)	5th or lower	6th–11th	12th–20th	21st+ (artifact)

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item).

If *detect magic* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura).

How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6×10 minutes
Overwhelming	1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect magic can be made permanent with a *permanency* spell.

DETECT POISON

Divination

Level: Clr 0, Drd 0, Pal 1, Rgr 1, Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target or Area: One creature, one object, or a 5-ft. cube

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You determine whether a creature, object, or area has been poisoned or is poisonous.

You can determine the exact type of poison with a DC 20 Wisdom check.

A character with the Craft (alchemy) skill may try a DC 20 Craft (alchemy) check if the Wisdom check fails, or may try the Craft (alchemy) check prior to the Wisdom check.

The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level.

If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

DETECT SCRYING

Divination

Level: Brd 4, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: 40 ft.

Area: 40-ft.-radius emanation centered on you

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

You immediately become aware of any attempt to observe you by means of a divination (scrying) spell or effect.

The spell's area radiates from you and moves as you move. You know the location of every magical sensor within the spell's area.

If the scrying attempt originates within the area, you also know its location; otherwise, you and the scrier immediately make opposed caster level checks (1d20 + caster level).

If you at least match the scrier's result, you get a visual image of the scrier and an accurate sense of his or her direction and distance from you.

Material Component: A small piece of mirror and a miniature brass hearing trumpet.

DETECT SECRET DOORS

Divination

Level: Brd 1, Knowledge 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 min./level (D)

Saving Throw: None

Spell Resistance: No

You can detect secret doors, compartments, caches, and so forth.

Only passages, doors, or openings that have been specifically constructed to escape detection are detected by this spell—an ordinary trapdoor underneath a pile of crates would not be detected.

The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of secret doors.

2nd Round: Number of secret doors and the location of each.

If an aura is outside your line of sight, then you discern its direction but not its exact location.

Each Additional Round: The mechanism or trigger for one particular secret portal closely examined by you.

Each round, you can turn to detect secret doors in a new area.

The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

DETECT SNARES AND PITS

Divination

Level: Drd 1, Rgr 1

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 10 min./level (D)

Saving Throw: None

Spell Resistance: No

You can detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials. The spell does not detect complex traps, including trapdoor traps.

Detect snares and pits does detect certain natural hazards—quicksand (a snare), a sinkhole (a pit), or unsafe walls of natural rock (a deadfall).

However, it does not reveal other potentially dangerous conditions, such as a cavern that floods during rain, an unsafe construction, or a naturally poisonous plant.

The spell does not detect magic traps (except those that operate by pit, deadfall, or snaring; see the spell *snare*), nor mechanically complex ones, nor those that have been rendered safe or inactive.

The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of hazards.

2nd Round: Number of hazards and the location of each.

If a hazard is outside your line of sight, then you discern its direction but not its exact location.

Each Additional Round: The general type and trigger for one particular hazard closely examined by you.

Each round, you can turn to detect snares and pits in a new area.

The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

DETECT THOUGHTS

Divination [Mind-Affecting]

Level: Brd 2, Knowledge 2, Sor/Wiz 2

Components: V, S, F/DF

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 min./level (D)

Saving Throw: Will negates; see text

Spell Resistance: No

You detect surface thoughts.

The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).

2nd Round: Number of thinking minds and the Intelligence score of each.

If the highest Intelligence is 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round and the spell ends.

This spell does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting.

3rd Round: Surface thoughts of any mind in the area.

A target's Will save prevents you from reading its thoughts, and you must cast *detect thoughts* again to have another chance.

Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts that you can pick up.

Each round, you can turn to detect thoughts in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Arcane Focus: A copper piece.

DETECT UNDEAD

Divination

Level: Clr 1, Pal 1, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

You can detect the aura that surrounds undead creatures. The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of undead auras.

2nd Round: Number of undead auras in the area and the strength of the strongest undead aura present.

If you are of good alignment, and the strongest undead aura's strength is overwhelming (see below), and the creature has HD of at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The strength and location of each undead aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength: The strength of an undead aura is determined by the HD of the undead creature, as given on the following table:

HD	Strength
1 or lower	Faint
2–4	Moderate
5–10	Strong
11 or higher	Overwhelming

Lingering Aura: An undead aura lingers after its original source is destroyed.

If *detect undead* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura).

How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingerin Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6x10 minutes
Overwhelmin	1d6 days

Each round, you can turn to detect undead in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Arcane Material Component: A bit of earth from a grave.

DISCERN LIES

Divination

Level: Clr 4, Pal 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart

Duration: Concentration, up to 1 round/level

Saving Throw: Will negates

Spell Resistance: No

Each round, you concentrate on one subject, who must be within range.

You know if the subject deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions.

Each round, you may concentrate on a different subject.

DISCERN LOCATION

Divination

Level: Clr 8, Knowledge 8, Sor/Wiz 8

Components: V, S, DF

Casting Time: 10 minutes

Range: Unlimited

Target: One creature or object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

A *discern location* spell is among the most powerful means of locating creatures or objects.

Nothing short of a *mind blank* spell or the direct intervention of a deity keeps you from learning the exact location of a single individual or object.

Discern location circumvents normal means of protection from scrying or location.

The spell reveals the name of the creature or object's location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target lies.

To find a creature with the spell, you must have seen the creature or have some item that once belonged to it.

To find an object, you must have touched it at least once.

DIVINATION

Divination

Level: Clr 4, Knowledge 4

Components: V, S, M

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: Instantaneous

Similar to *augury* but more powerful, a *divination* spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within one week.

The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen.

For example, suppose the question is "Will we do well if we venture into the ruined temple of Erythnul?" The DM knows that a terrible troll guarding 10,000 gp and a +1 shield lurks near the entrance but estimates that your party could beat the troll after a hard fight.

Therefore the divination response might be: "Ready oil and open flame light your way to wealth".

In all cases, the DM controls what information you receive. If your party doesn't act on the information, the conditions may change so that the information is no longer useful. (For example, the troll could move away and take the treasure with it).

The base chance for a correct *divination* is 70% + 1% per caster level, to a maximum of 90%.

The DM adjusts the chance if unusual circumstances require it (if, for example, unusual precautions against divination spells have been taken).

If the dice roll fails, you know the spell failed, unless specific magic yielding false information is at work.

As with *augury*, multiple *divinations* about the same topic by the same caster use the same dice result as the first *divination* spell and yield the same answer each time.

Material Component: Incense and a sacrificial offering appropriate to your religion, together worth at least 25 gp.

FIND THE PATH

Divination

Level: Brd 6, Clr 6, Drd 6, Knowledge 6, Travel 6

Components: V, S, F

Casting Time: 3 rounds

Range: Personal or touch

Target: You or creature touched

Duration: 10 min./level

Saving Throw: None or Will negates (harmless)

Spell Resistance: No or Yes (harmless)

The recipient of this spell can find the shortest, most direct physical route to a specified destination, be it the way into or out of a locale.

The locale can be outdoors, underground, or even inside a *maze* spell.

Find the path works with respect to locations, not objects or creatures at a locale.

Thus, the subject could not find the way to "a forest where a green dragon lives" or "a hoard of platinum pieces", but it could find the exit to a labyrinth.

The location must be on the same plane as you are at the time of casting.

The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take.

For example, the spell enables the subject to sense trip wires or the proper word to bypass a *glyph of warding*. The spell ends when the destination is reached or the duration expires, whichever comes first.

Find the path can be used to remove the subject and its companions from the effect of a *maze* spell in a single round.

This divination is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures (including guardians).

Focus: A set of divination counters of the sort you favor—bones, ivory counters, sticks, carved runes, or the like.

FIND TRAPS

Divination

Level: Clr 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

You gain intuitive insight into the workings of traps.

You can use the Search skill to detect traps just as a rogue can.

In addition, you gain an insight bonus equal to one-half your caster level (maximum +10) on Search checks made to find traps while the spell is in effect.

Note that *find traps* grants no ability to disable the traps that you may find.

FORESIGHT

Divination

Level: Drd 9, Knowledge 9, Sor/Wiz 9

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal or touch

Target: See text

Duration: 10 min./level

Saving Throw: None or Will negates (harmless)

Spell Resistance: No or Yes (harmless)

This spell grants you a powerful sixth sense in relation to yourself or another.

Once *foresight* is cast, you receive instantaneous warnings of impending danger or harm to the subject of the spell.

Thus, if you are the subject of the spell, you would be warned in advance if a rogue were about to attempt a sneak attack on you, or if a creature were about to leap out from a hiding place, or if an attacker were specifically targeting you with a spell or ranged weapon.

You are never surprised or flat-footed.

In addition, the spell gives you a general idea of what action you might take to best protect yourself—duck, jump right, close your eyes, and so on—and gives you a +2 insight bonus to AC and Reflex saves.

This insight bonus is lost whenever you would lose a Dexterity bonus to AC.

When another creature is the subject of the spell, you receive warnings about that creature.

You must communicate what you learn to the other creature for the warning to be useful, and the creature can be caught unprepared in the absence of such a warning. Shouting a warning, yanking a person back, and even telepathically communicating (via an appropriate spell) can all be accomplished before some danger befalls the subject, provided you act on the warning without delay.

The subject, however, does not gain the insight bonus to AC and Reflex saves.

Arcane Material Component: A hummingbird's feather.

GUIDANCE

Divination

Level: Clr 0, Drd 0

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

This spell imbues the subject with a touch of divine guidance.

The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check.

It must choose to use the bonus before making the roll to which it applies.

IDENTIFY

Divination

Level: Brd 1, Magic 2, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 hour

Range: Touch

Targets: One touched object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The spell determines all magic properties of a single magic item, including how to activate those functions (if appropriate), and how many charges are left (if any).

Identify does not function when used on an artifact (see the *Dungeon Master's Guide* for details on artifacts).

Arcane Material Component: A pearl of at least 100 gp value, crushed and stirred into wine with an owl feather; the infusion must be drunk prior to spellcasting.

KNOW DIRECTION

Divination

Level: Brd 0, Drd 0

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Instantaneous

You instantly know the direction of north from your current position.

The spell is effective in any environment in which "north" exists, but it may not work in extraplanar settings.

Your knowledge of north is correct at the moment of casting, but you can get lost again within moments if you

don't find some external reference point to help you keep track of direction.

LEGEND LORE

Divination

Level: Brd 4, Knowledge 7, Sor/Wiz 6

Components: V, S, M, F

Casting Time: See text

Range: Personal

Target: You

Duration: See text

Legend lore brings to your mind legends about an important person, place, or thing.

If the person or thing is at hand, or if you are in the place in question, the casting time is only 1d4×10 minutes.

If you have only detailed information on the person, place, or thing, the casting time is 1d10 days, and the resulting lore is less complete and specific (though it often provides enough information to help you find the person, place, or thing, thus allowing a better *legend lore* result next time).

If you know only rumors, the casting time is 2d6 weeks, and the resulting lore is vague and incomplete (though it often directs you to more detailed information, thus allowing a better *legend lore* result next time).

During the casting, you cannot engage in other than routine activities: eating, sleeping, and so forth.

When completed, the divination brings legends (if any) about the person, place, or things to your mind.

These may be legends that are still current, legends that have been forgotten, or even information that has never been generally known.

If the person, place, or thing is not of legendary importance, you gain no information.

As a rule of thumb, characters who are 11th level and higher are "legendary", as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.

Examples of *legend lore* results include the following.

A divination about a mysterious magic axe you have at hand: "Woe to the evildoer whose hand touches the axe, for even the haft chops the hand of the evil ones.

Only a true Son or Daughter of Stone, one who loves Moradin and whom Moradin loves, may awaken the true powers of the axe, and only with the sacred word 'Rudnogg' on the lips".

A divination about a legendary paladin about whom you know many details: "Vanashon has been denied the glory of death and the duty of life.

He waits patiently beneath the Forbidden Mountain".

(The paladin has been turned to stone in the caverns under the mountain).

A divination about ancient ruins about which you have only a passing reference in a partially damaged tome: "The sorcerer who called herself Ryth built a library without words and a temple without gods.

Those who read and those who pray tore it down in a night and a day".

(These clues may be enough for you to find out more and get details you need to cast a better *legend lore*).

Material Component: Incense worth at least 250 gp.

Focus: Four strips of ivory (worth 50 gp each) formed into a rectangle.

LOCATE CREATURE

Divination

Level: Brd 4, Sor/Wiz 4

Components: V, S, M

Duration: 10 min./level

This spell functions like *locate object*, except this spell locates a known or familiar creature.

You slowly turn and sense when you are facing in the direction of the creature to be located, provided it is within range.

You also know in which direction the creature is moving, if any.

The spell can locate a creature of a specific kind (such as a human or a unicorn) or a specific creature known to you.

It cannot find a creature of a certain type (such as humanoid or animal).

To find a kind of creature, you must have seen such a creature up close (within 30 feet) at least once.

Running water blocks the spell.

It cannot detect objects.

It can be fooled by *mislead*, *nondetection*, and *polymorph* spells.

Material Component: A bit of fur from a bloodhound.

LOCATE OBJECT

Divination

Level: Brd 2, Clr 3, Sor/Wiz 2, Travel 2

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Circle, centered on you, with a radius of 400 ft. + 40 ft./level

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

You sense the direction of a well-known or clearly visualized object.

The spell locates such objects as apparel, jewelry, furniture, tools, weapons, or even a ladder.

You can search for general items such as a stairway, a sword, or a jewel, in which case you locate the nearest one of its kind if more than one is within range.

Attempting to find a certain item, such as a particular piece of jewelry, requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails.

You cannot specify a unique item (such as "Baron Vulden's signet ring") unless you have observed that particular item firsthand (not through divination).

The spell is blocked by even a thin sheet of lead.

Creatures cannot be found by this spell.

Polymorph any object fools it.

Arcane Focus: A forked twig.

MOMENT OF PRESCIENCE

Divination

Level: Luck 8, Sor/Wiz 8

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level or until discharged

This spell grants you a powerful sixth sense in relation to yourself.

Once during the spell's duration, you may choose to use its effect.

This spell grants you an insight bonus equal to your caster level (maximum +25) on any single attack roll, opposed ability or skill check, or saving throw.

Alternatively, you can apply the insight bonus to your AC against a single attack (even if flat-footed).

Activating the effect doesn't take an action; you can even activate it on another character's turn if needed.

You must choose to use the *moment of prescience* before you make the roll it is to modify.

Once used, the spell ends.

You can't have more than one *moment of prescience* active on you at the same time.

PRYING EYES

Divination

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 minute

Range: One mile

Effect: Ten or more levitating eyes

Duration: 1 hour/level; see text (D)

Saving Throw: None

Spell Resistance: No

You create a number of semitangible, visible magical orbs (called "eyes") equal to 1d4 + your caster level.

These eyes move out, scout around, and return as you direct them when casting the spell.

Each eye can see 120 feet (normal vision only) in all directions.

While the individual eyes are quite fragile, they're small and difficult to spot.

Each eye is a Fine construct, about the size of a small apple, that has 1 hit point, AC 18 (+8 bonus for its size), flies at a speed of 30 feet with perfect maneuverability, and has a +16 Hide modifier.

It has a Spot modifier equal to your caster level (maximum +15) and is subject to illusions, darkness, fog, and any other factors that would affect your ability to receive visual information about your surroundings.

An eye traveling through darkness must find its way by touch.

When you create the eyes, you specify instructions you want them to follow in a command of no more than twenty-five words.

Any knowledge you possess is known by the eyes as well, so if you know, for example, what a typical merchant looks like, the eyes do as well.

A sample command: "Surround me at a range of four hundred feet and return if you spot any dangerous creatures".

The phrase "Surround me" directs the eyes to form an equally spaced, horizontal ring at whatever range you indicate, and then move with you.

As eyes return or are destroyed, the rest automatically space themselves to compensate.

In the case of this sample command, an eye returns only if it spots a creature you would regard as dangerous.

A "peasant" that is actually a *shapechanged* dragon wouldn't trigger an eye's return.

Ten eyes can form a ring with a radius of 400 feet and between themselves see everything that crosses the ring. Another sample command: "Spread out and search the town for Arweth."

Follow him for three minutes, staying out of sight, and then return".

The phrase "Spread out" directs the eyes to move away from you in all directions.

In this case, each eye would separately follow Arweth for three minutes once it spots him.

Other commands that might be useful include having eyes form a line in a certain manner, making them move at random within a certain range, or having them follow a certain type of creature.

The DM is the final judge of the suitability of your directions.

In order to report their findings, the eyes must return to your hand.

Each replays in your mind all it has seen during its existence.

It takes an eye 1 round to replay 1 hour of recorded images. After relaying its findings, an eye disappears.

If an eye ever gets more than 1 mile away from you, it instantly ceases to exist.

However, your link with the eye is such that you won't know if the eye was destroyed because it wandered out of range or because of some other event.

The eyes exist for up to 1 hour per caster level or until they return to you.

Dispel magic can destroy eyes.

Roll separately for each eye caught in an area dispel.

Of course, if an eye is sent into darkness, it could hit a wall or similar obstacle and destroy itself.

Material Component: A handful of crystal marbles.

PRYING EYES, GREATER

Divination

Level: Sor/Wiz 8

This spell functions like *prying eyes*, except that the eyes can see all things as they actually are, just as if they had *true seeing* with a range of 120 feet.

Thus, they can navigate darkened areas at full normal speed.

Also, a *greater prying eye's* maximum Spot modifier is +25 instead of +15.

RARY'S TELEPATHIC BOND

Divination

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: You plus one willing creature per three levels, no two of which can be more than 30 ft. apart

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

You forge a telepathic bond among yourself and a number of willing creatures, each of which must have an Intelligence score of 3 or higher.

Each creature included in the link is linked to all the others.

The creatures can communicate telepathically through the bond regardless of language.

No special power or influence is established as a result of the bond.

Once the bond is formed, it works over any distance (although not from one plane to another).

If desired, you may leave yourself out of the telepathic bond forged.

This decision must be made at the time of casting.

Rary's telepathic bond can be made permanent with a *permanency* spell, though it only bonds two creatures per casting of *permanency*.

Material Component: Pieces of eggshell from two different kinds of creatures.

READ MAGIC

Divination

Level: Brd 0, Clr 0, Drd 0, Pal 1, Rgr 1, Sor/Wiz 0

Components: V, S, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

By means of *read magic*, you can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible.

This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll.

Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of *read magic*. You can read at the rate of one page (250 words) per minute.

The spell allows you to identify a *glyph of warding* with a DC 13 Spellcraft check, a *greater glyph of warding* with a DC 16 Spellcraft check, or any *symbol* spell with a Spellcraft check (DC 10 + spell level).

Read magic can be made permanent with a *permanency* spell.

Focus: A clear crystal or mineral prism.

SCRYING

Divination (Scrying)

Level: Brd 3, Clr 5, Drd 4, Sor/Wiz 4

Components: V, S, M/DF, F

Casting Time: 1 hour

Range: See text

Effect: Magical sensor

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

You can see and hear some creature, which may be at any distance.

If the subject succeeds on a Will save, the scrying attempt simply fails.

The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature.

Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

Knowledge

Will Save Modifier

None¹ +10

Secondhand (you have heard of the subject) +5

Firsthand (you have met the subject) +0

Familiar (you know the subject well) -5

¹ You must have some sort of connection to a creature you have no knowledge of.

Connection

Will Save Modifier

Likeness or picture -2

Possession or garment -4

Body part, lock of hair, bit of nail, etc. -10

If the save fails, you can see and hear the subject and the subject's immediate surroundings (approximately 10 feet in all directions of the subject).

If the subject moves, the sensor follows at a speed of up to 150 feet.

As with all divination (scrying) spells, the sensor has your full visual acuity, including any magical effects.

In addition, the following spells have a 5% chance per caster level of operating through the sensor: *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, and *message*.

If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours.

Arcane Material Component: The eye of a hawk, an eagle, or a roc, plus nitric acid, copper, and zinc.

Wizard, Sorcerer, or Bard Focus: A mirror of finely wrought and highly polished silver costing not less than 1,000 gp.

The mirror must be at least 2 feet by 4 feet.

Cleric Focus: A holy water font costing not less than 100 gp.

Druid Focus: A natural pool of water.

SCRYING, GREATER

Divination (Scrying)

Level: Brd 6, Clr 7, Drd 7, Sor/Wiz 7

Components: V, S

Casting Time: 1 standard action

Duration: 1 hour/level

This spell functions like *scrying*, except as noted above.

Additionally, all of the following spells function reliably through the sensor: *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, *message*, *read magic*, and *tongues*.

SEE INVISIBILITY

Divination

Level: Brd 3, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible.

Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures.

The spell does not reveal the method used to obtain invisibility.

It does not reveal illusions or enable you to see through opaque objects.

It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

See *invisibility* can be made permanent with a *permanency* spell.

Material Component: A pinch of talc and a small sprinkling of powdered silver.

SPEAK WITH ANIMALS

Divination

Level: Brd 3, Drd 1, Rgr 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

You can comprehend and communicate with animals.

You are able to ask questions of and receive answers from animals, although the spell doesn't make them any more friendly or cooperative than normal.

Furthermore, wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments.

If an animal is friendly toward you, it may do some favor or service for you (as determined by the DM).

SPEAK WITH PLANTS

Divination

Level: Brd 4, Drd 3, Rgr 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

You can comprehend and communicate with plants, including both normal plants and plant creatures.

You are able to ask questions of and receive answers from plants.

A regular plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity.

The spell doesn't make plant creatures any more friendly or cooperative than normal.

Furthermore, wary and cunning plant creatures are likely to be terse and evasive, while the more stupid ones may make inane comments.

If a plant creature is friendly toward you, it may do some favor or service for you (as determined by the DM).

STATUS

Divination

Level: Clr 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Targets: One living creature touched per three levels

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

When you need to keep track of comrades who may get separated, *status* allows you to mentally monitor their relative positions and general condition.

You are aware of direction and distance to the creatures and any conditions affecting them: unharmed, wounded, disabled, staggered, unconscious, dying, nauseated, panicked, stunned, poisoned, diseased, *confused*, or the like. Once the spell has been cast upon the subjects, the distance between them and the caster does not affect the spell as long as they are on the same plane of existence.

If a subject leaves the plane, or if it dies, the spell ceases to function for it.

STONE TELL

Divination

Level: Drd 6

Components: V, S, DF

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: 1 min./level

You gain the ability to speak with stones, which relate to you who or what has touched them as well as revealing what is covered or concealed behind or under them.

The stones relate complete descriptions if asked.

A stone's perspective, perception, and knowledge may prevent the stone from providing the details you are looking for (as determined by the DM).

You can speak with natural or worked stone.

TONGUES

Divination

Level: Brd 2, Clr 4, Sor/Wiz 3

Components: V, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect.

The subject can speak only one language at a time, although it may be able to understand several languages.

Tongues does not enable the subject to speak with creatures who don't speak.

The subject can make itself understood as far as its voice carries.

This spell does not predispose any creature addressed toward the subject in any way.

Tongues can be made permanent with a *permanency* spell.

Arcane Material Component: A small clay model of a ziggurat, which shatters when the verbal component is pronounced.

TRUE SEEING

Divination

Level: Clr 5, Drd 7, Knowledge 5, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You confer on the subject the ability to see all things as they actually are.

The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under *blur* or *displacement* effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things.

Further, the subject can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces).

The range of true seeing conferred is 120 feet.

True seeing, however, does not penetrate solid objects.

It in no way confers X-ray vision or its equivalent.

It does not negate concealment, including that caused by fog and the like.

True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means.

In addition, the spell effects cannot be further enhanced with known magic, so one cannot use *true seeing* through a crystal ball or in conjunction with *clairaudience*/*clairvoyance*.

Material Component: An ointment for the eyes that costs 250 gp and is made from mushroom powder, saffron, and fat.

TRUE STRIKE

Divination

Level: Sor/Wiz 1

Components: V, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: See text

You gain temporary, intuitive insight into the immediate future during your next attack.

Your next single attack roll (if it is made before the end of the next round) gains a +20 insight bonus.

Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target.

Focus: A small wooden replica of an archery target.

VISION

Divination

Level: Sor/Wiz 7

Components: V, S, M, XP

Casting Time: 1 standard action

This spell functions like *legend lore*, except that it works more quickly but produces some strain on you.

You pose a question about some person, place, or object, then cast the spell.

If the person or object is at hand or if you are in the place in question, you receive a vision about it by succeeding on a

caster level check (1d20 +1 per caster level; maximum +25) against DC 20.

If only detailed information on the person, place, or object is known, the DC is 25, and the information gained is incomplete.

If only rumors are known, the DC is 30, and the information gained is vague.

XP Cost: 100 XP.

ENCHANTMENT

AID

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 2, Good 2, Luck 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes (harmless)

Aid grants the target a +1 morale bonus on attack rolls and saves against fear effects, plus temporary hit points equal to 1d8 + caster level (to a maximum of 1d8+10 temporary hit points at caster level 10th).

ANIMAL MESSENGER

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Drd 2, Rgr 1

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One Tiny animal

Duration: One day/level

Saving Throw: None; see text

Spell Resistance: Yes

You compel a Tiny animal to go to a spot you designate.

The most common use for this spell is to get an animal to carry a message to your allies.

The animal cannot be one tamed or trained by someone else, including such creatures as familiars and animal companions.

Using some type of food desirable to the animal as a lure, you call the animal to you.

It advances and awaits your bidding.

You can mentally impress on the animal a certain place well known to you or an obvious landmark (such as the peak of a distant mountain).

The directions must be simple, because the animal depends on your knowledge and can't find a destination on its own.

You can attach some small item or note to the messenger.

The animal then goes to the designated location and waits there until the duration of the spell expires, whereupon it resumes its normal activities.

During this period of waiting, the messenger allows others to approach it and remove any scroll or token it carries.

Unless the intended recipient of a message is expecting a messenger in the form of a bird or other small animal, the carrier may be ignored.

The intended recipient gains no special ability to communicate with the animal or read any attached message

(if it's written in a language he or she doesn't know, for example).

Material Component: A morsel of food the animal likes.

ANIMAL TRANCE

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Brd 2, Drd 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Animals or magical beasts with Intelligence 1 or 2

Duration: Concentration

Saving Throw: Will negates; see text

Spell Resistance: Yes

Your swaying motions and music (or singing, or chanting) compel animals and magical beasts to do nothing but watch you.

Only a creature with an Intelligence score of 1 or 2 can be fascinated by this spell.

Roll 2d6 to determine the total number of HD worth of creatures that you fascinate.

The closest targets are selected first until no more targets within range can be affected.

For example, if Vadiana affects 7 HD worth of animals and there are several 2 HD wolves within close range, only the three closest wolves are affected.

A magical beast, a dire animal, or an animal trained to attack or guard is allowed a saving throw; an animal not trained to attack or guard is not.

ANTIPATHY

Enchantment (Compulsion) [Mind-Affecting]

Level: Drd 9, Sor/Wiz 8

Components: V, S, M/DF

Casting Time: 1 hour

Range: Close (25 ft. + 5 ft./2 levels)

Target: One location (up to a 10-ft. cube/level) or one object

Duration: 2 hours/level (D)

Saving Throw: Will partial

Spell Resistance: Yes

You cause an object or location to emanate magical vibrations that repel either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you.

The kind of creature to be affected must be named specifically—for example, red dragons, hill giants, wererats, lammasus, cloakers, or vampires.

A creature subtype (such as goblinoid) is not specific enough.

Likewise, the specific alignment to be repelled must be named—for example, chaotic evil, chaotic good, lawful neutral, or neutral.

Creatures of the designated kind or alignment feel an overpowering urge to leave the area or to avoid the affected item.

A compulsion forces them to abandon the area or item, shunning it and never willingly returning to it while the spell is in effect.

A creature that makes a successful saving throw can stay in the area or touch the item but feels uncomfortable doing so.

This distracting discomfort reduces the creature's Dexterity score by 4 points.

Antipathy counters and dispels *sympathy*.

Arcane Material Component: A lump of alum soaked in vinegar.

BANE

Enchantment (Compulsion) [Fear, Mind-Affecting]

Level: Clr 1

Components: V, S, DF

Casting Time: 1 standard action

Range: 50 ft.

Area: All enemies within 50 ft.

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

Bane fills your enemies with fear and doubt.

Each affected creature takes a –1 penalty on attack rolls and a –1 penalty on saving throws against fear effects.

Bane counters and dispels *bless*.

BINDING

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: One minute

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: See text (D)

Saving Throw: Will negates; see text

Spell Resistance: Yes

A *binding* spell creates a magical restraint to hold a creature. The target gets an initial saving throw only if its Hit Dice equal at least one-half your caster level.

You may have as many as six assistants help you with the spell.

For each assistant who casts *suggestion*, your caster level for this casting of *binding* increases by 1.

For each assistant who casts *dominate animal*, *dominate person*, or *dominate monster*, your caster level for this casting of *binding* increases by a number equal to one-third of that assistant's level, provided that the spell's target is appropriate for a *binding* spell.

Since the assistants' spells are cast simply to improve your caster level for the purpose of the *binding* spell, saving throws and spell resistance against the assistants' spells are irrelevant.

Your caster level determines whether the target gets an initial Will saving throw and how long the *binding* lasts.

All *binding* spells are dismissible.

Regardless of the version of *binding* you cast, you can specify triggering conditions that end the spell and release the creature whenever they occur.

These triggers can be as simple or elaborate as you desire, but the DM must agree that the condition is reasonable and has a likelihood of coming to pass.

The conditions can be based on a creature's name, identity, or alignment but otherwise must be based on observable actions or qualities.

Intangibles such as level, class, Hit Dice, or hit points don't qualify.

For example, a *bound* creature can be released when a lawful good creature approaches, but not when a paladin approaches.

Once the spell is cast, its triggering conditions cannot be changed.

Setting a release condition increases the save DC (assuming a saving throw is allowed) by 2.

If you are casting any of the first three versions of *binding* (those with limited durations), you may cast additional *binding* spells to prolong the effect, since the durations overlap.

If you do so, the target gets a saving throw at the end of the first spell's duration, even if your caster level was high enough to disallow an initial saving throw.

If the creature succeeds on this save, all the *binding* spells it has received are broken.

The *binding* spell has six versions.

Choose one of the following versions when you cast the spell.

Chaining: The subject is confined by restraints that generate an *antipathy* spell affecting all creatures who approach the subject, except you.

The duration is one year per caster level.

The subject of this form of *binding* is confined to the spot it occupied when it received the spell.

Slumber: This version causes the subject to become comatose for as long as one year per caster level.

The subject does not need to eat or drink while *slumbering*, nor does it age.

This form of *binding* is more difficult to cast than *chaining*, making it slightly easier to resist.

Reduce the spell's save DC by 1.

Bound Slumber: This combination of *chaining* and *slumber* lasts for as long as one month per caster level.

Reduce the save DC by 2.

Hedged Prison: The subject is transported to or otherwise brought within a confined area (such as a labyrinth) from which it cannot wander by any means.

The effect is permanent.

Reduce the save DC by 3.

Metamorphosis: The subject assumes gaseous form, except for its head or face.

It is held harmless in a jar or other container, which may be transparent if you so choose.

The creature remains aware of its surroundings and can speak, but it cannot leave the container, attack, or use any of its powers or abilities.

The *binding* is permanent.

The subject does not need to breathe, eat, or drink while *metamorphosed*, nor does it age.

Reduce the save DC by 4.

Minimus Containment: The subject is shrunk to a height of 1 inch or even less and held within some gem, jar, or similar object.

The *binding* is permanent.

The subject does not need to breathe, eat, or drink while *contained*, nor does it age.

Reduce the save DC by 4.

You can't dispel a *binding* spell with *dispel magic* or a similar effect, though an *antimagic field* or *Mordenkainen's disjunction* affects it normally.

A bound extraplanar creature cannot be sent back to its home plane due to *dismissal*, *banishment*, or a similar effect.

Components: The components for a *binding* spell vary according to the version of the spell, but they always include a continuous chanting utterance read from the scroll or spellbook page containing the spell, somatic gestures, and materials appropriate to the form of *binding* used.

These components can include such items as miniature chains of special metals (silver for lycanthropes, cold iron for demons, and so forth), soporific herbs of the rarest sort (for *slumber* bindings), a bell jar of the finest crystal, and the like.

In addition to the specially made props suited to the specific type of *binding* (cost 500 gp), the spell requires opals worth at least 500 gp for each HD of the target and a vellum depiction or carved statuette of the subject to be captured.

BLESS

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 1, Pal 1

Components: V, S, DF

Casting Time: 1 standard action

Range: 50 ft.

Area: The caster and all allies within a 50-ft. burst, centered on the caster

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes (harmless)

Bless fills your allies with courage.

Each ally gains a +1 morale bonus on attack rolls and on saving throws against fear effects.

Bless counters and dispels *bane*.

CALM ANIMALS

Enchantment (Compulsion) [Mind-Affecting]

Level: Animal 1, Drd 1, Rgr 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Animals within 30 ft. of each other

Duration: 1 min./level

Saving Throw: Will negates; see text

Spell Resistance: Yes

This spell soothes and quiets animals, rendering them docile and harmless.

Only ordinary animals (those with Intelligence scores of 1 or 2) can be affected by this spell.

All the subjects must be of the same kind, and no two may be more than 30 feet apart.

The maximum number of Hit Dice of animals you can affect is equal to 2d4 + caster level.

A dire animal or an animal trained to attack or guard is allowed a saving throw; other animals are not.

(A druid could calm a normal bear or wolf with little trouble, but it's more difficult to affect a trained guard dog).

The affected creatures remain where they are and do not attack or flee.

They are not helpless and defend themselves normally if attacked.

Any threat (such as fire, a hungry predator, or an imminent attack) breaks the spell on the threatened creatures.

CALM EMOTIONS

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Clr 2, Law 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Creatures in a 20-ft.-radius spread

Duration: Concentration, up to 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

This spell calms agitated creatures.

You have no control over the affected creatures, but *calm emotions* can stop raging creatures from fighting or joyous ones from reveling.

Creatures so affected cannot take violent actions (although they can defend themselves) or do anything destructive.

Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures.

This spell automatically suppresses (but does not dispel) any morale bonuses granted by spells such as *bless*, *good hope*, and *rage*, as well as negating a bard's ability to inspire courage or a barbarian's rage ability.

It also suppresses any fear effects and removes the *confused* condition from all targets.

While the spell lasts, a suppressed spell or effect has no effect.

When the *calm emotions* spell ends, the original spell or effect takes hold of the creature again, provided that its duration has not expired in the meantime.

CHARM ANIMAL

Enchantment (Charm) [Mind-Affecting]

Level: Drd 1, Rgr 1

Target: One animal

This spell functions like *charm person*, except that it affects a creature of the animal type.

See the *Monster Manual* for more information on creature types.

CHARM MONSTER

Enchantment (Charm) [Mind-Affecting]

Level: Brd 3, Sor/Wiz 4

Target: One living creature

Duration: One day/level

This spell functions like *charm person*, except that the effect is not restricted by creature type or size.

CHARM MONSTER, MASS

Enchantment (Charm) [Mind-Affecting]

Level: Brd 6, Sor/Wiz 8

Components: V

Targets: One or more creatures, no two of which can be more than 30 ft. apart

Duration: One day/level

This spell functions like *charm monster*, except that *mass charm monster* affects a number of creatures whose combined HD do not exceed twice your level, or at least one creature regardless of HD.

If there are more potential targets than you can affect, you choose them one at a time until you choose a creature with too many HD.

CHARM PERSON

Enchantment (Charm) [Mind-Affecting]

Level: Brd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid creature

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly; see *Influencing NPC Attitudes*, page 72).

If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the *charmed person* as if it were an automaton, but it perceives your words and actions in the most favorable way.

You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do.

(Retries are not allowed).

An affected creature never obeys suicidal or obviously harmful orders, but a *charmed fighter*, for example, might believe you if you assured him that the only chance to save your life is for him to hold back an onrushing red dragon for "just a few seconds".

Any act by you or your apparent allies that threatens the *charmed person* breaks the spell.

You must speak the person's language to communicate your commands, or else be good at pantomiming.

COMMAND

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Clr 1

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity.

You may select from the following options.

Approach: On its turn, the subject moves toward you as quickly and directly as possible for 1 round.

The creature may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

Drop: On its turn, the subject drops whatever it is holding. It can't pick up any dropped item until its next turn.

Fall: On its turn, the subject falls to the ground and remains prone for 1 round.

It may act normally while prone but takes any appropriate penalties.

Flee: On its turn, the subject moves away from you as quickly as possible for 1 round.
It may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.
Halt: The subject stands in place for 1 round.
It may not take any actions but is not considered helpless.
If the subject can't carry out your command on its next turn, the spell automatically fails.

COMMAND, GREATER

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Clr 5

Targets: One creature/level, no two of which can be more than 30 ft. apart

Duration: 1 round/level

This spell functions like *command*, except that up to one creature per level may be affected, and the activities continue beyond 1 round.

At the start of each commanded creature's action after the first, it gets another Will save to attempt to break free from the spell.

Each creature must receive the same command.

CONFUSION

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 3, Sor/Wiz 4, Trickery 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: All creatures in a 15-ft. radius burst

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes the targets to become *confused*, making them unable to independently determine what they will do.

Roll on the following table at the beginning of each subject's turn each round to see what the subject does in that round.

d%	Behavior
01–10	Attack caster with melee or ranged weapons (or close with caster if attack is not possible).
11–20	Act normally.
21–50	Do nothing but babble incoherently.
51–70	Flee away from caster at top possible speed.
71–100	Attack nearest creature (for this purpose, a familiar counts as part of the subject's self).

A *confused* character who can't carry out the indicated action does nothing but babble incoherently.

Attackers are not at any special advantage when attacking a *confused* character.

Any *confused* character who is attacked automatically attacks its attackers on its next turn, as long as it is still *confused* when its turn comes.

Note that a *confused* character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Arcane Material Component: A set of three nut shells.

CONFUSION, LESSER

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 1

Components: V, S, DF

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round

This spell causes a single creature to become *confused* for 1 round.

See the *confusion* spell, above, to determine the exact effect on the subject.

CRUSHING DESPAIR

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 3, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

An invisible cone of despair causes great sadness in the subjects.

Each affected creature takes a –2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls.

Crushing despair counters and dispels *good hope*.

Material Component: A vial of tears.

DAZE MONSTER

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Sor/Wiz 2

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature of 6 HD or less

This spell functions like *daze*, but *daze monster* can affect any one living creature of any type.

Creatures of 7 or more HD are not affected.

DAZE

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 0, Sor/Wiz 0

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid creature of 4 HD or less

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

This enchantment clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it.
Material Component: A pinch of wool or similar substance.

DEEP SLUMBER

Enchantment (Compulsion) [Mind-Affecting]
Level: Brd 3, Sor/Wiz 3
Range: Close (25 ft. + 5 ft./2 levels)
This spell functions like *sleep*, except that it affects 10 HD of creatures.

DEMAND

Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 8
Saving Throw: Will partial
Spell Resistance: Yes
This spell functions like *sending*, but the message can also contain a *suggestion* (see the *suggestion* spell), which the subject does its best to carry out.
A successful Will save negates the *suggestion* effect but not the contact itself.
The *demand*, if received, is understood even if the subject's Intelligence score is as low as 1.
If the message is impossible or meaningless according to the circumstances that exist for the subject at the time the *demand* is issued, the message is understood but the *suggestion* is ineffective.
The *demand*'s message to the creature must be twenty-five words or less, including the *suggestion*.
The creature can also give a short reply immediately.
Material Component: A short piece of copper wire and some small part of the subject—a hair, a bit of nail, or the like.

DOMINATE ANIMAL

Enchantment (Compulsion) [Mind-Affecting]
Level: Animal 3, Drd 3
Components: V, S
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One animal
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes
You can enchant an animal and direct it with simple commands such as "Attack", "Run", and "Fetch". Suicidal or self-destructive commands (including an order to attack a creature two or more size categories larger than the *dominated* animal) are simply ignored.
Dominant animal establishes a mental link between you and the subject creature.
The animal can be directed by silent mental command as long as it remains in range.
You need not see the creature to control it.
You do not receive direct sensory input from the creature, but you know what it is experiencing.
Because you are directing the animal with your own intelligence, it may be able to undertake actions normally beyond its own comprehension.

You need not concentrate exclusively on controlling the creature unless you are trying to direct it to do something it normally couldn't do.
Changing your instructions or giving a *dominated* creature a new command is the equivalent of redirecting a spell, so it is a move action.

DOMINATE MONSTER

Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 9
Target: One creature
This spell functions like *dominate person*, except that the spell is not restricted by creature type.

DOMINATE PERSON

Enchantment (Compulsion) [Mind-Affecting]
Level: Brd 4, Sor/Wiz 5
Components: V, S
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One humanoid
Duration: One day/level
Saving Throw: Will negates
Spell Resistance: Yes
You can control the actions of any humanoid creature through a telepathic link that you establish with the subject's mind.
If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities.
If no common language exists, you can communicate only basic commands, such as "Come here", "Go there", "Fight", and "Stand still".
You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically.
Once you have given a *dominated* creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 (rather than DC 25) can determine that the subject's behavior is being influenced by an enchantment effect (see the Sense Motive skill description, page 81).
Changing your instructions or giving a *dominated* creature a new command is the equivalent of redirecting a spell, so it is a move action.
By concentrating fully on the spell (a standard action), you can receive full sensory input as interpreted by the mind of the subject, though it still can't communicate with you.
You can't actually see through the subject's eyes, so it's not as good as being there yourself, but you still get a good idea of what's going on (the subject is walking through a smelly courtyard, the subject is talking to a guard, the guard looks suspicious, and so forth).
Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus.
Obviously self-destructive orders are not carried out.

Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane.

You need not see the subject to control it.

If you don't spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw to throw off the domination.

Protection from evil or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so warded, but such an effect neither prevents the establishment of domination nor dispels it.

ENTHRALL

Enchantment (Charm) [Language Dependent, Mind-Affecting, Sonic]

Level: Brd 2, Clr 2

Components: V, S

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Targets: Any number of creatures

Duration: 1 hour or less

Saving Throw: Will negates; see text

Spell Resistance: Yes

If you have the attention of a group of creatures, you can use this spell to hold them spellbound.

To cast the spell, you must speak or sing without interruption for 1 full round.

Thereafter, those affected give you their undivided attention, ignoring their surroundings.

They are considered to have an attitude of friendly while under the effect of the spell (see the *Dungeon Master's Guide* for information about NPC attitudes).

Any potentially affected creature of a race or religion unfriendly to yours gets a +4 bonus on the saving throw.

A creature with 4 or more HD or with a Wisdom score of 16 or higher remains aware of its surroundings and has an attitude of indifferent.

It gains a new saving throw if it witnesses actions that it opposes.

The effect lasts as long as you speak or sing, to a maximum of 1 hour.

Those *enthralled* by your words take no action while you speak or sing and for 1d3 rounds thereafter while they discuss the topic or performance.

Those entering the area during the performance must also successfully save or become *enthralled*.

The speech ends (but the 1d3-round delay still applies) if you lose concentration or do anything other than speak or sing.

If those not *enthralled* have unfriendly or hostile attitudes toward you, they can collectively make a Charisma check to try to end the spell by jeering and heckling.

For this check, use the Charisma bonus of the creature with the highest Charisma in the group; others may make Charisma checks to assist (as described in *Aid Another*, page 65).

The heckling ends the spell if this check result beats your Charisma check result.

Only one such challenge is allowed per use of the spell.

If any member of the audience is attacked or subjected to some other overtly hostile act, the spell ends and the previously *enthralled* members become immediately unfriendly toward you.

Each creature with 4 or more HD or with a Wisdom score of 16 or higher becomes hostile.

FEEBLEMIND

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates; see text

Spell Resistance: Yes

If the target creature fails a Will saving throw, its Intelligence and Charisma scores each drop to 1, giving it roughly the intellect of a lizard.

The affected creature is unable to use Intelligence- or Charisma-based skills, cast spells, understand language, or communicate coherently.

Still, it knows who its friends are and can follow them and even protect them.

The subject remains in this state until a *heal*, *limited wish*, *miracle*, or *wish* spell is used to cancel the effect of the *feeblemind*.

A creature that can cast arcane spells, such as a sorcerer or a wizard, takes a -4 penalty on its saving throw.

Material Component: A handful of clay, crystal, glass, or mineral spheres.

GEAS, LESSER

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Brd 3, Sor/Wiz 4

Components: V

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature with 7 HD or less

Duration: One day/level or until discharged (D)

Saving Throw: Will negates

Spell Resistance: Yes

A *lesser geas* places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by you.

The creature must have 7 or fewer Hit Dice and be able to understand you.

While a *geas* cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity.

The *geased* creature must follow the given instructions until the *geas* is completed, no matter how long it takes.

If the instructions involve some open-ended task that the recipient cannot complete through his own actions (such as "Wait here" or "Defend this area against attack"), the spell remains in effect for a maximum of one day per caster level.

A clever recipient can subvert some instructions: For example, if you order the recipient to protect you from all harm, it might place you in a nice, safe dungeon for the duration of the spell.

If the subject is prevented from obeying the *lesser geas* for 24 hours, it takes a -2 penalty to each of its ability scores.

Each day, another -2 penalty accumulates, up to a total of -8.

No ability score can be reduced to less than 1 by this effect. The ability score penalties are removed 24 hours after the subject resumes obeying the *lesser geas*. A *lesser geas* (and all ability score penalties) can be ended by *break enchantment*, *limited wish*, *remove curse*, *miracle*, or *wish*. *Dispel magic* does not affect a *lesser geas*.

GEAS/QUEST

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Brd 6, Clr 6, Sor/Wiz 6

Casting Time: 10 minutes

Target: One living creature

Saving Throw: None

This spell functions similarly to *lesser geas*, except that it affects a creature of any HD and allows no saving throw. Instead of taking penalties to ability scores (as with *lesser geas*), the subject takes 3d6 points of damage each day it does not attempt to follow the *geas/quest*.

Additionally, each day it must make a Fortitude saving throw or become sickened.

These effects end 24 hours after the creature attempts to resume the *geas/quest*.

A *remove curse* spell ends a *geas/quest* spell only if its caster level is at least two higher than your caster level.

Break enchantment does not end a *geas/quest*, but *limited wish*, *miracle*, and *wish* do.

Bards, sorcerers, and wizards usually refer to this spell as *geas*, while clerics call the same spell *quest*.

GOOD HOPE

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: One living creature/level, no two of which may be more than 30 ft. apart

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell instills powerful hope in the subjects.

Each affected creature gains a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

Good hope counters and dispels *crushing despair*.

HEROISM

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell imbues a single creature with great bravery and morale in battle.

The target gains a +2 morale bonus on attack rolls, saves, and skill checks.

HEROISM, GREATER

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 5, Sor/Wiz 6

Duration: 1 min./level

This spell functions like *heroism*, except the creature gains a +4 morale bonus on attack rolls, saves, and skill checks, immunity to fear effects, and temporary hit points equal to your caster level (maximum 20).

HOLD ANIMAL

Enchantment (Compulsion) [Mind-Affecting]

Level: Animal 2, Drd 2, Rgr 2

Components: V, S

Target: One animal

This spell functions like *hold person*, except that it affects an animal instead of a humanoid.

HOLD MONSTER

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 4, Law 6, Sor/Wiz 5

Components: V, S, M/DF

Target: One living creature

This spell functions like *hold person*, except that it affects any living creature that fails its Will save.

Arcane Material Component: One hard metal bar or rod, which can be as small as a three-penny nail.

HOLD MONSTER, MASS

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 9

Targets: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *hold person*, except that it affects multiple creatures and holds any living creature that fails its Will save.

HOLD PERSON

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Clr 2, Sor/Wiz 3

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One humanoid creature

Duration: 1 round/level (D); see text

Saving Throw: Will negates; see text

Spell Resistance: Yes

The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech.

Each round on its turn, the subject may attempt a new saving throw to end the effect.

(This is a full-round action that does not provoke attacks of opportunity).

A winged creature who is paralyzed cannot flap its wings and falls.

A swimmer can't swim and may drown.

Arcane Focus: A small, straight piece of iron.

HOLD PERSON, MASS

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 7

Targets: One or more humanoid creatures, no two of which can be more than 30 ft. apart

This spell functions like *hold person*, except as noted above.

HYPNOTISM

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Area: Several living creatures, no two of which may be more than 30 ft. apart

Duration: 2d4 rounds (D)

Saving Throw: Will negates

Spell Resistance: Yes

Your gestures and droning incantation fascinate nearby creatures, causing them to stop and stare blankly at you. In addition, you can use their rapt attention to make your suggestions and requests seem more plausible. Roll 2d4 to see how many total Hit Dice of creatures you affect.

Creatures with fewer HD are affected before creatures with more HD.

Only creatures that can see or hear you are affected, but they do not need to understand you to be fascinated.

If you use this spell in combat, each target gains a +2 bonus on its saving throw.

If the spell affects only a single creature not in combat at the time, the saving throw has a penalty of -2.

While the subject is fascinated by this spell, it reacts as though it were two steps more friendly in attitude (see *Influencing NPC Attitudes*, page 72).

This allows you to make a single request of the affected creature (provided you can communicate with it).

The request must be brief and reasonable.

Even after the spell ends, the creature retains its new attitude toward you, but only with respect to that particular request.

A creature that fails its saving throw does not remember that you enspelled it.

INSANITY

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

The affected creature suffers from a continuous *confusion* effect, as the spell.

Remove curse does not remove *insanity*.

Greater restoration, *heal*, *limited wish*, *miracle*, or *wish* can restore the creature.

LULLABY

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 0

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Living creatures within a 10-ft.-radius burst

Duration: Concentration + 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Any creature within the area that fails a Will save becomes drowsy and inattentive, taking a -5 penalty on Listen and Spot checks and a -2 penalty on Will saves against sleep effects while the *lullaby* is in effect.

Lullaby lasts for as long as the caster concentrates, plus up to 1 round per caster level thereafter.

MIND FOG

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Fog spreads in 20-ft. radius, 20 ft. high

Duration: 30 minutes and 2d6 rounds; see text

Saving Throw: Will negates

Spell Resistance: Yes

Mind fog produces a bank of thin mist that weakens the mental resistance of those caught in it.

Creatures in the *mind fog* take a -10 competence penalty on Wisdom checks and Will saves.

(A creature that successfully saves against the fog is not affected and need not make further saves even if it remains in the fog).

Affected creatures take the penalty as long as they remain in the fog and for 2d6 rounds thereafter.

The fog is stationary and lasts for 30 minutes (or until dispersed by wind).

A moderate wind (11+ mph) disperses the fog in four rounds; a strong wind (21+ mph) disperses the fog in 1 round.

The fog is thin and does not significantly hamper vision.

MODIFY MEMORY

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 4

Components: V, S

Casting Time: 1 round; see text

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

You reach into the subject's mind and modify as many as 5 minutes of its memories in one of the following ways.

- Eliminate all memory of an event the subject actually experienced.

This spell cannot negate *charm*, *geas/quest*, *suggestion*, or similar spells.

- Allow the subject to recall with perfect clarity an event it actually experienced.

For instance, it could recall every word from a 5-minute conversation or every detail from a passage in a book.

- Change the details of an event the subject actually experienced.
- Implant a memory of an event the subject never experienced.

Casting the spell takes 1 round.

If the subject fails to save, you proceed with the spell by spending as much as 5 minutes (a period of time equal to the amount of memory time you want to modify) visualizing the memory you wish to modify in the subject. If your concentration is disturbed before the visualization is complete, or if the subject is ever beyond the spell's range during this time, the spell is lost.

A modified memory does not necessarily affect the subject's actions, particularly if it contradicts the creature's natural inclinations.

An illogical modified memory, such as the subject recalling how much it enjoyed drinking poison, is dismissed by the creature as a bad dream or a memory muddled by too much wine.

More useful applications of *modify memory* include implanting memories of friendly encounters with you (inclining the subject to act favorably toward you), changing the details of orders given to the subject by a superior, or causing the subject to forget that it ever saw you or your party.

The DM reserves the right to decide whether a modified memory is too nonsensical to significantly affect the subject.

OTTO'S IRRESISTIBLE DANCE

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 6, Sor/Wiz 8

Components: V

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1d4+1 rounds

Saving Throw: None

Spell Resistance: Yes

The subject feels an undeniable urge to dance and begins doing so, complete with foot shuffling and tapping.

The spell effect makes it impossible for the subject to do anything other than caper and prance in place.

The effect imposes a -4 penalty to Armor Class and a -10 penalty on Reflex saves, and it negates any AC bonus granted by a shield the target holds.

The dancing subject provokes attacks of opportunity each round on its turn.

POWER WORD BLIND

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 7, War 7

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature with 200 hp or less

Duration: See text

Saving Throw: None

Spell Resistance: Yes

You utter a single word of power that causes one creature of your choice to become blinded, whether the creature can hear the word or not.

The duration of the spell depends on the target's current hit point total.

Any creature that currently has 201 or more hit points is unaffected by *power word blind*.

Hit Points	Duration
50 or less	Permanent
51–100	1d4+1 minutes
101–200	1d4+1 rounds

POWER WORD KILL

Enchantment (Compulsion) [Death, Mind-Affecting]

Level: Sor/Wiz 9, War 9

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature with 100 hp or less

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You utter a single word of power that instantly kills one creature of your choice, whether the creature can hear the word or not.

Any creature that currently has 101 or more hit points is unaffected by *power word kill*.

POWER WORD STUN

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 8, War 8

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature with 150 hp or less

Duration: See text

Saving Throw: None

Spell Resistance: Yes

You utter a single word of power that instantly causes one creature of your choice to become stunned, whether the creature can hear the word or not.

The duration of the spell depends on the target's current hit point total.

Any creature that currently has 151 or more hit points is unaffected by *power word stun*.

Hit Points	Duration
50 or less	4d4 rounds
51–100	2d4 rounds
101–150	1d4 rounds

PRAYER

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 3, Pal 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 40 ft.

Area: All allies and foes within a 40-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

You bring special favor upon yourself and your allies while bringing disfavor to your enemies.

You and each of your allies gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks, while each of your foes takes a -1 penalty on such rolls.

RAGE

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: One willing living creature per three levels, no two of which may be more than 30 ft. apart

Duration: Concentration + 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

Each affected creature gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -2 penalty to AC.

The effect is otherwise identical with a barbarian's rage (see page 25), except that the subjects aren't fatigued at the end of the rage.

SLEEP

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Area: One or more living creatures within a 10-ft.-radius burst

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

A *sleep* spell causes a magical slumber to come upon 4 Hit Dice of creatures.

Creatures with the fewest HD are affected first.

Among creatures with equal HD, those who are closest to the spell's point of origin are affected first.

Hit Dice that are not sufficient to affect a creature are wasted.

For example, Miale casts *sleep* at one rat (1/4 HD), one kobold (1 HD), two gnolls (2 HD), and an ogre (4 HD).

The rat, the kobold, and one gnoll are affected (1/4 + 1 + 2 = 3-1/4 HD).

The remaining 3/4 HD is not enough to affect the last gnoll or the ogre.

Miale can't choose to have *sleep* affect the ogre or the two gnolls.

Sleeping creatures are helpless.

Slapping or wounding awakens an affected creature, but normal noise does not.

Awakening a creature is a standard action (an application of the aid another action).

Sleep does not target unconscious creatures, constructs, or undead creatures.

Material Component: A pinch of fine sand, rose petals, or a live cricket.

SONG OF DISCORD

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Brd 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Creatures within a 20-ft.-radius spread

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes those within the area to turn on each other rather than attack their foes.

Each affected creature has a 50% chance to attack the nearest target each round.

(Roll to determine each creature's behavior every round at the beginning of its turn).

A creature that does not attack its nearest neighbor is free to act normally for that round.

Creatures forced by a *song of discord* to attack their fellows employ all methods at their disposal, choosing their deadliest spells and most advantageous combat tactics.

They do not, however, harm targets that have fallen unconscious.

SUGGESTION

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Brd 2, Sor/Wiz 3

Components: V, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 hour/level or until completed

Saving Throw: Will negates

Spell Resistance: Yes

You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two).

The *suggestion* must be worded in such a manner as to make the activity sound reasonable.

Asking the creature to 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 is actually pure water and that a quick dip would be refreshing is another matter.

Urging a red dragon to stop attacking your party so that the dragon and party could jointly loot a rich treasure elsewhere is a likewise reasonable use of the spell's power. The suggested course of activity can continue for the entire duration, such as in the case of the red dragon mentioned above.

If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do.

You can instead specify conditions that will trigger a special activity during the duration.

For example, you might suggest that a noble knight give her warhorse to the first beggar she meets. If the condition is not met before the spell duration expires, the activity is not performed. A very reasonable *suggestion* causes the save to be made with a penalty (such as -1 or -2) at the discretion of the DM. **Material Component:** A snake's tongue and either a bit of honeycomb or a drop of sweet oil.

SUGGESTION, MASS

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Brd 5, Sor/Wiz 6

Range: Medium (100 ft. + 10 ft./level)

Targets: One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *suggestion*, except that it can affect more creatures.

The same *suggestion* applies to all these creatures.

SYMBOL OF INSANITY

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 8, Sor/Wiz 8

Saving Throw: Will negates

This spell functions like *symbol of death*, except that all creatures within the radius of the *symbol of insanity* instead become permanently insane (as the *insanity* spell).

Unlike *symbol of death*, *symbol of insanity* has no hit point limit; once triggered, a *symbol of insanity* simply remains active for 10 minutes per caster level.

Note: Magic traps such as *symbol of insanity* are hard to detect and disable.

A rogue (only) can use the Search skill to find a *symbol of insanity* and Disable Device to thwart it.

The DC in each case is 25 + spell level, or 33 for *symbol of insanity*.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp.

SYMBOL OF PERSUASION

Enchantment (Charm) [Mind-Affecting]

Level: Clr 6, Sor/Wiz 6

Saving Throw: Will negates

This spell functions like *symbol of death*, except that all creatures within the radius of a *symbol of persuasion* instead become *charmed* by the caster (as the *charm monster* spell) for 1 hour per caster level.

Unlike *symbol of death*, *symbol of persuasion* has no hit point limit; once triggered, a *symbol of persuasion* simply remains active for 10 minutes per caster level.

Note: Magic traps such as *symbol of persuasion* are hard to detect and disable.

A rogue (only) can use the Search skill to find a *symbol of persuasion* and Disable Device to thwart it.

The DC in each case is 25 + spell level, or 31 for *symbol of persuasion*.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp.

SYMBOL OF SLEEP

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 5, Sor/Wiz 5

Saving Throw: Will negates

This spell functions like *symbol of death*, except that all creatures of 10 HD or less within 60 feet of the *symbol of sleep* instead fall into a catatonic slumber for 3d6×10 minutes.

Unlike with the *sleep* spell, sleeping creatures cannot be awakened by nonmagical means before this time expires. Unlike *symbol of death*, *symbol of sleep* has no hit point limit; once triggered, a *symbol of sleep* simply remains active for 10 minutes per caster level.

Note: Magic traps such as *symbol of sleep* are hard to detect and disable.

A rogue (only) can use the Search skill to find a *symbol of sleep* and Disable Device to thwart it.

The DC in each case is 25 + spell level, or 30 for *symbol of sleep*.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 1,000 gp.

SYMBOL OF STUNNING

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 7, Sor/Wiz 7

Saving Throw: Will negates

This spell functions like *symbol of death*, except that all creatures within 60 feet of a *symbol of stunning* instead become stunned for 1d6 rounds.

Note: Magic traps such as *symbol of stunning* are hard to detect and disable.

A rogue (only) can use the Search skill to find a *symbol of stunning* and Disable Device to thwart it.

The DC in each case is 25 + spell level, or 32 for *symbol of stunning*.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp.

SYMPATHY

Enchantment (Compulsion) [Mind-Affecting]

Level: Drd 9, Sor/Wiz 8

Components: V, S, M

Casting Time: 1 hour

Range: Close (25 ft. + 5 ft./2 levels)

Target: One location (up to a 10-ft. cube/level) or one object

Duration: 2 hours/level (D)

Saving Throw: Will negates; see text

Spell Resistance: Yes

You cause an object or location to emanate magical vibrations that attract either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you.

The particular kind of creature to be affected must be named specifically—for example, red dragons, hill giants, wererats, lammasus, or vampires.

A creature subtype (such as goblinoid) is not specific enough.

Likewise, the specific alignment must be named—for example, chaotic evil, chaotic good, lawful neutral, or neutral.

Creatures of the specified kind or alignment feel elated and pleased to be in the area or desire to touch or to possess the object.

The compulsion to stay in the area or touch the object is overpowering.

If the save is successful, the creature is released from the enchantment, but a subsequent save must be made 1d6×10 minutes later.

If this save fails, the affected creature attempts to return to the area or object.

Sympathy counters and dispels *antipathy*.

Material Component: 1,500 gp worth of crushed pearls and a drop of honey.

TASHA'S HIDEOUS LAUGHTER

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 1, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature; see text

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling prone.

The subject can take no actions while laughing, but is not considered helpless.

After the spell ends, it can act normally.

A creature with an Intelligence score of 2 or lower is not affected.

A creature whose type (such as humanoid or dragon) is different from the caster's receives a +4 bonus on its saving throw, because humor doesn't "translate" well.

Material Component: Tiny tarts that are thrown at the target and a feather that is waved in the air.

TOUCH OF IDIOCY

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 min./level

Saving Throw: No

Spell Resistance: Yes

With a touch, you reduce the target's mental faculties.

Your successful melee touch attack applies a 1d6 penalty to the target's Intelligence, Wisdom, and Charisma scores.

This penalty can't reduce any of these scores below 1.

This spell's effect may make it impossible for the target to cast some or all of its spells, if the requisite ability score drops below the minimum required to cast spells of that level.

ZONE OF TRUTH

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 2, Pal 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius emanation

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

Creatures within the emanation area (or those who enter it) can't speak any deliberate and intentional lies.

Each potentially affected creature is allowed a save to avoid the effects when the spell is cast or when the creature first enters the emanation area.

Affected creatures are aware of this enchantment.

Therefore, they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth.

Creatures who leave the area are free to speak as they choose.

EVOCATION

BIGBY'S CLENCHED FIST

Evocation [Force]

Level: Sor/Wiz 8, Strength 8

Components: V, S, F/DF

This spell functions like *Bigby's interposing hand*, except that the hand can interpose itself, push, or strike one opponent that you select.

The floating hand can move as far as 60 feet and can attack in the same round.

Since this hand is directed by you, its ability to notice or attack invisible or concealed creatures is no better than yours.

The hand attacks once per round, and its attack bonus equals your caster level + your Intelligence, Wisdom, or Charisma modifier (for a wizard, cleric, or sorcerer, respectively), +11 for the hand's Strength score (33), -1 for being Large.

The hand deals 1d8+11 points of damage on each attack, and any creature struck must make a Fortitude save (against this spell's save DC) or be stunned for 1 round.

Directing the spell to a new target is a move action.

The *clenched fist* can also interpose itself as *Bigby's interposing hand* does, or it can bull rush an opponent as *Bigby's forceful hand* does, but at a +15 bonus on the Strength check.

Clerics who cast this spell name it for their deities—*Pelor's clenched fist*, for example.

Arcane Focus: A leather glove.

BIGBY'S CRUSHING HAND

Evocation [Force]

Level: Sor/Wiz 9, Strength 9

Components: V, S, M, F/DF

This spell functions like *Bigby's interposing hand*, except that the hand can interpose itself, push, or crush one opponent that you select.

The *crushing hand* can grapple an opponent like *Bigby's grasping hand* does.

Its grapple bonus equals your caster level + your Intelligence, Wisdom, or Charisma modifier (for a wizard, cleric, or sorcerer, respectively), +12 for the hand's Strength score (35), +4 for being Large.

The hand deals 2d6+12 points of damage (lethal, not nonlethal) on each successful grapple check against an opponent.

The *crushing hand* can also interpose itself as Bigby's *interposing hand* does, or it can bull rush an opponent as Bigby's *forceful hand* does, but at a +18 bonus.

Directing the spell to a new target is a move action.

Clerics who cast this spell name it for their deities—St. Cuthbert's *crushing hand*, for example.

Arcane Material Component: The shell of an egg.

Arcane Focus: A glove of snakeskin.

BIGBY'S FORCEFUL HAND

Evocation [Force]

Level: Sor/Wiz 6

Components: V, S, F

This spell functions like Bigby's *interposing hand*, except that the *forceful hand* pursues and pushes away the opponent that you designate.

Treat this attack as a bull rush with a +14 bonus on the Strength check (+8 for Strength 27, +4 for being Large, and a +2 bonus for charging, which it always gets).

The hand always moves with the opponent to push that target back the full distance allowed, and it has no speed limit.

Directing the spell to a new target is a move action.

A very strong creature could not push the hand out of its way because the latter would instantly reposition itself between the creature and you, but an opponent could push the hand up against you by successfully bull rushing it.

Focus: A sturdy glove made of leather or heavy cloth.

BIGBY'S GRASPING HAND

Evocation [Force]

Level: Sor/Wiz 7, Strength 7

Components: V, S, F/DF

This spell functions like Bigby's *interposing hand*, except the hand can also grapple one opponent that you select.

The *grasping hand* gets one grapple attack per round.

Its attack bonus to make contact equals your caster level + your Intelligence, Wisdom, or Charisma modifier (for wizards, clerics, and sorcerers, respectively), +10 for the hand's Strength score (31), -1 for being Large.

Its grapple bonus is this same figure, except with a +4 modifier for being Large instead of -1.

The hand holds but does not harm creatures it grapples.

Directing the spell to a new target is a move action.

The *grasping hand* can also bull rush an opponent as Bigby's *forceful hand* does, but at a +16 bonus on the Strength check (+10 for Strength 35, +4 for being Large, and a +2 bonus for charging, which it always gets), or interpose itself as Bigby's *interposing hand* does.

Clerics who cast this spell name it for their deities—Kord's *grasping hand*, for example.

Arcane Focus: A leather glove.

BIGBY'S INTERPOSING HAND

Evocation [Force]

Level: Sor/Wiz 5

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: 10-ft. hand

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

Bigby's *Interposing hand* creates a Large magic hand that appears between you and one opponent.

This floating, disembodied hand then moves to remain between the two of you, regardless of where you move or how the opponent tries to get around it, providing cover (+4 AC) for you against that opponent.

Nothing can fool the hand—it sticks with the selected opponent in spite of darkness, invisibility, polymorphing, or any other attempt at hiding or disguise.

The hand does not pursue an opponent, however.

A Bigby's *hand* is 10 feet long and about that wide with its fingers outstretched.

It has as many hit points as you do when you're undamaged, and its AC is 20 (-1 size, +11 natural).

It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it.

The hand never provokes attacks of opportunity from opponents.

It cannot push through a *wall of force* or enter an *antimagic field*, but it suffers the full effect of a *prismatic wall* or *prismatic sphere*.

The hand makes saving throws as its caster.

Disintegrate or a successful *dispel magic* destroys it.

Any creature weighing 2,000 pounds or less that tries to push past the hand is slowed to half its normal speed.

The hand cannot reduce the speed of a creature weighing more than 2,000 pounds, but it still affects the creature's attacks.

Directing the spell to a new target is a move action.

Focus: A soft glove.

BLADE BARRIER

Evocation [Force]

Level: Clr 6, Good 6, War 6

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Wall of whirling blades up to 20 ft. long/level, or a ringed wall of whirling blades with a radius of up to 5 ft. per two levels; either form 20 ft. high

Duration: 1 min./level (D)

Saving Throw: Reflex half or Reflex negates; see text

Spell Resistance: Yes

An immobile, vertical curtain of whirling blades shaped of pure force springs into existence.

Any creature passing through the wall takes 1d6 points of damage per caster level (maximum 15d6), with a Reflex save for half damage.

If you evoke the barrier so that it appears where creatures are, each creature takes damage as if passing through the wall.

Each such creature can avoid the wall (ending up on the side of its choice) and thus take no damage by making a successful Reflex save.

A *blade barrier* provides cover (+4 bonus to AC, +2 bonus on Reflex saves) against attacks made through it.

BLASPHEMY

Evocation [Evil, Sonic]

Level: Clr 7, Evil 7

Components: V

Casting Time: 1 standard action

Range: 40 ft.

Area: Nonevil creatures in a 40-ft.-radius spread centered on you

Duration: Instantaneous

Saving Throw: None or Will negates; see text

Spell Resistance: Yes

Any nonevil creature within the area of a *blasphemy* spell suffers the following ill effects.

HD	Effect
Equal to caster level	Dazed
Up to caster level –1	Weakened, dazed
Up to caster level –5	Paralyzed, weakened, dazed
Up to caster level –10	Killed, paralyzed, weakened, dazed

The effects are cumulative and concurrent.

No saving throw is allowed against these effects.

Dazed: The creature can take no actions for 1 round, though it defends itself normally.

Weakened: The creature's Strength score decreases by 2d6 points for 2d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes.

Killed: Living creatures die.

Undead creatures are destroyed.

Furthermore, if you are on your home plane when you cast this spell, nonevil extraplanar creatures within the area are instantly banished back to their home planes.

Creatures so banished cannot return for at least 24 hours.

This effect takes place regardless of whether the creatures hear the *blasphemy*.

The banishment effect allows a Will save (at a –4 penalty) to negate.

Creatures whose Hit Dice exceed your caster level are unaffected by *blasphemy*.

BURNING HANDS

Evocation [Fire]

Level: Fire 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: 15 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A cone of searing flame shoots from your fingertips.

Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4).

Flammable materials, such as cloth, paper, parchment, and thin wood burn if the flames touch them.

A character can extinguish burning items as a full-round action.

CALL LIGHTNING STORM

Evocation [Electricity]

Level: Drd 5

Range: Long (400 ft. + 40 ft./level)

This spell functions like *call lightning*, except that each bolt deals 5d6 points of electricity damage (or 5d10 if created outdoors in a stormy area), and you may call a maximum of 15 bolts.

CALL LIGHTNING

Evocation [Electricity]

Level: Drd 3

Components: V, S

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Effect: One or more 30-ft.-long vertical lines of lightning

Duration: 1 min./level

Saving Throw: Reflex half

Spell Resistance: Yes

Immediately upon completion of the spell, and once per round thereafter, you may call down a 5-foot-wide, 30-foot-long, vertical bolt of lightning that deals 3d6 points of electricity damage.

The bolt of lightning flashes down in a vertical stroke at whatever target point you choose within the spell's range (measured from your position at the time).

Any creature in the target square or in the path of the bolt is affected.

You need not call a bolt of lightning immediately; other actions, even spellcasting, can be performed.

However, each round after the first you may use a standard action (concentrating on the spell) to call a bolt.

You may call a total number of bolts equal to your caster level (maximum 10 bolts).

If you are outdoors and in a stormy area—a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinni or an air elemental of at least Large size; see the *Monster Manual*)—each bolt deals 3d10 points of electricity damage instead of 3d6.

This spell functions indoors or underground but not underwater.

CHAIN LIGHTNING

Evocation [Electricity]

Level: Air 6, Sor/Wiz 6

Components: V, S, F

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Targets: One primary target, plus one secondary target/level (each of which must be within 30 ft. of the primary target)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This spell creates an electrical discharge that begins as a single stroke commencing from your fingertips. Unlike *lightning bolt*, *chain lightning* strikes one object or creature initially, then arcs to other targets. The bolt deals 1d6 points of electricity damage per caster level (maximum 20d6) to the primary target. After it strikes, lightning can arc to a number of secondary targets equal to your caster level (maximum 20). The secondary bolts each strike one target and deal half as much damage as the primary one did (rounded down). For example, a 19th-level sorcerer generates a primary bolt (19d6 points of damage) and as many as nineteen secondary bolts (each of which deals half as much as the primary bolt dealt). Each target can attempt a Reflex saving throw for half damage. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum (to avoid allies in the area, for example). *Focus*: A bit of fur; a piece of amber, glass, or a crystal rod; plus one silver pin for each of your caster levels.

CHAOS HAMMER

Evocation [Chaotic]

Level: Chaos 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: Instantaneous (1d6 rounds); see text

Saving Throw: Will partial; see text

Spell Resistance: Yes

You unleash chaotic power to smite your enemies. The power takes the form of a multicolored explosion of leaping, ricocheting energy. Only lawful and neutral (not chaotic) creatures are harmed by the spell. The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to lawful creatures (or 1d6 points of damage per caster level, maximum 10d6, to lawful outsiders) and *slows* them for 1d6 rounds (see the *slow* spell). A successful Will save reduces the damage by half and negates the *slow* effect. The spell deals only half damage against creatures who are neither lawful nor chaotic, and they are not *slowed*. Such a creature can reduce the damage by half again (down to one-quarter) with a successful Will save.

CONE OF COLD

Evocation [Cold]

Level: Sor/Wiz 5, Water 6

Components: V, S, M/DF

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Cone of cold creates an area of extreme cold, originating at your hand and extending outward in a cone. It drains heat, dealing 1d6 points of cold damage per caster level (maximum 15d6). *Arcane Material Component*: A very small crystal or glass cone.

CONSECRATE

Evocation [Good]

Level: Clr 2

Components: V, S, M, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius emanation

Duration: 2 hours/level

Saving Throw: None

Spell Resistance: No

This spell blesses an area with positive energy. Each Charisma check made to turn undead within this area gains a +3 sacred bonus. Every undead creature entering a *consecrated* area suffers minor disruption, giving it a -1 penalty on attack rolls, damage rolls, and saves. Undead cannot be created within or summoned into a *consecrated* area. If the *consecrated* area contains an altar, shrine, or other permanent fixture dedicated to your deity, pantheon, or aligned higher power, the modifiers given above are doubled (+6 sacred bonus on turning checks, -2 penalties for undead in the area). You cannot consecrate an area with a similar fixture of a deity other than your own patron. If the area does contain an altar, shrine, or other permanent fixture of a deity, pantheon, or higher power other than your patron, the *consecrate* spell instead curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above. *Consecrate* counters and dispels *desecrate*. *Material Component*: A vial of holy water and 25 gp worth (5 pounds) of silver dust, all of which must be sprinkled around the area.

CONTINGENCY

Evocation

Level: Sor/Wiz 6

Components: V, S, M, F

Casting Time: At least 10 minutes; see text

Range: Personal

Target: You

Duration: One day/level (D) or until discharged

You can place another spell upon your person so that it comes into effect under some condition you dictate when casting *contingency*.

The *contingency* spell and the companion spell are cast at the same time.

The 10-minute casting time is the minimum total for both castings; if the companion spell has a casting time longer than 10 minutes, use that instead.

The spell to be brought into effect by the *contingency* must be one that affects your person (*feather fall*, *levitate*, *fly*,

teleport, and so forth) and be of a spell level no higher than one-third your caster level (rounded down, maximum 6th level).

The conditions needed to bring the spell into effect must be clear, although they can be general.

For example, a *contingency* cast with *water breathing* might prescribe that any time you are plunged into or otherwise engulfed in water or similar liquid, the *water breathing* spell instantly comes into effect.

Or a *contingency* could bring a *feather fall* spell into effect any time you fall more than 4 feet.

In all cases, the *contingency* immediately brings into effect the companion spell, the latter being "cast" instantaneously when the prescribed circumstances occur.

If complicated or convoluted conditions are prescribed, the whole spell combination (*contingency* and the companion magic) may fail when called on.

The companion spell occurs based solely on the stated conditions, regardless of whether you want it to.

You can use only one *contingency* spell at a time; if a second is cast, the first one (if still active) is dispelled.

Material Component: That of the companion spell, plus quicksilver and an eyelash of an ogre mage, rakshasa, or similar spell-using creature.

Focus: A statuette of you carved from elephant ivory and decorated with gems (worth at least 1,500 gp).

You must carry the focus for the *contingency* to work.

CONTINUAL FLAME

Evocation [Light]

Level: Clr 3, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Effect: Magical, heatless flame

Duration: Permanent

Saving Throw: None

Spell Resistance: No

A flame, equivalent in brightness to a torch, springs forth from an object that you touch.

The effect looks like a regular flame, but it creates no heat and doesn't use oxygen.

A *continual flame* can be covered and hidden but not smothered or quenched.

Light spells counter and dispel darkness spells of an equal or lower level.

Material Component: You sprinkle ruby dust (worth 50 gp) on the item that is to carry the flame.

DANCING LIGHTS

Evocation [Light]

Level: Brd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Up to four lights, all within a 10-ft.-radius area

Duration: 1 minute (D)

Saving Throw: None

Spell Resistance: No

Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that

amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape.

The *dancing lights* must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like.

The lights can move up to 100 feet per round.

A light winks out if the distance between you and it exceeds the spell's range.

Dancing lights can be made permanent with a *permanency* spell.

DARKNESS

Evocation [Darkness]

Level: Brd 2, Clr 2, Sor/Wiz 2

Components: V, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

This spell causes an object to radiate shadowy illumination out to a 20-foot radius.

All creatures in the area gain concealment (20% miss chance).

Even creatures that can normally see in such conditions (such as with darkvision or lowlight vision) have the miss chance in an area shrouded in magical *darkness*.

Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area, as are light spells of lower level (such as *light* or *dancing lights*).

Higher level light spells (such as *daylight*) are not affected by *darkness*.

If *darkness* is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed.

Darkness counters or dispels any light spell of equal or lower spell level.

Arcane Material Component: A bit of bat fur and either a drop of pitch or a piece of coal.

DAYLIGHT

Evocation [Light]

Level: Brd 3, Clr 3, Drd 3, Pal 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

The object touched sheds light as bright as full daylight in a 60-foot radius, and dim light for an additional 60 feet beyond that.

Creatures that take penalties in bright light also take them while within the radius of this magical light.

Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light (such as vampires).

If *daylight* is cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed.

Daylight brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Daylight counters or dispels any darkness spell of equal or lower level, such as *darkness*.

DEEPER DARKNESS

Evocation [Darkness]

Level: Clr 3

Duration: One day/level (D)

This spell functions like *darkness*, except that the object radiates shadowy illumination in a 60-foot radius and the *darkness* lasts longer.

Daylight brought into an area of *deeper darkness* (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Deeper darkness counters and dispels any light spell of equal or lower level, including *daylight* and *light*.

DELAYED BLAST FIREBALL

Evocation [Fire]

Level: Sor/Wiz 7

Duration: 5 rounds or less; see text

This spell functions like *fireball*, except that it is more powerful and can detonate up to 5 rounds after the spell is cast.

The burst of flame deals 1d6 points of fire damage per caster level (maximum 20d6).

The glowing bead created by *delayed blast fireball* can detonate immediately if you desire, or you can choose to delay the burst for as many as 5 rounds.

You select the amount of delay upon completing the spell, and that time cannot change once it has been set unless someone touches the bead (see below).

If you choose a delay, the glowing bead sits at its destination until it detonates.

A creature can pick up and hurl the bead as a thrown weapon (range increment 10 feet).

If a creature handles and moves the bead within 1 round of its detonation, there is a 25% chance that the bead detonates while being handled.

DESECRATE

Evocation [Evil]

Level: Clr 2, Evil 2

Components: V, S, M, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius emanation

Duration: 2 hours/level

Saving Throw: None

Spell Resistance: Yes

This spell imbues an area with negative energy.

Each Charisma check made to turn undead within this area takes a -3 profane penalty, and every undead creature

entering a *desecrated* area gains a +1 profane bonus on attack rolls, damage rolls, and saving throws.

An undead creature created within or summoned into such an area gains +1 hit points per HD.

If the *desecrated* area contains an altar, shrine, or other permanent fixture dedicated to your deity or aligned higher power, the modifiers given above are doubled (-6 profane penalty on turning checks, +2 profane bonus and +2 hit points per HD for undead in the area).

Furthermore, anyone who casts *animate dead* within this area may create as many as double the normal amount of undead (that is, 4 HD per caster level rather than 2 HD per caster level).

If the area contains an altar, shrine, or other permanent fixture of a deity, pantheon, or higher power other than your patron, the *desecrate* spell instead curses the area, cutting off its connection with the associated deity or power.

This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above.

Desecrate counters and dispels *consecrate*.

Material Component: A vial of unholy water and 25 gp worth (5 pounds) of silver dust, all of which must be sprinkled around the area.

DICTUM

Evocation [Lawful, Sonic]

Level: Clr 7, Law 7

Components: V

Casting Time: 1 standard action

Range: 40 ft.

Area: Nonlawful creatures in a 40-ft.-radius spread centered on you

Duration: Instantaneous

Saving Throw: None or Will negates; see text

Spell Resistance: Yes

Any nonlawful creature within the area of a *dictum* spell suffers the following ill effects.

HD	Effect
Equal to caster level	Deafened
Up to caster level -1	Slowed, deafened
Up to caster level -5	Paralyzed, slowed, deafened
Up to caster level -10	Killed, paralyzed, slowed, deafened

The effects are cumulative and concurrent.

No saving throw is allowed against these effects.

Deafened: The creature is deafened for 1d4 rounds.

Slowed: The creature is slowed, as by the *slow* spell, for 2d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes.

Killed: Living creatures die.

Undead creatures are destroyed.

Furthermore, if you are on your home plane when you cast this spell, nonlawful extraplanar creatures within the area are instantly banished back to their home planes.

Creatures so banished cannot return for at least 24 hours.

This effect takes place regardless of whether the creatures hear the *dictum*.
The banishment effect allows a Will save (at a -4 penalty) to negate.
Creatures whose HD exceed your caster level are unaffected by *dictum*.

DIVINE FAVOR

Evocation

Level: Clr 1, Pal 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute

Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls for every three caster levels you have (at least +1, maximum +6).
The bonus doesn't apply to spell damage.

DIVINE POWER

Evocation

Level: Clr 4, War 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Calling upon the divine power of your patron, you imbue yourself with strength and skill in combat.
Your base attack bonus becomes equal to your character level (which may give you additional attacks), you gain a +6 enhancement bonus to Strength, and you gain 1 temporary hit point per caster level.

EARTHQUAKE

Evocation [Earth]

Level: Clr 8, Destruction 8, Drd 8, Earth 7

Components: V, S, DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 80-ft.-radius spread (S)

Duration: 1 round

Saving Throw: See text

Spell Resistance: No

When you cast *earthquake*, an intense but highly localized tremor rips the ground.

The shock knocks creatures down, collapses structures, opens cracks in the ground, and more.

The effect lasts for 1 round, during which time creatures on the ground can't move or attack.

A spellcaster on the ground must make a Concentration check (DC 20 + spell level) or lose any spell he or she tries to cast.

The earthquake affects all terrain, vegetation, structures, and creatures in the area.

The specific effect of an *earthquake* spell depends on the nature of the terrain where it is cast.

Cave, Cavern, or Tunnel: The spell collapses the roof, dealing 8d6 points of bludgeoning damage to any creature caught

under the cave-in (Reflex DC 15 half) and pinning that creature beneath the rubble (see below).

An *earthquake* cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris.

Cliffs: *Earthquake* causes a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically.
An *earthquake* cast at the top of a 100-foot cliff would sweep debris 100 feet outward from the base of the cliff.

Any creature in the path takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).

Open Ground: Each creature standing in the area must make a DC 15 Reflex save or fall down.

Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (Reflex DC 20 to avoid a fissure).

At the end of the spell, all fissures grind shut, killing any creatures still trapped within.

Structure: Any structure standing on open ground takes 100 points of damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry.

Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is (See the *Dungeon Master's Guide* for information on hit points for walls and the like).

Any creature caught inside a collapsing structure takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).

River, Lake, or Marsh: Fissures open underneath the water, draining away the water from that area and forming muddy ground.

Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures.

Each creature in the area must make a DC 15 Reflex save or sink down in the mud and quicksand.

At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

Pinned beneath Rubble: Any creature pinned beneath rubble takes 1d6 points of nonlethal damage per minute while pinned.

If a pinned character falls unconscious, he or she must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

FAERIE FIRE

Evocation [Light]

Level: Drd 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Creatures and objects within a 5-ft.-radius burst

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: Yes

A pale glow surrounds and outlines the subjects.

Outlined subjects shed light as candles.

Outlined creatures do not benefit from the concealment normally provided by darkness (though a 2nd-level or

higher magical *darkness* effect functions normally), *blur*, displacement, invisibility, or similar effects. The light is too dim to have any special effect on undead or darkdwelling creatures vulnerable to light. The *faerie fire* can be blue, green, or violet, according to your choice at the time of casting. The *faerie fire* does not cause any harm to the objects or creatures thus outlined.

FIRE SHIELD

Evocation [Fire or Cold]

Level: Fire 5, Sor/Wiz 4, Sun 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

This spell wreathes you in flame and causes damage to each creature that attacks you in melee.

The flames also protect you from either cold-based or fire-based attacks (your choice).

Any creature striking you with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6 points of damage +1 point per caster level (maximum +15).

This damage is either cold damage (if the *shield* protects against fire-based attacks) or fire damage (if the *shield* protects against cold-based attacks).

If the attacker has spell resistance, it applies to this effect. Creatures wielding weapons with exceptional reach are not subject to this damage if they attack you.

When casting this spell, you appear to immolate yourself, but the flames are thin and wispy, giving off light equal to only half the illumination of a normal torch (10 feet).

The color of the flames is determined randomly (50% chance of either color)—blue or green if the *chill shield* is cast, violet or blue if the *warm shield* is employed.

The special powers of each version are as follows.

Warm Shield: The flames are warm to the touch.

You take only half damage from cold-based attacks.

If such an attack allows a Reflex save for half damage, you take no damage on a successful save.

Chill Shield: The flames are cool to the touch.

You take only half damage from fire-based attacks.

If such an attack allows a Reflex save for half damage, you take no damage on a successful save.

Arcane Material Component: A bit of phosphorus for the *warm shield*; a live firefly or glowworm or the tail portions of four dead ones for the *chill shield*.

FIRE STORM

Evocation [Fire]

Level:Clr 8, Drd 7, Fire 7

Components: V, S

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Area: Two 10-ft. cubes per level (S)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

When a *fire storm* spell is cast, the whole area is shot through with sheets of roaring flame.

The raging flames do not harm natural vegetation, ground cover, and any plant creatures in the area that you wish to exclude from damage.

Any other creature within the area takes 1d6 points of fire damage per caster level (maximum 20d6).

FIREBALL

Evocation [Fire]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A *fireball* spell is an explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to every creature within the area.

Unattended objects also take this damage.

The explosion creates almost no pressure.

You point your finger and determine the range (distance and height) at which the *fireball* is to burst.

A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the *fireball* at that point.

(An early impact results in an early detonation).

If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely.

The *fireball* sets fire to combustibles and damages objects in the area.

It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze.

If the damage caused to an interposing barrier shatters or breaks through it, the *fireball* may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

Material Component: A tiny ball of bat guano and sulfur.

FLAME BLADE

Evocation [Fire]

Level: Drd 2

Components: V, S, DF

Casting Time: 1 standard action

Range: 0 ft.

Effect: Sword-like beam

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: Yes

A 3-foot-long, blazing beam of red-hot fire springs forth from your hand.

You wield this bladelike beam as if it were a scimitar.

Attacks with the *flame blade* are melee touch attacks.

The blade deals 1d8 points of fire damage +1 point per two caster levels (maximum +10).

Since the blade is immaterial, your Strength modifier does not apply to the damage.

A *flame blade* can ignite combustible materials such as parchment, straw, dry sticks, and cloth.

The spell does not function underwater.

FLAME STRIKE

Evocation [Fire]

Level: Clr 5, Drd 4, Sun 5, War 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Cylinder (10-ft. radius, 40 ft. high)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A *flame strike* produces a vertical column of divine fire roaring downward.

The spell deals 1d6 points of damage per caster level (maximum 15d6).

Half the damage is fire damage, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to fire-based attacks, such as that granted by *protection from energy (fire)*, *fire shield (chill shield)*, and similar magic.

FLAMING SPHERE

Evocation [Fire]

Level: Drd 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: 5-ft.-diameter sphere

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: Yes

A burning globe of fire rolls in whichever direction you point and burns those it strikes.

It moves 30 feet per round.

As part of this movement, it can ascend or jump up to 30 feet to strike a target.

If it enters a space with a creature, it stops moving for the round and deals 2d6 points of fire damage to that creature, though a successful Reflex save negates that damage.

A *flaming sphere* rolls over barriers less than 4 feet tall, such as furniture and low walls.

It ignites flammable substances it touches and illuminates the same area as a torch would.

The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest and burns. It can be extinguished by any means that would put out a normal fire of its size.

The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame.

It cannot push aside unwilling creatures or batter down large obstacles.

A *flaming sphere* winks out if it exceeds the spell's range.

Arcane Material Component: A bit of tallow, a pinch of brimstone, and a dusting of powdered iron.

FLARE

Evocation [Light]

Level: Brd 0, Drd 0, Sor/Wiz 0

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Burst of light

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

This cantrip creates a burst of light.

If you cause the light to burst directly in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Fortitude save.

Sightless creatures, as well as creatures already dazzled, are not affected by *flare*.

FORCECAGE

Evocation [Force]

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Barred cage (20-ft. cube) or windowless cell (10-ft. cube)

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

This powerful spell brings into being an immobile, invisible cubical prison composed of either bars of force or solid walls of force (your choice).

Creatures within the area are caught and contained unless they are too big to fit inside, in which case the spell automatically fails.

Teleportation and other forms of astral travel provide a means of escape, but the force walls or bars extend into the Ethereal Plane, blocking ethereal travel.

Like a *wall of force* spell, a *forcecage* resists *dispel magic*, but it is vulnerable to a *disintegrate* spell, and it can be destroyed by a *sphere of annihilation* or a *rod of cancellation*.

Barred Cage: This version of the spell produces a 20-foot cube made of bands of force (similar to a *wall of force* spell) for bars.

The bands are a half-inch wide, with half-inch gaps between them.

Any creature capable of passing through such a small space can escape; others are confined.

You can't attack a creature in a barred cage with a weapon unless the weapon can fit between the gaps.

Even against such weapons (including arrows and similar ranged attacks), a creature in the barred cage has cover.

All spells and breath weapons can pass through the gaps in the bars.

Windowless Cell: This version of the spell produces a 10-foot cube with no way in and no way out.

Solid walls of force form its six sides.

Material Component: Ruby dust worth 1,500 gp, which is tossed into the air and disappears when you cast the spell.

GUST OF WIND

Evocation [Air]

Level: Drd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Effect: Line-shaped gust of severe wind emanating out from you to the extreme of the range

Duration: 1 round

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell creates a severe blast of air (approximately 50 mph) that originates from you, affecting all creatures in its path.

A Tiny or smaller creature on the ground is knocked down and rolled 1d4×10 feet, taking 1d4 points of nonlethal damage per 10 feet.

If flying, a Tiny or smaller creature is blown back 2d6×10 feet and takes 2d6 points of nonlethal damage due to battering and buffeting.

Small creatures are knocked prone by the force of the wind, or if flying are blown back 1d6×10 feet.

Medium creatures are unable to move forward against the force of the wind, or if flying are blown back 1d6×5 feet.

Large or larger creatures may move normally within a gust of wind effect.

A gust of wind can't move a creature beyond the limit of its range.

Any creature, regardless of size, takes a -4 penalty on ranged attacks and Listen checks in the area of a gust of wind.

The force of the gust automatically extinguishes candles, torches, and similar unprotected flames.

It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish those lights.

In addition to the effects noted, a gust of wind can do anything that a sudden blast of wind would be expected to do.

It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range.

Gust of wind can be made permanent with a *permanency* spell.

HALLOW

Evocation [Good]

Level: Clr 5, Drd 5

Components: V, S, M, DF

Casting Time: 24 hours

Range: Touch

Area: 40-ft. radius emanating from the touched point

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: See text

Hallow makes a particular site, building, or structure a holy site.

This has four major effects.

First, the site or structure is guarded by a *magic circle against evil* effect.

Second, all Charisma checks made to turn undead gain a +4 sacred bonus, and Charisma checks to command undead take a -4 penalty.

Spell resistance does not apply to this effect.

(This provision does not apply to the druid version of the spell).

Third, any dead body interred in a *hallowed* site cannot be turned into an undead creature.

Finally, you may choose to fix a single spell effect to the *hallowed* site.

The spell effect lasts for one year and functions throughout the entire site, regardless of the normal duration and area or effect.

You may designate whether the effect applies to all creatures, creatures who share your faith or alignment, or creatures who adhere to another faith or alignment.

For example, you may create a *bless* effect that aids all creatures of your alignment or faith in the area, or a *bane* effect that hinders creatures of the opposed alignment or an enemy faith.

At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting *hallow* again.

Spell effects that may be tied to a *hallowed* site include *aid*, *bane*, *bless*, *cause fear*, *darkness*, *daylight*, *death ward*, *deeper darkness*, *detect evil*, *detect magic*, *dimensional anchor*, *discern lies*, *dispel magic*, *endure elements*, *freedom of movement*, *invisibility purge*, *protection from energy*, *remove fear*, *resist energy*, *silence*, *tongues*, and *zone of truth*.

Saving throws and spell resistance might apply to these spells' effects.

(See the individual spell descriptions for details).

An area can receive only one *hallow* spell (and its associated spell effect) at a time.

Hallow counters but does not dispel *unhallow*.

Material Component: Herbs, oils, and incense worth at least 1,000 gp, plus 1,000 gp per level of the spell to be included in the *hallowed* area.

HELPING HAND

Evocation

Level: Clr 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 5 miles

Effect: Ghostly hand

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You create the ghostly image of a hand, which you can send to find a creature within 5 miles.

The hand then beckons to that creature and leads it to you if the creature is willing to follow.

When the spell is cast, the hand appears in front of you.

You then specify a person (or any creature) by physical description, which can include race, gender, and appearance but not ambiguous factors such as level, alignment, or class.

When the description is complete, the hand streaks off in search of a subject that fits the description.

The amount of time it takes to find the subject depends on how far away she is.

Distance	Time to Locate
100 ft. or less	1 round
1,000 ft.	1 minute
1 mile	10 minutes
2 miles	1 hour
3 miles	2 hours
4 miles	3 hours
5 miles	4 hours

Once the hand locates the subject, it beckons the creature to follow it.

If the subject does so, the hand points in your direction, indicating the most direct feasible route.

The hand hovers 10 feet in front of the subject, moving before it at a speed of as much as 240 feet per round. Once the hand leads the subject back to you, it disappears. The subject is not compelled to follow the hand or act in any particular way toward you.

If the subject chooses not to follow, the hand continues to beckon for the duration of the spell, then disappears.

If the spell expires while the subject is en route to you, the hand disappears; the subject must then rely on her own devices to locate you.

If more than one subject in a 5-mile radius meets the description, the hand locates the closest creature.

If that creature refuses to follow the hand, the hand does not seek out a second subject.

If, at the end of 4 hours of searching, the hand has found no subject that matches the description within 5 miles, it returns to you, displays an outstretched palm (indicating that no such creature was found), and disappears.

The ghostly hand has no physical form.

It is invisible to anyone except you and a potential subject. It cannot engage in combat or execute any other task aside from locating a subject and leading it back to you.

The hand can't pass through solid objects but can ooze through small cracks and slits.

The hand cannot travel more than 5 miles from the spot it appeared when you cast the spell.

HOLY SMITE

Evocation [Good]

Level: Good 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: Instantaneous (1 round); see text

Saving Throw: Will partial; see text

Spell Resistance: Yes

You draw down holy power to smite your enemies.

Only evil and neutral creatures are harmed by the spell; good creatures are unaffected.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to each evil creature in the area (or 1d6 points of damage per caster level, maximum 10d6, to an evil outsider) and causes it to become blinded for 1 round. A successful Will saving throw reduces damage to half and negates the blinded effect.

The spell deals only half damage to creatures who are neither good nor evil, and they are not blinded. Such a creature can reduce that damage by half (down to one-quarter of the roll) with a successful Will save.

HOLY SWORD

Evocation [Good]

Level: Pal 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Melee weapon touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell allows you to channel holy power into your sword, or any other melee weapon you choose.

The weapon acts as a +5 *holy weapon* (+5 enhancement bonus on attack and damage rolls, extra 2d6 damage against evil opponents).

It also emits a *magic circle against evil* effect (as the spell).

If the *magic circle* ends, the sword creates a new one on your turn as a free action.

The spell is automatically canceled 1 round after the weapon leaves your hand.

You cannot have more than one *holy sword* at a time.

If this spell is cast on a magic weapon, the powers of the spell supersede any that the weapon normally has, rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the spell.

This spell is not cumulative with *bless weapon* or any other spell that might modify the weapon in any way.

This spell does not work on artifacts.

Note: A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

HOLY WORD

Evocation [Good, Sonic]

Level: Clr 7, Good 7

Components: V

Casting Time: 1 standard action

Range: 40 ft.

Area: Nongood creatures in a 40-ft.-radius spread centered on you

Duration: Instantaneous

Saving Throw: None or Will negates; see text

Spell Resistance: Yes

Any nongood creature within the area that hears the *holy word* suffers the following ill effects.

HD	Effect
Equal to caster level	Deafened
Up to caster level –1	Blinded, deafened
Up to caster level –5	Paralyzed, blinded, deafened
Up to caster level –10	Killed, paralyzed, blinded, deafened

The effects are cumulative and concurrent.

No saving throw is allowed against these effects.

Deafened: The creature is deafened for 1d4 rounds.

Blinded: The creature is blinded for 2d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes.

Killed: Living creatures die.

Undead creatures are destroyed.

Furthermore, if you are on your home plane when you cast this spell, nongood extraplanar creatures within the area are instantly banished back to their home planes.

Creatures so banished cannot return for at least 24 hours.

This effect takes place regardless of whether the creatures hear the *holy word*.

The banishment effect allows a Will save (at a -4 penalty) to negate.

Creatures whose HD exceed your caster level are unaffected by *holy word*.

ICE STORM

Evocation [Cold]

Level: Drd 4, Sor/Wiz 4, Water 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Cylinder (20-ft. radius, 40 ft. high)

Duration: 1 full round

Saving Throw: None

Spell Resistance: Yes

Great magical hailstones pound down for 1 full round, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area.

A -4 penalty applies to each Listen check made within the *ice storm*'s effect, and all land movement within its area is at half speed.

At the end of the duration, the hail disappears, leaving no aftereffects (other than the damage dealt).

Arcane Material Component: A pinch of dust and a few drops of water.

IMBUE WITH SPELL ABILITY

Evocation

Level: Clr 4, Magic 4

Components: V, S, DF

Casting Time: 10 minutes

Range: Touch

Target: Creature touched; see text

Duration: Permanent until discharged (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You transfer some of your currently prepared spells, and the ability to cast them, to another creature.

Only a creature with an Intelligence score of at least 5 and a Wisdom score of at least 9 can receive this bestowal.

Only cleric spells from the schools of abjuration, divination, and conjuration (healing) can be transferred.

The number and level of spells that the subject can be granted depends on its Hit Dice; even multiple castings of *imbue with spell ability* can't exceed this limit.

HD of Recipient

2 or lower

3-4

5 or higher

Spells Imbued

One 1st-level spell

One or two 1st-level spells

One or two 1st-level spells and one 2nd-level spell

The transferred spell's variable characteristics (range, duration, area, and the like) function according to your level, not the level of the recipient.

Once you cast *imbue with spell ability*, you cannot prepare a new 4th-level spell to replace it until the recipient uses the imbued spells or is slain, or until you dismiss the *imbue with spell ability* spell.

In the meantime, you remain responsible to your deity or your principles for the use to which the spell is put.

If the number of 4th-level spells you can cast decreases, and that number drops below your current number of active *imbue with spell ability* spells, the more recently cast imbued spells are dispelled.

To cast a spell with a verbal component, the subject must be able to speak.

To cast a spell with a somatic component, it must have humanlike hands.

To cast a spell with a material component or focus, it must have the materials or focus.

IMPLOSION

Evocation

Level: Clr 9, Destruction 9

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One corporeal creature/round

Duration: Concentration (up to 4 rounds)

Saving Throw: Fortitude negates

Spell Resistance: Yes

You create a destructive resonance in a corporeal creature's body.

For each round you concentrate, you cause one creature to collapse in on itself, killing it.

(This effect, being instantaneous, cannot be dispelled).

You can target a particular creature only once with each casting of the spell.

Implosion has no effect on creatures in gaseous form or on incorporeal creatures.

INVISIBILITY PURGE

Evocation

Level: Clr 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

You surround yourself with a sphere of power with a radius of 5 feet per caster level that negates all forms of invisibility.

Anything invisible becomes visible while in the area.

LEOMUND'S TINY HUT

Evocation [Force]

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: 20 ft.

Effect: 20-ft.-radius sphere centered on your location

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

You create an unmoving, opaque sphere of force of any color you desire around yourself.

Half the sphere projects above the ground, and the lower hemisphere passes through the ground.

As many as nine other Medium creatures can fit into the field with you; they can freely pass into and out of the hut without harming it.

However, if you remove yourself from the hut, the spell ends.

The temperature inside the hut is 70° F if the exterior temperature is between 0° and 100° F.

An exterior temperature below 0° or above 100° lowers or raises the interior temperature on a 1-degree-for-1 basis (thus, if it's -20° outside, inside the hut it's 50°).

The hut also provides protection against the elements, such as rain, dust, and sandstorms.

The hut withstands any wind of less than hurricane force, but a hurricane (75+ mph wind speed) or greater force destroys it.

The interior of the hut is a hemisphere.

You can illuminate it dimly upon command or extinguish the light as desired.

Although the force field is opaque from the outside, it is transparent from within.

Missiles, weapons, and most spell effects can pass through the hut without affecting it, although the occupants cannot be seen from outside the hut (they have total concealment).

Material Component: A small crystal bead that shatters when the spell duration expires or the hut is dispelled.

LIGHT

Evocation [Light]

Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0

Components: V, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

This spell causes an object to glow like a torch, shedding bright light in a 20-foot radius (and dim light for an additional 20 feet) from the point you touch.

The effect is immobile, but it can be cast on a movable object.

Light taken into an area of magical darkness does not function.

A light spell (one with the light descriptor) counters and dispels a darkness spell (one with the darkness descriptor) of an equal or lower level.

Arcane Material Component: A firefly or a piece of phosphorescent moss.

LIGHTNING BOLT

Evocation [Electricity]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: 120 ft.

Area: 120-ft. line

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You release a powerful stroke of electrical energy that deals 1d6 points of electricity damage per caster level (maximum 10d6) to each creature within its area.

The bolt begins at your fingertips.

The lightning bolt sets fire to combustibles and damages objects in its path.

It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze.

If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

Material Component: A bit of fur and an amber, crystal, or glass rod.

MAGIC MISSILE

Evocation [Force]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: Up to five creatures, no two of which can be more than 15 ft. apart

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage. The missile strikes unerringly, even if the target is in melee combat or has less than total cover or total concealment.

Specific parts of a creature can't be singled out.

Inanimate objects are not damaged by the spell.

For every two caster levels beyond 1st, you gain an additional missile—two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher.

If you shoot multiple missiles, you can have them strike a single creature or several creatures.

A single missile can strike only one creature.

You must designate targets before you check for spell resistance or roll damage.

METEOR SWARM

Evocation [Fire]

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Four 40-ft.-radius spreads; see text

Duration: Instantaneous

Saving Throw: None or Reflex half; see text

Spell Resistance: Yes

Meteor swarm is a very powerful and spectacular spell that is similar to *fireball* in many aspects.

When you cast it, four 2-foot-diameter spheres spring from your outstretched hand and streak in straight lines to the spots you select.

The meteor spheres leave a fiery trail of sparks.

If you aim a sphere at a specific creature, you may make a ranged touch attack to strike the target with the meteor.

Any creature struck by one of these spheres takes 2d6 points of bludgeoning damage (no save) and receives no saving throw against the sphere's fire damage (see below).

If a targeted sphere misses its target, it simply explodes at the nearest corner of the target's space.

You may aim more than one meteor at the same target.

Once a sphere reaches its destination, it explodes in a 40-foot-radius spread, dealing 6d6 points of fire damage to each creature in the area.

If a creature is within the area of more than one sphere, it must save separately against each.

(Fire resistance applies to each sphere's damage individually).

MIRACLE

Evocation

Level: Clr 9, Luck 9

Components: V, S, XP; see text

Casting Time: 1 standard action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: See text

Spell Resistance: Yes

You don't so much cast a *miracle* as request one.

You state what you would like to have happen and request that your deity (or the power you pray to for spells) intercede.

The DM then determines the particular effect of the *miracle*.

A *miracle* can do any of the following things.

- Duplicate any cleric spell of 8th level or lower (including spells to which you have access because of your domains).
- Duplicate any other spell of 7th level or lower.
- Undo the harmful effects of certain spells, such as *feeblemind* or *insanity*.
- Have any effect whose power level is in line with the above effects.

If the *miracle* has any of the above effects, casting it has no experience point cost.

Alternatively, a cleric can make a very powerful request.

Casting such a *miracle* costs the cleric 5,000 XP because of the powerful divine energies involved.

Examples of especially powerful *miracles* of this sort could include the following.

- Swinging the tide of a battle in your favor by raising fallen allies to continue fighting.
- Moving you and your allies, with all your and their gear, from one plane to another through planar barriers to a specific locale with no chance of error.
- Protecting a city from an earthquake, volcanic eruption, flood, or other major natural disaster.

In any event, a request that is out of line with the deity's (or alignment's) nature is refused.

A duplicated spell allows saving throws and spell resistance as normal, but the save DCs are as for a 9th-level spell.

When a *miracle* duplicates a spell that has an XP cost, you must pay that cost.

When a *miracle* spell duplicates a spell with a material component that costs more than 100 gp, you must provide that component.

XP Cost: 5,000 XP (for some uses of the *miracle* spell; see above).

MORDENKAINEN'S SWORD

Evocation [Force]

Level: Sor/Wiz 7

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One sword

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

This spell brings into being a shimmering, swordlike plane of force.

The sword strikes at any opponent within its range, as you desire, starting in the round that you cast the spell.

The sword attacks its designated target once each round on your turn.

Its attack bonus is equal to your caster level + your Int bonus or your Cha bonus (for wizards or sorcerers, respectively) with an additional +3 enhancement bonus.

As a force effect, it can strike ethereal and incorporeal creatures.

It deals 4d6+3 points of force damage, with a threat range of 19–20 and a critical multiplier of $\times 2$.

The sword always strikes from your direction.

It does not get a bonus for flanking or help a combatant get one.

If the sword goes beyond the spell range from you, if it goes out of your sight, or if you are not directing it, the sword returns to you and hovers.

Each round after the first, you can use a standard action to switch the sword to a new target.

If you do not, the sword continues to attack the previous round's target.

The sword cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* affects it.

The sword's AC is 13 (10, +0 size bonus for Medium object, +3 deflection bonus).

If an attacked creature has spell resistance, the resistance is checked the first time *Mordenkainen's sword* strikes it.

If the sword is successfully resisted, the spell is dispelled.

If not, the sword has its normal full effect on that creature for the duration of the spell.

Focus: A miniature platinum sword with a grip and pommel of copper and zinc.

It costs 250 gp to construct.

ORDER'S WRATH

Evocation [Lawful]

Level: Law 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Nonlawful creatures within a burst that fills a 30-ft. cube

Duration: Instantaneous (1 round); see text

Saving Throw: Will partial; see text

Spell Resistance: Yes

You channel lawful power to smite enemies.

The power takes the form of a three-dimensional grid of energy.

Only chaotic and neutral (not lawful) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to chaotic creatures (or 1d6 points of damage per caster level, maximum 10d6, to chaotic outsiders) and causes them to be dazed for 1 round.

A successful Will save reduces the damage to half and negates the daze effect.

The spell deals only half damage to creatures who are neither chaotic nor lawful, and they are not dazed.

They can reduce the damage in half again (down to one-quarter of the roll) with a successful Will save.

OTILUKE'S FREEZING SPHERE

Evocation [Cold]

Level: Sor/Wiz 6

Components: V, S, F

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target, Effect, or Area: See text

Duration: Instantaneous or 1 round/level; see text

Saving Throw: Reflex half; see text

Spell Resistance: Yes

Otiluke's Freezing sphere creates a frigid globe of cold energy that streaks from your fingertips to the location you select, where it explodes in a 10-foot-radius burst, dealing 1d6 points of cold damage per caster level (maximum 15d6) to each creature in the area.

An elemental (water) creature instead takes 1d8 points of cold damage per caster level (maximum 15d8).

If the *freezing sphere* strikes a body of water or a liquid that is principally water (not including water-based creatures), it freezes the liquid to a depth of 6 inches over an area equal to 100 square feet (a 10-foot square) per caster level (maximum 1,500 square feet).

This ice lasts for 1 round per caster level.

Creatures that were swimming on the surface of frozen water become trapped in the ice.

Attempting to break free is a full-round action.

A trapped creature must make a DC 25 Strength check or a DC 25 Escape Artist check to do so.

You can refrain from firing the globe after completing the spell, if you wish.

Treat this as a touch spell for which you are holding the charge (see page 176).

You can hold the charge for as long as 1 round per level, at the end of which time the *freezing sphere* bursts centered on you (and you receive no saving throw to resist its effect).

Firing the globe in a later round is a standard action.

Focus: A small crystal sphere.

OTILUKE'S RESILIENT SPHERE

Evocation [Force]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 1-ft.-diameter/level sphere, centered around a creature

Duration: 1 min./level (D)

Saving Throw: Reflex negates

Spell Resistance: Yes

A globe of shimmering force encloses a creature, provided the creature is small enough to fit within the diameter of the sphere.

The sphere contains its subject for the spell's duration.

The sphere is not subject to damage of any sort except from a *rod of cancellation*, a *rod of negation*, a *disintegrate* spell, or a targeted *dispel magic* spell.

These effects destroy the sphere without harm to the subject.

Nothing can pass through the sphere, inside or out, though the subject can breathe normally.

The subject may struggle, but the sphere cannot be physically moved either by people outside it or by the struggles of those within.

Material Component: A hemispherical piece of clear crystal and a matching hemispherical piece of gum arabic.

OTILUKE'S TELEKINETIC SPHERE

Evocation [Force]

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 1-ft.-diameter/level sphere, centered around creatures or objects

Duration: 1 min./level (D)

Saving Throw: Reflex negates (object)

Spell Resistance: Yes (object)

This spell functions like *Otiluke's resilient sphere*, with the addition that the creatures or objects inside the globe are nearly weightless.

Anything contained within an *Otiluke's telekinetic sphere* weighs only one-sixteenth of its normal weight.

You can telekinetically lift anything in the sphere that normally weighs 5,000 pounds or less.

The telekinetic control extends from you out to medium range (100 feet + 10 feet per caster level) after the sphere has succeeded in encapsulating its contents.

You can move objects or creatures in the sphere that weigh a total of 5,000 pounds or less by concentrating on the sphere.

You can begin moving a sphere in the round after casting the spell.

If you concentrate on doing so (a standard action), you can move the sphere as much as 30 feet in a round.

If you cease concentrating, the sphere does not move in that round (if on a level surface) or descends at its falling rate (if aloft) until it reaches a level surface, or the spell's duration expires, or you begin concentrating again.

If you cease concentrating (voluntarily or due to failing a Concentration check), you can resume concentrating on your next turn or any later turn during the spell's duration.

The sphere falls at a rate of only 60 feet per round, which is not fast enough to cause damage to the contents of the sphere.

You can move the sphere telekinetically even if you are in it.

Material Component: A hemispherical piece of clear crystal, a matching hemispherical piece of gum arabic, and a pair of small bar magnets.

POLAR RAY

Evocation [Cold]

Level: Sor/Wiz 8

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A blue-white ray of freezing air and ice springs from your hand.

You must succeed on a ranged touch attack with the ray to deal damage to a target.

The ray deals 1d6 points of cold damage per caster level (maximum 25d6).

Focus: A small, white ceramic cone or prism.

PRISMATIC SPRAY

Evocation

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

This spell causes seven shimmering, intertwined, multicolored beams of light to spray from your hand. Each beam has a different power.

Creatures in the area of the spell with 8 HD or less are automatically blinded for 2d4 rounds.

Every creature in the area is randomly struck by one or more beams, which have additional effects.

1d8	Color of Beam	Effect
1	Red	20 points fire damage (Reflex half)
2	Orange	40 points acid damage (Reflex half)
3	Yellow	80 points electricity damage (Reflex half)
4	Green	Poison (Kills; Fortitude partial, take 1d6 points of Con damage instead)
5	Blue	Turned to stone (Fortitude negates)
6	Indigo	Insane, as <i>insanity</i> spell (Will negates)
7	Violet	Sent to another plane (Will negates)
8		Struck by two rays; roll twice more, ignoring any "8" results.

PRODUCE FLAME

Evocation [Fire]

Level: Drd 1, Fire 2

Components: V, S

Casting Time: 1 standard action

Range: 0 ft.

Effect: Flame in your palm

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: Yes

Flames as bright as a torch appear in your open hand.

The flames harm neither you nor your equipment.

In addition to providing illumination, the flames can be hurled or used to touch enemies.

You can strike an opponent with a melee touch attack, dealing fire damage equal to 1d6 + 1 point per caster level (maximum +5).

Alternatively, you can hurl the flames up to 120 feet as a thrown weapon.

When doing so, you attack with a ranged touch attack (with no range penalty) and deal the same damage as with the melee attack.

No sooner do you hurl the flames than a new set appears in your hand.

Each attack you make reduces the remaining duration by 1 minute.

If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves.

This spell does not function underwater.

RAY OF FROST

Evocation [Cold]

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A ray of freezing air and ice projects from your pointing finger.

You must succeed on a ranged touch attack with the ray to deal damage to a target.

The ray deals 1d3 points of cold damage.

SCORCHING RAY

Evocation [Fire]

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or more rays

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You blast your enemies with fiery rays.

You may fire one ray, plus one additional ray for every four levels beyond 3rd (to a maximum of three rays at 11th level).

Each ray requires a ranged touch attack to hit and deals 4d6 points of fire damage.

The rays may be fired at the same or different targets, but all bolts must be aimed at targets within 30 feet of each other and fired simultaneously.

SEARING LIGHT

Evocation

Level: Clr 3, Sun 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Focusing divine power like a ray of the sun, you project a blast of light from your open palm.

You must succeed on a ranged touch attack to strike your target.

A creature struck by this ray of light takes 1d8 points of damage per two caster levels (maximum 5d8).

An undead creature takes 1d6 points of damage per caster level (maximum 10d6), and an undead creature particularly vulnerable to bright light, such as a vampire, takes 1d8 points of damage per caster level (maximum 10d8).

A construct or inanimate object takes only 1d6 points of damage per two caster levels (maximum 5d6).

SENDING

Evocation

Level: Clr 4, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 10 minutes

Range: See text

Target: One creature

Duration: 1 round; see text

Saving Throw: None

Spell Resistance: No

You contact a particular creature with which you are familiar and send a short message of twenty-five words or less to the subject.

The subject recognizes you if it knows you.

It can answer in like manner immediately.

A creature with an Intelligence score as low as 1 can understand the *sending*, though the subject's ability to react is limited as normal by its Intelligence score.

Even if the *sending* is received, the subject is not obligated to act upon it in any manner.

If the creature in question is not on the same plane of existence as you are, there is a 5% chance that the *sending* does not arrive.

(Local conditions on other planes may worsen this chance considerably, at the option of the DM).

Arcane Material Component: A short piece of fine copper wire.

SHATTER

Evocation [Sonic]

Level: Brd 2, Chaos 2, Clr 2, Destruction 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area or Target: 5-ft.-radius spread; or one solid object or one crystalline creature

Duration: Instantaneous

Saving Throw: Will negates (object); Will negates (object) or Fortitude half; see text

Spell Resistance: Yes (object)

Shatter creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature.

Used as an area attack, *shatter* destroys nonmagical objects of crystal, glass, ceramic, or porcelain, such as vials, bottles, flasks, jugs, windows, mirrors, and so forth.

All such objects within a 5-foot radius of the point of origin are smashed into dozens of pieces by the spell.

Objects weighing more than 1 pound per your level are not affected, but all other objects of the appropriate composition are shattered.

Alternatively, you can target *shatter* against a single solid object, regardless of composition, weighing up to 10 pounds per caster level.

Targeted against a crystalline creature (of any weight), *shatter* deals 1d6 points of sonic damage per caster level (maximum 10d6), with a Fortitude save for half damage.

Arcane Material Component: A chip of mica.

SHOCKING GRASP

Evocation [Electricity]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature or object touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Your successful melee touch attack deals 1d6 points of electricity damage per caster level (maximum 5d6). When delivering the jolt, you gain a +3 bonus on attack rolls if the opponent is wearing metal armor (or made out of metal, carrying a lot of metal, or the like).

SHOUT

Evocation [Sonic]

Level: Brd 4, Sor/Wiz 4

Components: V

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Fortitude partial or Reflex negates (object); see text

Spell Resistance: Yes (object)

You emit an ear-splitting yell that deafens and damages creatures in its path.

Any creature within the area is deafened for 2d6 rounds and takes 5d6 points of sonic damage.

A successful save negates the deafness and reduces the damage by half.

Any exposed brittle or crystalline object or crystalline creature takes 1d6 points of sonic damage per caster level (maximum 15d6).

An affected creature is allowed a Fortitude save to reduce the damage by half, and a creature holding fragile objects can negate damage to them with a successful Reflex save. A *shout* spell cannot penetrate a *silence* spell.

SHOUT, GREATER

Evocation [Sonic]

Level: Brd 6, Sor/Wiz 8

Components: V, S, F

Range: 60 ft.

Saving Throw: Fortitude partial or Reflex negates (object); see text

This spell functions like *shout*, except that the cone deals 10d6 points of sonic damage (or 1d6 points of sonic damage per caster level, maximum 20d6, against exposed brittle or crystalline objects or crystalline creatures).

It also causes creatures to be stunned for 1 round and deafened for 4d6 rounds.

A creature in the area of the cone can negate the stunning and halve both the damage and the duration of the deafness with a successful Fortitude save.

A creature holding vulnerable objects can attempt a Reflex save to negate the damage to those objects.

Arcane Focus: A small metal or ivory horn.

SOUND BURST

Evocation [Sonic]

Level: Brd 2, Clr 2

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 10-ft.-radius spread

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You blast an area with a tremendous cacophony.

Every creature in the area takes 1d8 points of sonic damage and must succeed on a Fortitude save to avoid being stunned for 1 round.

Creatures that cannot hear are not stunned but are still damaged.

Arcane Focus: A musical instrument.

SPIRITUAL WEAPON

Evocation [Force]

Level: Clr 2, War 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Magic weapon of force

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

A weapon made of pure force springs into existence and attacks opponents at a distance, as you direct it, dealing 1d8 force damage per hit, +1 point per three caster levels (maximum +5 at 15th level).

The weapon takes the shape of a weapon favored by your deity or a weapon with some spiritual significance or symbolism to you (see below) and has the same threat range and critical multipliers as a real weapon of its form.

It strikes the opponent you designate, starting with one attack in the round the spell is cast and continuing each round thereafter on your turn.

It uses your base attack bonus (possibly allowing it multiple attacks per round in subsequent rounds) plus your Wisdom modifier as its attack bonus.

It strikes as a spell, not as a weapon, so, for example, it can damage creatures that have damage reduction.

As a force effect, it can strike incorporeal creatures without the normal miss chance associated with incorporeality.

The weapon always strikes from your direction.

It does not get a flanking bonus or help a combatant get one.

Your feats (such as Weapon Focus) or combat actions (such as charge) do not affect the weapon.

If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers.

Each round after the first, you can use a move action to redirect the weapon to a new target.

If you do not, the weapon continues to attack the previous round's target.

On any round that the weapon switches targets, it gets one attack.

Subsequent rounds of attacking that target allow the weapon to make multiple attacks if your base attack bonus would allow it to.

Even if the *spiritual weapon* is a ranged weapon, use the spell's range, not the weapon's normal range increment, and switching targets still is a move action.

A *spiritual weapon* cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* affects it.

A *spiritual weapon's* AC against touch attacks is 12 (10 + size bonus for Tiny object).

If an attacked creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the *spiritual weapon* strikes it.

If the weapon is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell.

The weapon that you get is often a force replica of your deity's own personal weapon, many of which have individual names.

A cleric without a deity gets a weapon based on his alignment.

A neutral cleric without a deity can create a *spiritual weapon* of any alignment, provided he is acting at least generally in accord with that alignment at the time.

The weapons associated with each deity or alignment are as follows.

Boccob: Quarterstaff, "Staff of Boccob"

Corellon Larethian: Longsword, "Sahandrian"

Ehlonna: Longsword, "Jenevier"

Erythnul: Morningstar, "Agony"

Fharlanghn: Quarterstaff, "Traveler's Friend"

Garl Glittergold: Battleaxe, "Arumdina"

Gruumsh: Spear, "Bloodspear"

Heironeous: Longsword, "Justice-bringer"

Hextor: Flail, "Executioner"

Kord: Greatsword, "Kelmar"

Moradin: Warhammer, "Soulhammer"

Nerull: Scythe, "Lifecutter"

Obad-Hai: Quarterstaff, "Stormstouch"

Olidammara: Rapier, "Swiftstrike"

Pelor: Heavy Mace, "Sunscepter"

St. Cuthbert: Heavy Mace, "The Mace of Cuthbert"

Vecna: Dagger, "Afterthought"

Wee Jas: Dagger, "Discretion"

Yondalla: Short sword, "Hornblade"

Chaos: Battleaxe, "The Blade of Change"

Evil: Light flail, "The Scourge of Souls"

Good: Warhammer, "The Hammer of Justice"

Law: Sword, "The Sword of Truth"

SUNBEAM

Evocation [Light]

Level: Drd 7, Sun 7

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: Line from your hand

Duration: 1 round/level or until all beams are exhausted

Saving Throw: Reflex negates and Reflex half; see text

Spell Resistance: Yes

For the duration of this spell, you can use a standard action to evoke a dazzling beam of intense light each round.

You can call forth one beam per three caster levels (maximum six beams at 18th level).

The spell ends when its duration runs out or your allotment of beams is exhausted.

Each creature in the beam is blinded and takes 4d6 points of damage.

Any creatures to which sunlight is harmful or unnatural take double damage.

A successful Reflex save negates the blindness and reduces the damage by half.

An undead creature caught within the beam takes 1d6 points of damage per caster level (maximum 20d6), or half damage if a Reflex save is successful.

In addition, the beam results in the destruction of any undead creature specifically harmed by bright light (such as a vampire) if it fails its save.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

SUNBURST

Evocation [Light]

Level: Drd 8, Sor/Wiz 8, Sun 8

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 80-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex partial; see text

Spell Resistance: Yes

Sunburst causes a globe of searing radiance to explode silently from a point you select.

All creatures in the globe are blinded and take 6d6 points of damage.

A creature to which sunlight is harmful or unnatural takes double damage.

A successful Reflex save negates the blindness and reduces the damage by half.

An undead creature caught within the globe takes 1d6 points of damage per caster level (maximum 25d6), or half damage if a Reflex save is successful.

In addition, the burst results in the destruction of any undead creature specifically harmed by bright light (such as a vampire) if it fails its save.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

Sunburst dispels any darkness spells of lower than 9th level within its area.

Arcane Material Component: A piece of sunstone and a naked flame.

SYMPATHETIC VIBRATION

Evocation [Sonic]

Level: Brd 6

Components: V, S, F

Casting Time: 10 minutes

Range: Touch

Target: One freestanding structure

Duration: Up to 1 round/level

Saving Throw: None; see text

Spell Resistance: Yes

By attuning yourself to a freestanding structure such as a building, bridge, or dam, you can create a damaging vibration within it.

Once it begins, the vibration deals 2d10 points of damage per round to the target structure.

(Hardness has no effect on the spell's damage).

You can choose at the time of casting to limit the duration of the spell; otherwise it lasts for 1 round/level.

If the spell is cast upon a target that is not freestanding the surrounding stone dissipates the effect and no damage occurs.

Sympathetic vibration cannot affect creatures (including constructs).

Since a structure is an unattended object, it gets no saving throw to resist the effect.

Focus: A tuning fork.

TENSER'S FLOATING DISK

Evocation [Force]

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 3-ft.-diameter disk of force

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You create a slightly concave, circular plane of force that follows you about and carries loads for you.

The disk is 3 feet in diameter and 1 inch deep at its center.

It can hold 100 pounds of weight per caster level.

(If used to transport a liquid, its capacity is 2 gallons).

The disk floats approximately 3 feet above the ground at all times and remains level.

It floats along horizontally within spell range and will accompany you at a rate of no more than your normal speed each round.

If not otherwise directed, it maintains a constant interval of 5 feet between itself and you.

The disk winks out of existence when the spell duration expires.

The disk also winks out if you move beyond range (by moving too fast or by such means as a *teleport* spell) or try to take the disk more than 3 feet away from the surface beneath it.

When the disk winks out, whatever it was supporting falls to the surface beneath it.

Material Component: A drop of mercury.

UNHALLOW

Evocation [Evil]

Level: Clr 5, Drd 5

Components: V, S, M

Casting Time: 24 hours

Range: Touch

Area: 40-ft. radius emanating from the touched point

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: See text

Unhallow makes a particular site, building, or structure an unholy site.

This has three major effects.

First, the site or structure is guarded by a *magic circle against good* effect.

Second, all turning checks made to turn undead take a -4 penalty, and turning checks to rebuke undead gain a +4 profane bonus.

Spell resistance does not apply to this effect.

(This provision does not apply to the druid version of the spell).

Finally, you may choose to fix a single spell effect to the *unhallowed* site.

The spell effect lasts for one year and functions throughout the entire site, regardless of its normal duration and area or effect.

You may designate whether the effect applies to all creatures, creatures that share your faith or alignment, or creatures that adhere to another faith or alignment. For example, you may create a *bless* effect that aids all creatures of like alignment or faith in the area, or a *bane* effect that hinders creatures of the opposite alignment or an enemy faith.

At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting *unhallow* again.

Spell effects that may be tied to an *unhallowed* site include *aid*, *bane*, *bless*, *cause fear*, *darkness*, *daylight*, *death ward*, *deeper darkness*, *detect magic*, *detect good*, *dimensional anchor*, *discern lies*, *dispel magic*, *endure elements*, *freedom of movement*, *invisibility purge*, *protection from energy*, *remove fear*, *resist energy*, *silence*, *tongues*, and *zone of truth*.

Saving throws and spell resistance might apply to these spells' effects.

(See the individual spell descriptions for details).

An area can receive only one *unhallow* spell (and its associated spell effect) at a time.

Unhallow counters but does not dispel *hallow*.

Material Component: Herbs, oils, and incense worth at least 1,000 gp, plus 1,000 gp per level of the spell to be tied to the *unhallowed* area.

UNHOLY BLIGHT

Evocation [Evil]

Level: Evil 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous (1d4 rounds); see text

Saving Throw: Will partial

Spell Resistance: Yes

You call up unholy power to smite your enemies.

The power takes the form of a cold, cloying miasma of greasy darkness.

Only good and neutral (not evil) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to a good creature (or 1d6 per caster level, maximum 10d6, to a good outsider) and causes it to be sickened for 1d4 rounds.

A successful Will save reduces damage to half and negates the sickened effect.

The effects cannot be negated by *remove disease* or *heal*, but *remove curse* is effective.

The spell deals only half damage to creatures who are neither evil nor good, and they are not sickened.

Such a creature can reduce the damage in half again (down to one-quarter) with a successful Will save.

WALL OF FIRE

Evocation [Fire]

Level: Drd 5, Fire 4, Sor/Wiz 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Opaque sheet of flame up to 20 ft. long/level or a ring of fire with a radius of up to 5 ft. per two levels; either form 20 ft. high

Duration: Concentration + 1 round/level

Saving Throw: None

Spell Resistance: Yes

An immobile, blazing curtain of shimmering violet fire springs into existence.

One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet.

The wall deals this damage when it appears and on your turn each round to all creatures in the area.

In addition, the wall deals 2d6 points of fire damage +1 point of fire damage per caster level (maximum +20) to any creature passing through it.

The wall deals double damage to undead creatures.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall.

If any 5-foot length of wall takes 20 points of cold damage or more in 1 round, that length goes out.

(Do not divide cold damage by 4, as normal for objects).

Wall of fire can be made permanent with a *permanency* spell.

A permanent wall of fire that is extinguished by cold damage becomes inactive for 10 minutes, then reforms at normal strength.

Arcane Material Component: A small piece of phosphorus.

WALL OF FORCE

Evocation [Force]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Wall whose area is up to one 10-ft. square/level

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: None

A wall of force spell creates an invisible wall of force.

The wall cannot move, it is immune to damage of all kinds, and it is unaffected by most spells, including *dispel magic*.

However, *disintegrate* immediately destroys it, as does a *rod of cancellation*, a *sphere of annihilation*, or a *Mordenkainen's disjunction* spell.

Breath weapons and spells cannot pass through the wall in either direction, although *dimension door*, *teleport*, and similar effects can bypass the barrier.

It blocks ethereal creatures as well as material ones (though ethereal creatures can usually get around the wall by floating under or over it through material floors and ceilings).

Gaze attacks can operate through a wall of force.

The caster can form the wall into a flat, vertical plane whose area is up to one 10-foot square per level.

The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails.

Wall of force can be made permanent with a *permanency* spell.

Material Component: A pinch of powder made from a clear gem.

WALL OF ICE

Evocation [Cold]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Anchored plane of ice, up to one 10-ft. square/level, or hemisphere of ice with a radius of up to 3 ft. + 1 ft./level

Duration: 1 min./level

Saving Throw: Reflex negates; see text

Spell Resistance: Yes

This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected.

A wall of ice cannot form in an area occupied by physical objects or creatures.

Its surface must be smooth and unbroken when created.

Any creature adjacent to the wall when it is created may attempt a Reflex save to disrupt the wall as it is being formed.

A successful save indicates that the spell automatically fails. Fire, including a *fireball* spell and red dragon breath, can melt a wall of ice, and it deals full damage to the wall (instead of the normal half damage taken by objects).

Suddenly melting a wall of ice creates a great cloud of steamy fog that lasts for 10 minutes.

Ice Plane: A sheet of strong, hard ice appears.

The wall is 1 inch thick per caster level.

It covers up to a 10-foot-square area per caster level (so a 10th-level wizard can create a wall of ice 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, or some other combination of length and height that does not exceed 1,000 square feet).

The plane can be oriented in any fashion as long as it is anchored.

A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

The wall is primarily defensive in nature and is used to stop pursuers from following you and the like.

Each 10-foot square of wall has 3 hit points per inch of thickness.

Creatures can hit the wall automatically.

A section of wall whose hit points drop to 0 is breached.

If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15 + caster level. Even when the ice has been broken through, a sheet of frigid air remains.

Any creature stepping through it (including the one who broke through the wall) takes 1d6 points of cold damage +1 point per caster level (no save).

Hemisphere: The wall takes the form of a hemisphere whose maximum radius is 3 feet + 1 foot per caster level.

Thus, a 7th-level caster can create a hemisphere 10 feet in radius.

The hemisphere is as hard to break through as the ice plane form, but it does not deal damage to those who go through a breach.

Material Component: A small piece of quartz or similar rock crystal.

WHIRLWIND

Evocation [Air]

Level: Air 8, Drd 8

Components: V, S, DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: Cyclone 10 ft. wide at base, 30 ft. wide at top, and 30 ft. tall

Duration: 1 round/level (D)

Saving Throw: Reflex negates; see text

Spell Resistance: Yes

This spell creates a powerful cyclone of raging wind that moves through the air, along the ground, or over water at a speed of 60 feet per round.

You can concentrate on controlling the cyclone's every movement or specify a simple program, such as move straight ahead, zigzag, circle, or the like.

Directing the cyclone's movement or changing its programmed movement is a standard action for you.

The cyclone always moves during your turn.

If the cyclone exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds—possibly endangering you or your allies—and then dissipates.

(You can't regain control of the cyclone, even if comes back within range).

Any Large or smaller creature that comes in contact with the spell effect must succeed on a Reflex save or take 3d6 points of damage.

A Medium or smaller creature that fails its first save must succeed on a second one or be picked up bodily by the cyclone and held suspended in its powerful winds, taking 1d8 points of damage each round on your turn with no save allowed.

You may direct the cyclone to eject any carried creatures whenever you wish, depositing the hapless souls wherever the cyclone happens to be when they are released.

WIND WALL

Evocation [Air]

Level: Air 2, Clr 3, Drd 3, Rgr 2, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Wall up to 10 ft./level long and 5 ft./level high (S)

Duration: 1 round/level

Saving Throw: None; see text

Spell Resistance: Yes

An invisible vertical curtain of wind appears.

It is 2 feet thick and of considerable strength.

It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands.

(A Reflex save allows a creature to maintain its grasp on an object).

Tiny and Small flying creatures cannot pass through the barrier.

Loose materials and cloth garments fly upward when caught in a *wind wall*.

Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a 30% miss chance.

(A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected).

Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall (although it is no barrier to incorporeal creatures).

While the wall must be vertical, you can shape it in any continuous path along the ground that you like.

It is possible to create cylindrical or square wind walls to enclose specific points.

A 5th-level caster can create a wall up to 50 feet long and up to 25 feet high, sufficient to form a cylinder of wind 15 feet in diameter.

Arcane Material Component: A tiny fan and a feather of exotic origin.

WORD OF CHAOS

Evocation [Chaotic, Sonic]

Level: Chaos 7, Clr 7

Components: V

Casting Time: 1 standard action

Range: 40 ft.

Area: Nonchaotic creatures in a 40-ft.-radius spread centered on you

Duration: Instantaneous

Saving Throw: None or Will negates; see text

Spell Resistance: Yes

Any nonchaotic creature within the area who hears the *word of chaos* suffers the following ill effects.

The effects are cumulative and concurrent.

No saving throw is allowed against these effects.

Deafened: The creature is deafened for 1d4 rounds.

Stunned: The creature is stunned for 1 round.

Confused: The creature is *confused*, as by the *confusion* spell, for 1d10 minutes.

This is a mind-affecting enchantment effect.

Killed: Living creatures die.

Undead creatures are destroyed.

HD	Effect
Equal to caster level	Deafened
Up to caster level -1	Stunned, deafened
Up to caster level -5	Confused, stunned, deafened
Up to caster level -10	Killed, confused, stunned, deafened

Furthermore, if you are on your home plane when you cast this spell, nonchaotic extraplanar creatures within the area are instantly banished back to their home planes.

Creatures so banished cannot return for at least 24 hours.

This effect takes place regardless of whether the creatures hear the *word of chaos*.

The banishment effect allows a Will save (at a -4 penalty) to negate.

Creatures whose HD exceed your caster level are unaffected by *word of chaos*.

ILLUSION

BLUR

Illusion (Glamer)

Level: Brd 2, Sor/Wiz 2

Components: V

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject's outline appears blurred, shifting and wavering.

This distortion grants the subject concealment (20% miss chance).

A *see invisibility* spell does not counteract the *blur* effect, but a *true seeing* spell does.

Opponents that cannot see the subject ignore the spell's effect (though fighting an unseen opponent carries penalties of its own; see page 151).

COLOR SPRAY

Illusion (Pattern) [Mind-Affecting]

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

Range: 15 ft.

Area: Cone-shaped burst

Duration: Instantaneous; see text

Saving Throw: Will negates

Spell Resistance: Yes

A vivid cone of clashing colors springs forth from your hand, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious.

Each creature within the cone is affected according to its Hit Dice.

2 HD or less: The creature is unconscious, blinded, and stunned for 2d4 rounds, then blinded and stunned for 1d4 rounds, and then stunned for 1 round.

(Only living creatures are knocked unconscious).

3 or 4 HD: The creature is blinded and stunned for 1d4 rounds, then stunned for 1 round.

5 or more HD: The creature is stunned for 1 round.

Sightless creatures are not affected by *color spray*.

Material Component: A pinch each of powder or sand that is colored red, yellow, and blue.

DISGUISE SELF

Illusion (Glamer)

Level: Brd 1, Sor/Wiz 1, Trickery 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

You make yourself—including clothing, armor, weapons, and equipment—look different.

You can seem 1 foot shorter or taller, thin, fat, or in between.

You cannot change your body type.

For example, a human caster could look human, humanoid, or like any other human-shaped bipedal creature.

Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment.

A battleaxe made to look like a dagger still functions as a battleaxe.

If you use this spell to create a disguise, you get a +10 bonus on the Disguise check.

A creature that interacts with the glamer gets a Will save to recognize it as an illusion.

For example, a creature that touched you and realized that the tactile sensation did not match the visual one would be entitled to such a save.

DISPLACEMENT

Illusion (Glamer)

Level: Brd 3, Sor/Wiz 3

Components: V, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Emulating the natural ability of the displacer beast (see the *Monster Manual*), the subject of this spell appears to be about 2 feet away from its true location.

The creature benefits from a 50% miss chance as if it had total concealment.

However, unlike actual total concealment, *displacement* does not prevent enemies from targeting the creature normally. *True seeing* reveals its true location.

Material Component: A small strip of leather made from displacer beast hide, twisted into a loop.

DREAM

Illusion (Phantasm) [Mind-Affecting]

Level: Brd 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 minute

Range: Unlimited

Target: One living creature touched

Duration: See text

Saving Throw: None

Spell Resistance: Yes

You, or a messenger touched by you, sends a phantasmal message to others in the form of a dream.

At the beginning of the spell, you must name the recipient or identify him or her by some title that leaves no doubt as to identity.

The messenger then enters a trance, appears in the intended recipient's dream, and delivers the message.

The message can be of any length, and the recipient remembers it perfectly upon waking.

The communication is one-way.

The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient.

Once the message is delivered, the messenger's mind returns instantly to its body.

The duration of the spell is the time required for the messenger to enter the recipient's dream and deliver the message.

If the recipient is awake when the spell begins, the messenger can choose to wake up (ending the spell) or remain in the trance.

The messenger can remain in the trance until the recipient goes to sleep, then enter the recipient's dream and deliver the message as normal.

A messenger that is disturbed during the trance comes awake, ending the spell.

Creatures who don't sleep (such as elves, but not half-elves) or don't dream cannot be contacted by this spell.

The messenger is unaware of its own surroundings or of the activities around it while in the trance.

It is defenseless both physically and mentally (always fails any saving throw) while in the trance.

FALSE VISION

Illusion (Glamer)

Level: Brd 5, Sor/Wiz 5, Trickery 5

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Area: 40-ft.-radius emanation

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

Any divination (scrying) spell used to view anything within the area of this spell instead receives a false image (as the *major image* spell), as defined by you at the time of casting.

As long as the duration lasts, you can concentrate to change the image as desired.

While you aren't concentrating, the image remains static.

Arcane Material Component: The ground dust of a piece of jade worth at least 250 gp, which is sprinkled into the air when the spell is cast.

GHOST SOUND

Illusion (Figment)

Level: Brd 0, Sor/Wiz 0

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Illusory sounds

Duration: 1 round/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place.

You choose what type of sound *ghost sound* creates when casting it and cannot thereafter change the sound's basic character.

The volume of sound created depends on your level.

You can produce as much noise as four normal humans per caster level (maximum twenty humans).

Thus, talking, singing, shouting, walking, marching, or running sounds can be created.

The noise a *ghost sound* spell produces can be virtually any type of sound within the volume limit.

A horde of rats running and squeaking is about the same volume as eight humans running and shouting.

A roaring lion is equal to the noise from sixteen humans, while a roaring dire tiger is equal to the noise from twenty humans.

Ghost sound can enhance the effectiveness of a *silent image* spell.

Ghost sound can be made permanent with a *permanency* spell.

Material Component: A bit of wool or a small lump of wax.

HALLUCINATORY TERRAIN

Illusion (Glamer)

Level: Brd 4, Sor/Wiz 4

Components: V, S, M

Casting Time: 10 minutes

Range: Long (400 ft. + 40 ft./level)

Area: One 30-ft. cube/level (S)

Duration: 2 hours/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

You make natural terrain look, sound, and smell like some other sort of natural terrain.

Thus, open fields or a road can be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain.

A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road.

Structures, equipment, and creatures within the area are not hidden or changed in appearance.

Material Component: A stone, a twig, and a bit of green plant.

HYPNOTIC PATTERN

Illusion (Pattern) [Mind-Affecting]

Level: Brd 2, Sor/Wiz 2

Components: V (Brd only), S, M; see text

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Colorful lights in a 10-ft.-radius spread

Duration: Concentration + 2 rounds

Saving Throw: Will negates

Spell Resistance: Yes

A twisting pattern of subtle, shifting colors weaves through the air, fascinating creatures within it.

Roll 2d4 and add your caster level (maximum 10) to determine the total number of Hit Dice of creatures affected.

Creatures with the fewest HD are affected first; and, among creatures with equal HD, those who are closest to the spell's point of origin are affected first.

Hit Dice that are not sufficient to affect a creature are wasted.

Affected creatures become fascinated by the pattern of colors.

Sightless creatures are not affected.

A wizard or sorcerer need not utter a sound to cast this spell, but a bard must sing, play music, or recite a rhyme as a verbal component.

Material Component: A glowing stick of incense or a crystal rod filled with phosphorescent material.

ILLUSORY SCRIPT

Illusion (Phantasm) [Mind-Affecting]

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 minute or longer; see text

Range: Touch

Target: One touched object weighing no more than 10 lb.

Duration: One day/level (D)

Saving Throw: Will negates; see text

Spell Resistance: Yes

You write instructions or other information on parchment, paper, or any suitable writing material.

The *illusory script* appears to be some form of foreign or magical writing.

Only the person (or people) designated by you at the time of the casting are able to read the writing; it's unintelligible to any other character, although an illusionist recognizes it as *illusory script*.

Any unauthorized creature attempting to read the script triggers a potent illusory effect and must make a saving throw.

A successful saving throw means the creature can look away with only a mild sense of disorientation.

Failure means the creature is subject to a suggestion implanted in the script by you at the time the illusory script spell was cast.

The suggestion lasts only 30 minutes.

Typical suggestions include "Close the book and leave", "Forget the existence of the book", and so forth.

If successfully dispelled by *dispel magic*, the *illusory script* and its secret message disappear.

The hidden message can be read by a combination of the *true seeing* spell with the *read magic* or *comprehend languages* spell.

The casting time depends on how long a message you wish to write, but it is always at least 1 minute.

Material Component: A lead-based ink (cost of not less than 50 gp).

ILLUSORY WALL

Illusion (Figment)

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Image 1 ft. by 10 ft. by 10 ft.

Duration: Permanent

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

This spell creates the illusion of a wall, floor, ceiling, or similar surface.

It appears absolutely real when viewed, but physical objects can pass through it without difficulty.

When the spell is used to hide pits, traps, or normal doors, any detection abilities that do not require sight work normally.

Touch or a probing search reveals the true nature of the surface, though such measures do not cause the illusion to disappear.

INVISIBILITY SPHERE

Illusion (Glamer)

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Area: 10-ft.-radius emanation around the creature or object touched

This spell functions like *invisibility*, except that this spell confers invisibility upon all creatures within 10 feet of the recipient.

The center of the effect is mobile with the recipient.

Those affected by this spell can see each other and themselves as if unaffected by the spell.

Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible.

Affected creatures (other than the recipient) who attack negate the invisibility only for themselves.

If the spell recipient attacks, the *invisibility sphere* ends.

INVISIBILITY

Illusion (Glamer)

Level: Brd 2, Sor/Wiz 2, Trickery 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal or touch

Target: You or a creature or object weighing no more than 100 lb./level

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless) or Will negates (harmless, object)

Spell Resistance: Yes (harmless) or Yes (harmless, object)

The creature or object touched becomes invisible, vanishing from sight, even from darkvision.

If the recipient is a creature carrying gear, that vanishes, too.

If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature.

Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source).

Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible, such as a trailing rope.

Of course, the subject is not magically *silenced*, and certain other conditions can render the recipient detectable (such as stepping in a puddle).

The spell ends if the subject attacks any creature.

For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe.

(Exactly who is a foe depends on the invisible character's perceptions).

Actions directed at unattended objects do not break the spell.

Causing harm indirectly is not an attack.

Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the

bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth.

If the subject attacks directly, however, it immediately becomes visible along with all its gear.

Spells such as *bleed* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

See Table 8–5: Attack Roll Modifiers and Table 8–6: Armor Class Modifiers, page 151, for the effects of invisibility on combat.

Invisibility can be made permanent (on objects only) with a *permanency* spell.

Arcane Material Component: An eyelash encased in a bit of gum arabic.

INVISIBILITY, GREATER

Illusion (Glamer)

Level: Brd 4, Sor/Wiz 4

Components: V, S

Target: You or creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

This spell functions like *invisibility*, except that it doesn't end if the subject attacks.

INVISIBILITY, MASS

Illusion (Glamer)

Level: Sor/Wiz 7

Components: V, S, M

Range: Long (400 ft. + 40 ft./level)

Targets: Any number of creatures, no two of which can be more than 180 ft. apart

This spell functions like *invisibility*, except that the effect is mobile with the group and is broken when anyone in the group attacks.

Individuals in the group cannot see each other.

The spell is broken for any individual who moves more than 180 feet from the nearest member of the group.

(If only two individuals are affected, the one moving away from the other one loses its invisibility.)

If both are moving away from each other, they both become visible when the distance between them exceeds 180 feet).

Material Component: An eyelash encased in a bit of gum arabic.

LEOMUND'S TRAP

Illusion (Glamer)

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: Permanent (D)

Saving Throw: None

Spell Resistance: No

This spell makes a lock or small mechanism seem to be trapped to anyone who can detect traps.

You place the spell upon any small mechanism or device, such as a lock, hinge, hasp, cork, cap, or ratchet.

Any character able to detect traps, or who uses any spell or device enabling trap detection, is 100% certain a real trap exists.

Of course, the effect is illusory and nothing happens if the trap is "sprung"; its primary purpose is to frighten away thieves or make them waste precious time.

If another *Leomund's trap* is active within 50 feet when the spell is cast, the casting fails.

Material Component: A piece of iron pyrite touched to the object to the trapped while the object is sprinkled with a special dust requiring 50 gp to prepare.

Lesser (Spell Name) Any spell whose name begins with *lesser* is alphabetized in this chapter according to the second word of the spell name.

Thus, the description of a *lesser* spell appears near the description of the spell on which it is based.

Spell chains that have *lesser* spells in them include those based on the spells *confusion*, *geas*, *globe of invulnerability*, *planar ally*, *planar binding*, and *restoration*.

MAGIC MOUTH

Illusion (Glamer)

Level: Brd 1, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature or object

Duration: Permanent until discharged

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs.

The message, which must be twenty-five or fewer words long, can be in any language known by you and can be delivered over a period of 10 minutes.

The mouth cannot utter verbal components, use command words, or activate magical effects.

It does, however, move according to the words articulated; if it were placed upon a statue, the mouth of the statue would move and appear to speak.

Of course, *magic mouth* can be placed upon a tree, rock, or any other object or creature.

The spell functions when specific conditions are fulfilled according to your command as set in the spell.

Commands can be as general or as detailed as desired, although only visual and audible triggers can be used, such as the following: "Speak only when a venerable female human carrying a sack sits cross-legged within a distance of one foot".

Triggers react to what appears to be the case.

Disguises and illusions can fool them.

Normal darkness does not defeat a visual trigger, but magical *darkness* or *invisibility* does.

Silent movement or magical *silence* defeats audible triggers.

Audible triggers can be keyed to general types of noises (footsteps, metal clanking) or to a specific noise or spoken word (when a pin drops, or when anyone says "Boo").

Actions can serve as triggers if they are visible or audible.

For example, "Speak when any creature touches the statue" is an acceptable command if the creature is visible.

A *magic mouth* cannot distinguish alignment, level, Hit Dice, or class except by external garb.

The range limit of a trigger is 15 feet per caster level, so a 6th-level caster can command a *magic mouth* to respond to triggers as far as 90 feet away. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

Magic mouth can be made permanent with a *permanency* spell.

Material Component: A small bit of honeycomb and jade dust worth 10 gp.

MAJOR IMAGE

Illusion (Figment)

Level: Brd 3, Sor/Wiz 3

Duration: Concentration + 3 rounds

This spell functions like *silent image*, except that sound, smell, and thermal illusions are included in the spell effect. While concentrating, you can move the image within the range.

The image disappears when struck by an opponent unless you cause the illusion to react appropriately.

MINOR IMAGE

Illusion (Figment)

Level: Brd 2, Sor/Wiz 2

Duration: Concentration + 2 rounds

This spell functions like *silent image*, except that *minor image* includes some minor sounds but not understandable speech.

MIRAGE ARCANA

Illusion (Glamer)

Level: Brd 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Area: One 20-ft. cube/level (S)

Duration: Concentration + 1 hour/level (D)

This spell functions like *hallucinatory terrain*, except that it enables you to make any area appear to be something other than it is.

The illusion includes audible, visual, tactile, and olfactory elements.

Unlike *hallucinatory terrain*, the spell can alter the appearance of structures (or add them where none are present).

Still, it can't disguise, conceal, or add creatures (though creatures within the area might hide themselves within the illusion just as they can hide themselves within a real location).

MIRROR IMAGE

Illusion (Figment)

Level: Brd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Personal; see text

Target: You

Duration: 1 min./level (D)

Several illusory duplicates of you pop into being, making it difficult for enemies to know which target to attack.

The figments stay near you and disappear when struck.

Mirror image creates 1d4 images plus one image per three caster levels (maximum eight images total).

These figments separate from you and remain in a cluster, each within 5 feet of at least one other figment or you.

You can move into and through a *mirror image*.

When you and the *mirror image* separate, observers can't use vision or hearing to tell which one is you and which the image.

The figments may also move through each other.

The figments mimic your actions, pretending to cast spells when you cast a spell, drink potions when you drink a potion, levitate when you levitate, and so on.

Enemies attempting to attack you or cast spells at you must select from among indistinguishable targets.

Generally, roll randomly to see whether the selected target is real or a figment.

Any successful attack against an image destroys it.

An image's AC is 10 + your size modifier + your Dex modifier.

Figments seem to react normally to area spells (such as looking like they're burned or dead after being hit by a *fireball*).

While moving, you can merge with and split off from figments so that enemies who have learned which image is real are again confounded.

An attacker must be able to see the images to be fooled.

If you are invisible or an attacker shuts his or her eyes, the spell has no effect.

(Being unable to see carries the same penalties as being blinded).

MISDIRECTION

Illusion (Glamer)

Level: Brd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature or object, up to a 10-ft. cube in size

Duration: 1 hour/level

Saving Throw: None or Will negates; see text

Spell Resistance: No

By means of this spell, you misdirect the information from divination spells that reveal auras (*detect evil*, *detect magic*, *discern lies*, and the like).

On casting the spell, you choose another object within range.

For the duration of the spell, the subject of *misdirection* is detected as if it were the other object.

(Neither the subject nor the other object gets a saving throw against this effect).

Detection spells provide information based on the second object rather than on the actual target of the detection unless the caster of the detection succeeds on a Will save.

For instance, you could make yourself detect as a tree if one were within range at casting: not evil, not lying, not magical, neutral in alignment, and so forth.

This spell does not affect other types of divination magic (*augury*, *detect thoughts*, *clairaudience/clairvoyance*, and the like).

MISLEAD

Illusion (Figment, Glamer)

Level: Brd 5, Luck 6, Sor/Wiz 6, Trickery 6

Components: S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target/Effect: You/one illusory double

Duration: 1 round/level (D) and concentration + 3 rounds; see text

Saving Throw: None or Will disbelief (if interacted with); see text

Spell Resistance: No

You become invisible (as *improved invisibility*, a glamer), and at the same time, an illusory double of you (as *major image*, a figment) appears.

You are then free to go elsewhere while your double moves away.

The double appears within range but thereafter moves as you direct it (which requires concentration beginning on the first round after the casting).

You can make the figment appear superimposed perfectly over your own body so that observers don't notice an image appearing and you turning invisible.

You and the figment can then move in different directions. The double moves at your speed and can talk and gesture as if it were real, but it cannot attack or cast spells, though it can pretend to do so.

The illusory double lasts as long as you concentrate upon it, plus 3 additional rounds.

After you cease concentration, the illusory double continues to carry out the same activity (for instance, fleeing down a hallway) until the duration expires.

The *improved invisibility* lasts for 1 round per level, regardless of concentration.

NIGHTMARE

Illusion (Phantasm) [Mind-Affecting, Evil]

Level: Brd 5, Sor/Wiz 5

Components: V, S

Casting Time: 10 minutes

Range: Unlimited

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates; see text

Spell Resistance: Yes

You send a hideous and unsettling phantasmal vision to a specific creature that you name or otherwise specifically designate.

The *nightmare* prevents restful sleep and causes 1d10 points of damage.

The *nightmare* leaves the subject fatigued and unable to regain arcane spells for the next 24 hours.

The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature.

Knowledge

Will Save Modifier

None ¹	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5
1 You must have some sort of connection to a creature you have no knowledge of.	

Connection

Will Save Modifier

Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, etc.	-10

Dispel evil cast on the subject while you are casting the spell dispels the *nightmare* and causes you to be stunned for 10 minutes per caster level of the *dispel evil*.

If the recipient is awake when the spell begins, you can choose to cease casting (ending the spell) or to enter a trance until the recipient goes to sleep, whereupon you become alert again and complete the casting.

If you are disturbed during the trance, you must succeed on a Concentration check as if you were in the midst of casting a spell (see page 69) or the spell ends.

If you choose to enter a trance, you are not aware of your surroundings or the activities around you while in the trance.

You are defenseless, both physically and mentally, while in the trance.

(You always fail any saving throw, for example).

Creatures who don't sleep (such as elves, but not half-elves) or dream are immune to this spell.

NYSTUL'S MAGIC AURA

Illusion (Glamer)

Level: Brd 1, Magic 1, Sor/Wiz 1

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: One touched object weighing up to 5 lb./level

Duration: One day/level (D)

Saving Throw: None; see text

Spell Resistance: No

You alter an item's aura so that it registers to *detect* spells (and spells with similar capabilities) as though it were nonmagical, or a magic item of a kind you specify, or the subject of a spell you specify.

You could make an ordinary sword register as a +2 *vorpal sword* as far as magical detection is concerned or make a +2 *vorpal sword* register as if it were a +1 *sword* or even a nonmagical sword.

If the object bearing *Nystul's magic aura* has *identify* cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds on a Will save.

Otherwise, he believes the aura and no amount of testing reveals what the true magic is.

If the targeted item's own aura is exceptionally powerful (if it is an artifact, for instance), *Nystul's magic aura* doesn't work.

Note: A magic weapon, shield, or suit of armor must be a masterwork item, so a sword of average make, for example, looks suspicious if it has a magical aura.

Focus: A small square of silk that must be passed over the object that receives the aura.

PERMANENT IMAGE

Illusion (Figment)

Level: Brd 6, Sor/Wiz 6

Effect: Figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S)

Duration: Permanent (D)

This spell functions like *silent image*, except that the figment includes visual, auditory, olfactory, and thermal elements, and the spell is permanent.

By concentrating, you can move the image within the limits of the range, but it is static while you are not concentrating.

Material Component: A bit of fleece plus powdered jade worth 100 gp.

PERSISTENT IMAGE

Illusion (Figment)

Level: Brd 5, Sor/Wiz 5

Duration: 1 min./level (D)

This spell functions like *silent image*, except that the figment includes visual, auditory, olfactory, and thermal components, and the figment follows a script determined by you.

The figment follows that script without your having to concentrate on it.

The illusion can include intelligible speech if you wish. For instance, you could create the illusion of several orcs playing cards and arguing, culminating in a fistfight.

Material Component: A bit of fleece and several grains of sand.

PHANTASMAL KILLER

Illusion (Phantasm) [Fear, Mind-Affecting]

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will disbelief (if interacted with), then Fortitude partial; see text

Spell Resistance: Yes

You create a phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast.

Only the spell's subject can see the phantasmal killer.

You see only a vague shape.

The target first gets a Will save to recognize the image as unreal.

If that save fails, the phantasm touches the subject, and the subject must succeed on a Fortitude save or die from fear. Even if the Fortitude save is successful, the subject takes 3d6 points of damage.

If the subject of a *phantasmal killer* attack succeeds in disbelieving and is wearing a *helm of telepathy*, the beast can be turned upon you.

You must then disbelieve it or become subject to its deadly fear attack.

PROGRAMMED IMAGE

Illusion (Figment)

Level: Brd 6, Sor/Wiz 6

Effect: Visual figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S)

Duration: Permanent until triggered, then 1 round/level
This spell functions like *silent image*, except that this spell's figment activates when a specific condition occurs.

The figment includes visual, auditory, olfactory, and thermal elements, including intelligible speech.

You set the triggering condition (which may be a special word) when casting the spell.

The event that triggers the illusion can be as general or as specific and detailed as desired but must be based on an audible, tactile, olfactory, or visual trigger.

The trigger cannot be based on some quality not normally obvious to the senses, such as alignment.

(See *magic mouth* for more details about such triggers).

Material Component: A bit of fleece and jade dust worth 25 gp.

PROJECT IMAGE

Illusion (Shadow)

Level: Brd 6, Sor/Wiz 7

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: One shadow duplicate

Duration: 1 round/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

You tap energy from the Plane of Shadow to create a quasi-real, illusory version of yourself.

The projected image looks, sounds, and smells like you but is intangible.

The projected image mimics your actions (including speech) unless you direct it to act differently (which is a move action).

You can see through its eyes and hear through its ears as if you were standing where it is, and during your turn you can switch from using its senses to using your own, or back again, as a free action.

While you are using its senses, your body is considered blinded and deafened.

If you desire, any spell you cast whose range is touch or greater can originate from the projected image instead of from you.

The projected image can't cast any spells on itself except for illusion spells.

The spells affect other targets normally, despite originating from the projected image.

Objects are affected by the projected image as if they had succeeded on their Will save.

You must maintain line of effect to the projected image at all times.

If your line of effect is obstructed, the spell ends.

If you use *dimension door*, *teleport*, *plane shift*, or a similar spell that breaks your line of effect, even momentarily, the spell ends.

Material Component: A small replica of you (a doll), which costs 5 gp to create.

RAINBOW PATTERN

Illusion (Pattern) [Mind-Affecting]

Level: Brd 4, Sor/Wiz 4

Components: V (Brd only), S, M, F; see text

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Colorful lights with a 20-ft.-radius spread

Duration: Concentration +1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

A glowing, rainbow-hued pattern of interweaving colors fascinates those within it.

Rainbow pattern fascinates a maximum of 24 Hit Dice of creatures.

Creatures with the fewest HD are affected first.

Among creatures with equal HD, those who are closest to the spell's point of origin are affected first.

An affected creature that fails its saves is fascinated by the pattern.

With a simple gesture (a free action), you can make the rainbow pattern move up to 30 feet per round (moving its effective point of origin).

All fascinated creatures follow the moving rainbow of light, trying to get or remain within the effect.

Fascinated creatures who are restrained and removed from the pattern still try to follow it.

If the pattern leads its subjects into a dangerous area (through flame, off a cliff, or the like), each fascinated creature gets a second save.

If the view of the lights is completely blocked (by an *obscuring mist* spell, for instance), creatures who can't see them are no longer affected.

The spell does not affect sightless creatures.

Verbal Component: A wizard or sorcerer need not utter a sound to cast this spell, but a bard must sing, play music, or recite a rhyme as a verbal component.

Material Component: A piece of phosphor.

Focus: A crystal prism.

SCINTILLATING PATTERN

Illusion (Pattern) [Mind-Affecting]

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Colorful lights in a 20-ft.-radius spread

Duration: Concentration + 2 rounds

Saving Throw: None

Spell Resistance: Yes

A twisting pattern of discordant, coruscating colors weaves through the air, affecting creatures within it.

The spell affects a total number of Hit Dice of creatures equal to your caster level (maximum 20).

Creatures with the fewest HD are affected first; and, among creatures with equal HD, those who are closest to the spell's point of origin are affected first.

Hit Dice that are not sufficient to affect a creature are wasted.

The spell affects each subject according to its Hit Dice.

6 or less: Unconscious for 1d4 rounds, then stunned for 1d4 rounds, and then *confused* for 1d4 rounds.

(Treat an unconscious result as stunned for nonliving creatures).

7 to 12: Stunned for 1d4 rounds, then *confused* for 1d4 rounds.

13 or more: *Confused* for 1d4 rounds.

Sightless creatures are not affected by *scintillating pattern*.

Material Component: A small crystal prism.

SCREEN

Illusion (Glamer)

Level: Sor/Wiz 8, Trickery 7

Components: V, S

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Area: 30-ft. cube/level (S)

Duration: 24 hours

Saving Throw: None or Will disbelief (if interacted with); see text

Spell Resistance: No

This spell combines several elements to create a powerful protection from scrying and direct observation.

When casting the spell, you dictate what will and will not be observed in the spell's area.

The illusion created must be stated in general terms.

Thus, you could specify the illusion of yourself and another character playing chess for the duration of the spell, but you could not have the illusory chess players take a break, make dinner, and then resume their game.

You could have a crossroads appear quiet and empty even while an army is actually passing through the area.

You could specify that no one be seen (including passing strangers), that your troops be undetected, or even that every fifth person or unit should be visible.

Once the conditions are set, they cannot be changed.

Attempts to scry the area automatically detect the image stated by you with no save allowed.

Sight and sound are appropriate to the illusion created.

A band of people standing in a meadow could be concealed as an empty meadow with birds chirping, for instance.

Direct observation may allow a save (as per a normal illusion), if there is cause to disbelieve what is seen.

Certainly onlookers in the area would become suspicious if a marching army disappeared at one point to reappear at another.

Even entering the area does not cancel the illusion or necessarily allow a save, assuming that hidden beings take care to stay out of the way of those affected by the illusion.

SEEMING

Illusion (Glamer)

Level: Brd 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One creature per two levels, no two of which can be more than 30 ft. apart
Duration: 12 hours (D)
Saving Throw: Will negates or Will disbelief (if interacted with)
Spell Resistance: Yes or No; see text
This spell functions like *disguise self*, except that you can change the appearance of other people as well.
Affected creatures resume their normal appearances if slain.
Unwilling targets can negate the spell's effect on them by making Will saves or with spell resistance.

SHADES

Illusion (Shadow)

Level: Sor/Wiz 9

This spell functions like *shadow conjuration*, except that it mimics sorcerer and wizard conjuration spells of 8th level or lower.

The illusory conjurations created deal four-fifths (80%) damage to nonbelievers, and nondamaging effects are 80% likely to work against nonbelievers.

SHADOW CONJURATION

Illusion (Shadow)

Level: Brd 4, Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: See text

Effect: See text

Duration: See text

Saving Throw: Will disbelief (if interacted with); varies; see text

Spell Resistance: Yes; see text

You use material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects, or forces. *Shadow conjuration* can mimic any sorcerer or wizard conjuration (summoning) or conjuration (creation) spell of 3rd level or lower.

Shadow conjurations are actually one-fifth (20%) as strong as the real things, though creatures who believe the *shadow conjurations* to be real are affected by them at full strength. Any creature that interacts with the conjured object, force, or creature can make a Will save to recognize its true nature.

Spells that deal damage, such as *Melf's acid arrow*, have normal effects unless the affected creature succeeds on a Will save.

Each disbelieving creature takes only one-fifth (20%) damage from the attack.

If the disbelieved attack has a special effect other than damage, that effect is only 20% likely to occur.

Regardless of the result of the save to disbelieve, an affected creature is also allowed any save that the spell being simulated allows, but the save DC is set according to *shadow conjuration's* level (5th) rather than the spell's normal level. In addition, any effect created by *shadow conjuration* allows spell resistance, even if the spell it is simulating does not. Shadow objects or substances, such as *obscuring mist*, have normal effects except against those who disbelieve them.

Against disbelievers, they are 20% likely to work.

A shadow creature has one-fifth the hit points of a normal creature of its kind (regardless of whether it's recognized as shadowy).

It deals normal damage and has all normal abilities and weaknesses.

Against a creature that recognizes it as a shadow creature, however, the shadow creature's damage is one-fifth (20%) normal, and all special abilities that do not deal lethal damage are only 20% likely to work.

(Roll for each use and each affected character separately).

Furthermore, the shadow creature's AC bonuses are one-fifth as large (so a +7 bonus resulting in AC 17 would change to a +1 total bonus for a new AC of 11).

A creature that succeeds on its save sees the *shadow conjurations* as transparent images superimposed on vague, shadowy forms.

Objects automatically succeed on their Will saves against this spell.

SHADOW CONJURATION, GREATER

Illusion (Shadow)

Level: Sor/Wiz 7

This spell functions like *shadow conjuration*, except that it can duplicate any sorcerer or wizard conjuration (summoning) or conjuration (creation) spell of 6th level or lower.

The illusory conjurations created deal three-fifths (60%) damage to nonbelievers, and nondamaging effects are 60% likely to work against nonbelievers.

SHADOW EVOCATION

Illusion (Shadow)

Level: Brd 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: See text

Effect: See text

Duration: See text

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: Yes

You tap energy from the Plane of Shadow to cast a quasi-real, illusory version of a sorcerer or wizard evocation spell of 4th level or lower.

(For a spell with more than one level, use the best one applicable to you).

Spells that deal damage, such as *lightning bolt*, have normal effects unless an affected creature succeeds on a Will save. Each disbelieving creature takes only one-fifth damage from the attack.

If the disbelieved attack has a special effect other than damage, that effect is one-fifth as strong (if applicable) or only 20% likely to occur.

If recognized as a *shadow evocation*, a damaging spell deals only one-fifth (20%) damage.

Regardless of the result of the save to disbelieve, an affected creature is also allowed any save (or spell resistance) that the spell being simulated allows, but the save DC is set according to *shadow evocation's* level (5th) rather than the spell's normal level.

Nondamaging effects, such as *gust of wind*, have normal effects except against those who disbelieve them.

Against disbelievers, they have no effect.
Objects automatically succeed on their Will saves against this spell.

SHADOW EVOCATION, GREATER

Illusion (Shadow)

Level: Sor/Wiz 8 This spell functions like *shadow evocation*, except that it enables you to create partially real, illusory versions of sorcerer or wizard evocation spells of 7th level or lower.

If recognized as a *greater shadow evocation*, a damaging spell deals only three-fifths (60%) damage.

SHADOW WALK

Illusion (Shadow)

Level: Brd 5, Sor/Wiz 6

Components: V, S

Casting Time: 1 standard action

Range: Touch

Targets: Up to one touched creature/level

Duration: 1 hour/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

To use the *shadow walk* spell, you must be in an area of shadowy illumination.

You and any creature you touch are then transported along a coiling path of shadowstuff to the edge of the Material Plane where it borders the Plane of Shadow.

The effect is largely illusory, but the path is quasi-real.

You can take more than one creature along with you (subject to your level limit), but all must be touching each other.

In the region of shadow, you move at a rate of 50 miles per hour, moving normally on the borders of the Plane of Shadow but much more rapidly relative to the Material Plane.

Thus, you can use this spell to travel rapidly by stepping onto the Plane of Shadow, moving the desired distance, and then stepping back onto the Material Plane.

Because of the blurring of reality between the Plane of Shadow and the Material Plane, you can't make out details of the terrain or areas you pass over during transit, nor can you predict perfectly where your travel will end.

It's impossible to judge distances accurately, making the spell virtually useless for scouting or spying.

Furthermore, when the spell effect ends, you are shunted 1d10x100 feet in a random horizontal direction from your desired endpoint.

If this would place you within a solid object, you are shunted 1d10x1,000 feet in the same direction.

If this would still place you within a solid object, you (and any creatures with you) are shunted to the nearest empty space available, but the strain of this activity renders each creature fatigued (no save).

Shadow walk can also be used to travel to other planes that border on the Plane of Shadow, but this usage requires the transit of the Plane of Shadow to arrive at a border with another plane of reality.

The transit of the Plane of Shadow requires 1d4 hours.

Any creatures touched by you when *shadow walk* is cast also make the transition to the borders of the Plane of Shadow.

They may opt to follow you, wander off through the plane, or stumble back into the Material Plane (50% chance for either of the latter results if they are lost or abandoned by you).

Creatures unwilling to accompany you into the Plane of Shadow receive a Will saving throw, negating the effect if successful.

SILENCE

Illusion (Glamer)

Level: Brd 2, Clr 2

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius emanation centered on a creature, object, or point in space

Duration: 1 min./level (D)

Saving Throw: Will negates; see text or none (object)

Spell Resistance: Yes; see text or no (object)

Upon the casting of this spell, complete silence prevails in the affected area.

All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object.

The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves.

An unwilling creature can attempt a Will save to negate the spell and can use spell resistance, if any.

Items in a creature's possession or magic items that emit sound receive the benefits of saves and spell resistance, but unattended objects and points in space do not.

This spell provides a defense against sonic or language-based attacks, such as *command*, a harpy's captivating song, a *horn of blasting*, and the like.

SILENT IMAGE

Illusion (Figment)

Level: Brd 1, Sor/Wiz 1

Components: V, S, F

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)

Duration: Concentration

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

This spell creates the visual illusion of an object, creature, or force, as visualized by you.

The illusion does not create sound, smell, texture, or temperature.

You can move the image within the limits of the size of the effect.

Focus: A bit of fleece.

SIMULACRUM

Illusion (Shadow)

Level: Sor/Wiz 7

Components: V, S, M, XP

Casting Time: 12 hours

Range: 0 ft.

Effect: One duplicate creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Simulacrum creates an illusory duplicate of any creature.

The duplicate creature is partially real and formed from ice or snow.

It appears to be the same as the original, but it has only one-half of the real creature's levels or Hit Dice (and the appropriate hit points, feats, skill ranks, and special abilities for a creature of that level or HD).

You can't create a simulacrum of a creature whose Hit Dice or levels exceed twice your caster level.

You must make a Disguise check when you cast the spell to determine how good the likeness is.

A creature familiar with the original might detect the ruse with a successful Spot check (opposed by the caster's Disguise check) or a DC 20 Sense Motive check.

At all times the simulacrum remains under your absolute command.

No special telepathic link exists, so command must be exercised in some other manner.

A simulacrum has no ability to become more powerful.

It cannot increase its level or abilities.

If reduced to 0 hit points or otherwise destroyed, it reverts to snow and melts instantly into nothingness.

A complex process requiring at least 24 hours, 100 gp per hit point, and a fully equipped magical laboratory can repair damage to a simulacrum.

Material Component: The spell is cast over the rough snow or ice form, and some piece of the creature to be duplicated (hair, nail, or the like) must be placed inside the snow or ice.

Additionally, the spell requires powdered ruby worth 100 gp per HD of the simulacrum to be created.

XP Cost: 100 XP per HD of the simulacrum to be created (minimum 1,000 XP).

VEIL

Illusion (Glamer)

Level: Brd 6, Sor/Wiz 6

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Targets: One or more creatures, no two of which can be more than 30 ft. apart

Duration: Concentration + 1 hour/level (D)

Saving Throw: Will negates; see text

Spell Resistance: Yes; see text

You instantly change the appearance of the subjects and then maintain that appearance for the spell's duration.

You can make the subjects appear to be anything you wish.

A party might be made to resemble a mixed band of sprites led by a treant.

The subjects look, feel, and smell just like the creatures the spell makes them resemble.

Affected creatures resume their normal appearances if slain.

You must succeed on a Disguise check to duplicate the appearance of a specific individual.

This spell gives you a +10 bonus on the check.

Unwilling targets can negate the spell's effect on them by making Will saves or with spell resistance.

Those who interact with the subjects can attempt Will disbelief saves to see through the glamer, but spell resistance doesn't help.

VENTRILOQUISM

Illusion (Figment)

Level: Brd 1, Sor/Wiz 1

Components: V, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Intelligible sound, usually speech

Duration: 1 min./level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

You can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else, such as from another creature, a statue, from behind a door, down a passage, etc.

You can speak in any language you know.

With respect to such voices and sounds, anyone who hears the sound and rolls a successful save recognizes it as illusory (but still hears it).

Focus: A parchment rolled up into a small cone.

WEIRD

Illusion (Phantasm) [Fear, Mind-Affecting]

Level: Sor/Wiz 9

Targets: Any number of creatures, no two of which can be more than 30 ft. apart

This spell functions like *phantasmal killer*, except it can affect more than one creature.

Only the affected creatures see the phantasmal creatures attacking them, though you see the attackers as shadowy shapes.

If a subject's Fortitude save succeeds, it still takes 3d6 points of damage and is stunned for 1 round.

The subject also takes 1d4 points of temporary Strength damage.

ZONE OF SILENCE

Illusion (Glamer)

Level: Brd 4

Components: V, S

Casting Time: 1 round

Range: Personal

Area: 5-ft.-radius emanation centered on you

Duration: 1 hour/level (D)

By casting *zone of silence*, you manipulate sound waves in your immediate vicinity so that you and those within the spell's area can converse normally, yet no one outside can hear your voices or any other noises from within, including language-dependent or sonic spell effects (such as *command* or *shout*).

This effect is centered on you and moves with you.

Anyone who enters the zone immediately becomes subject to its effects, but those who leave are no longer affected.

Note, however, that a successful Spot check to read lips can still reveal what's said inside a *zone of silence*.

NECROMANCY

ANIMATE DEAD

Necromancy [Evil]

Level: Clr 3, Death 3, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Targets: One or more corpses touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow your spoken commands.

The undead can follow you, or they can remain in an area and attack any creature (or just a specific kind of creature) entering the place.

They remain animated until they are destroyed.

(A destroyed skeleton or zombie can't be animated again).

Regardless of the type of undead you create with this spell, you can't create more HD of undead than twice your caster level with a single casting of *animate dead*.

(The *desecrate* spell doubles this limit; see page 218).

The undead you create remain under your control indefinitely.

No matter how many times you use this spell, however, you can control only 4 HD worth of undead creatures per caster level.

If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled.

(You choose which creatures are released).

If you are a cleric, any undead you might command by virtue of your power to command or rebuke undead do not count toward the limit.

Skeletons: A skeleton can be created only from a mostly intact corpse or skeleton.

The corpse must have bones, so creating a skeleton from a purple worm, for example, is not possible.

If a skeleton is made from a corpse, the flesh falls off the bones.

The statistics for a skeleton depend on its size; they do not depend on what abilities the creature may have had while alive.

The *Monster Manual* has game statistics for skeletons.

Zombies: A zombie can be created only from a mostly intact corpse.

The corpse must be that of a creature with a true anatomy, so a dead gelatinous cube, for example, cannot be animated as a zombie.

The statistics for a zombie depend on its size, not on what abilities the creature may have had while alive.

The *Monster Manual* has game statistics for zombies.

Material Component: You must place a black onyx gem worth at least 25 gp per Hit Die of the undead into the mouth or eye socket of each corpse you intend to animate. The magic of the spell turns these gems into worthless, burned-out shells.

ASTRAL PROJECTION

Necromancy

Level: Clr 9, Sor/Wiz 9, Travel 9

Components: V, S, M

Casting Time: 30 minutes

Range: Touch

Targets: You plus one additional willing creature touched per two caster levels

Duration: See text

Saving Throw: None

Spell Resistance: Yes

By freeing your spirit from your physical body, this spell allows you to project an astral body onto another plane altogether.

You can bring the astral forms of other willing creatures with you, provided that these subjects are linked in a circle with you at the time of the casting.

These fellow travelers are dependent upon you and must accompany you at all times.

If something happens to you during the journey, your companions are stranded wherever you left them.

You project your astral self onto the Astral Plane, leaving your physical body behind on the Material Plane in a state of suspended animation.

The spell projects an astral copy of you and all you wear or carry onto the Astral Plane.

Since the Astral Plane touches upon other planes, you can travel astrally to any of these other planes as you will.

To enter one, you leave the Astral Plane, forming a new physical body (and equipment) on the plane of existence you have chosen to enter.

While you are on the Astral Plane, your astral body is connected at all times to your physical body by a silvery cord.

If the cord is broken, you are killed, astrally and physically.

Luckily, very few things can destroy a silver cord (see the *Dungeon Master's Guide* for more information).

When a second body is formed on a different plane, the incorporeal silvery cord remains invisibly attached to the new body.

If the second body or the astral form is slain, the cord simply returns to your body where it rests on the Material Plane, thereby reviving it from its state of suspended animation.

Although astral projections are able to function on the Astral Plane, their actions affect only creatures existing on the Astral Plane; a physical body must be materialized on other planes.

You and your companions may travel through the Astral Plane indefinitely.

Your bodies simply wait behind in a state of suspended animation until you choose to return your spirits to them.

The spell lasts until you desire to end it, or until it is terminated by some outside means, such as dispel magic cast upon either the physical body or the astral form, the breaking of the silver cord, or the destruction of your body back on the Material Plane (which kills you).

Material Component: A jacinth worth at least 1,000 gp, plus a silver bar worth 5 gp for each person to be affected.

BESTOW CURSE

Necromancy

Level: Clr 3, Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

You place a curse on the subject.

Choose one of the following three effects.

- -6 decrease to an ability score (minimum 1).
- -4 penalty on attack rolls, saves, ability checks, and skill checks.

• Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

You may also invent your own curse, but it should be no more powerful than those described above, and the DM has final say on the curse's effect.

The *curse* bestowed by this spell cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

Bestow curse counters *remove curse*.

BLIGHT

Necromancy

Level: Drd 4, Sor/Wiz 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Duration: Instantaneous

Saving Throw: Fortitude half; see text

Spell Resistance: Yes

This spell withers a single plant of any size.

An affected plant creature takes 1d6 points of damage per level (maximum 15d6) and may attempt a Fortitude saving throw for half damage.

A plant that isn't a creature (such as a tree or shrub) doesn't receive a save and immediately withers and dies.

This spell has no effect on the soil or surrounding plant life.

BLINDNESS/DEAFNESS

Necromancy

Level: Brd 2, Clr 3, Sor/Wiz 2

Components: V

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: Permanent (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

You call upon the powers of unlife to render the subject blinded or deafened, as you choose.

CAUSE FEAR

Necromancy [Fear, Mind-Affecting]

Level: Brd 1, Clr 1, Death 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature with 5 or fewer HD

Duration: 1d4 rounds or 1 round; see text

Saving Throw: Will partial

Spell Resistance: Yes

The affected creature becomes frightened.

If the subject succeeds on a Will save, it is shaken for 1 round.

Creatures with 6 or more Hit Dice are immune to this effect.

Cause fear counters and dispels *remove fear*.

CHILL TOUCH

Necromancy

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Targets: Creature or creatures touched (up to one/level)

Duration: Instantaneous

Saving Throw: Fortitude partial or Will negates; see text

Spell Resistance: Yes

A touch from your hand, which glows with blue energy, disrupts the life force of living creatures.

Each touch channels negative energy that deals 1d6 points of damage.

The touched creature also takes 1 point of Strength damage unless it makes a successful Fortitude saving throw.

You can use this melee touch attack up to one time per level.

An undead creature you touch takes no damage of either sort, but it must make a successful Will saving throw or flee as if panicked for 1d4 rounds +1 round per caster level.

CIRCLE OF DEATH

Necromancy [Death]

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Several living creatures within a 40-ft.-radius burst

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

A *circle of death* snuffs out the life force of living creatures, killing them instantly.

The spell slays 1d4 HD worth of living creatures per caster level (maximum 20d4).

Creatures with the fewest HD are affected first; among creatures with equal HD, those who are closest to the burst's point of origin are affected first.

No creature of 9 or more HD can be affected, and Hit Dice that are not sufficient to affect a creature are wasted.

Material Component: The powder of a crushed black pearl with a minimum value of 500 gp.

CLONE

Necromancy

Level: Sor/Wiz 8

Components: V, S, M, F

Casting Time: 10 minutes

Range: 0 ft.

Effect: One clone

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell makes an inert duplicate of a creature.

If the original individual has been slain, its soul immediately transfers to the clone, creating a replacement (provided that the soul is free and willing to return; see *Bringing Back the Dead*, page 171).

The original's physical remains, should they still exist, become inert and cannot thereafter be restored to life.

If the original creature has reached the end of its natural life span (that is, it has died of natural causes), any cloning attempt fails.

To create the duplicate, you must have a piece of flesh (not hair, nails, scales, or the like) with a volume of at least 1 cubic inch that was taken from the original creature's living body.

The piece of flesh need not be fresh, but it must be kept from rotting (for example, by the *gentle repose* spell).

Once the spell is cast, the duplicate must be grown in a laboratory for 2d4 months.

When the clone is completed, the original's soul enters it immediately, if that creature is already dead.

The clone is physically identical with the original and possesses the same personality and memories as the original.

In other respects, treat the clone as if it were the original character raised from the dead, including the loss of one level or 2 points of Constitution (if the original was a 1st-level character).

If this Constitution adjustment would give the clone a Constitution score of 0, the spell fails.

If the original creature has lost levels since the flesh sample was taken and died at a lower level than the clone would otherwise be, the clone is one level below the level at which the original died.

The spell duplicates only the original's body and mind, not its equipment.

A duplicate can be grown while the original still lives, or when the original soul is unavailable, but the resulting body is merely a soulless bit of inert flesh, which rots if not preserved.

Material Component: The piece of flesh and various laboratory supplies (cost 1,000 gp).

Focus: Special laboratory equipment (cost 500 gp).

COMMAND UNDEAD

Necromancy

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One undead creature

Duration: One day/level

Saving Throw: Will negates; see text

Spell Resistance: Yes

This spell allows you some degree of control over an undead creature.

Assuming the subject is intelligent, it perceives your words and actions in the most favorable way (treat its attitude as friendly).

It will not attack you while the spell lasts.

You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do.

(Retries are not allowed).

An intelligent commanded undead never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing (see *charm person*).

A nonintelligent undead creature (such as a skeleton or zombie) gets no saving throw against this spell.

When you control a mindless being, you can communicate only basic commands, such as "come here", "go there", "fight", "stand still", and so on.

Nonintelligent undead won't resist suicidal or obviously harmful orders.

Any act by you or your apparent allies that threatens the commanded undead (regardless of its Intelligence) breaks the spell.

Your commands are not telepathic.

The undead creature must be able to hear you.

Material Component: A shred of raw meat and a splinter of bone.

CONTAGION

Necromancy [Evil]

Level: Clr 3, Destruction 3, Drd 3, Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The subject contracts a disease selected from the table below, which strikes immediately (no incubation period). The DC noted is for the subsequent saves (use *contagion*'s normal save DC for the initial saving throw).

Disease	DC	Damage
Blinding sickness	16	1d4 Str ¹
Cackle fever	16	1d6 Wis
Filth fever	12	1d3 Dex and 1d3 Con
Mindfire	12	1d4 Int
Red ache	15	1d6 Str
Shakes	13	1d8 Dex
Slimy doom	14	1d4 Con

1 Each time a victim takes 2 or more points of Strength damage from blinding sickness, he or she must make another Fortitude save (using the disease's save DC) or be permanently blinded.

See the *Dungeon Master's Guide* for descriptions of each disease, as well as for the general effects of disease.

CONTROL UNDEAD

Necromancy

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to 2 HD/level of undead creatures, no two of which can be more than 30 ft. apart

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

This spell enables you to command undead creatures for a short period of time.

You command them by voice and they understand you, no matter what language you speak.

Even if vocal communication is impossible (in the area of a *silence* spell, for instance), the controlled undead do not attack you.

At the end of the spell, the subjects revert to their normal behavior.

Intelligent undead creatures remember that you controlled them.

Material Component: A small piece of bone and a small piece of raw meat.

CREATE GREATER UNDEAD

Necromancy [Evil]

Level: Clr 8, Death 8, Sor/Wiz 8

This spell functions like *create undead*, except that you can create more powerful and intelligent sorts of undead: shadows, wraiths, spectres, and devourers (see the *Monster Manual* for more information on all types of undead).

The type or types of undead you can create is based on your caster level, as shown on the table below.

Caster Level	Undead Created
15th or lower	Shadow
16th–17th	Wraith
18th–19th	Spectre
20th or higher	Devourer

CREATE UNDEAD

Necromancy [Evil]

Level: Clr 6, Death 6, Evil 6, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 hour

Range: Close (25 ft. + 5 ft./2 levels)

Target: One corpse

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

A much more potent spell than *animate dead*, this evil spell allows you to create more powerful sorts of undead: ghouls, ghastrs, mummies, and mohrgs (see the *Monster Manual* for more information on all types of undead).

The type or types of undead you can create is based on your caster level, as shown on the table below.

Caster Level	Undead Created
11th or lower	Ghoul
12th–14th	Ghast
15th–17th	Mummy
18th or higher	Mohrg

You may create less powerful undead than your level would allow if you choose.

For example, at 16th level you could decide to create a ghoul or a ghast instead of a mummy.

Doing this may be a good idea, because created undead are not automatically under the control of their animator.

If you are capable of commanding undead, you may attempt to command the undead creature as it forms (see *Turn or Rebuke Undead*, page 159).

This spell must be cast at night.

Material Component: A clay pot filled with grave dirt and another filled with brackish water.

The spell must be cast on a dead body.

You must place a black onyx gem worth at least 50 gp per HD of the undead to be created into the mouth or eye socket of each corpse.

The magic of the spell turns these gems into worthless shells.

CURSE WATER

Necromancy [Evil]

Level: Clr 1

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: Flask of water touched

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell imbues a flask (1 pint) of water with negative energy, turning it into unholy water.

Unholy water damages good outsiders the way holy water damages undead and evil outsiders.

Material Component: 5 pounds of powdered silver (worth 25 gp).

DEATH KNELL

Necromancy [Death, Evil]

Level: Clr 2, Death 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous/10 minutes per HD of subject; see text

Saving Throw: Will negates

Spell Resistance: Yes

You draw forth the ebbing life force of a creature and use it to fuel your own power.

Upon casting this spell, you touch a living creature that has –1 or fewer hit points.

If the subject fails its saving throw, it dies, and you gain 1d8 temporary hit points and a +2 bonus to Strength.

Additionally, your effective caster level goes up by +1, improving spell effects dependent on caster level. (This increase in effective caster level does not grant you access to more spells). These effects last for 10 minutes per HD of the subject creature.

DEATH WARD

Necromancy

Level: Clr 4, Death 4, Drd 5, Pal 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject is immune to all death spells, magical death effects, energy drain, and any negative energy effects (such as from *inflict* spells or *chill touch*).

This spell doesn't remove negative levels that the subject has already gained, nor does it affect the saving throw necessary 24 hours after gaining a negative level.

Death ward does not protect against other sorts of attacks, such as hit point loss, poison, or petrification, even if those attacks might be lethal.

DEATHWATCH

Necromancy [Evil]

Level: Clr 1

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped emanation

Duration: 10 min./level

Saving Throw: None

Spell Resistance: No

Using the foul sight granted by the powers of unlife, you can determine the condition of creatures near death within the spell's range.

You instantly know whether each creature within the area is dead, fragile (alive and wounded, with 3 or fewer hit points left), fighting off death (alive with 4 or more hit points), undead, or neither alive nor dead (such as a construct).

Deathwatch sees through any spell or ability that allows creatures to feign death.

DESTRUCTION

Necromancy [Death]

Level: Clr 7, Death 7

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

This spell instantly slays the subject and consumes its remains (but not its equipment and possessions) utterly.

If the target's Fortitude saving throw succeeds, it instead takes 10d6 points of damage.

The only way to restore life to a character who has failed to save against this spell is to use *true resurrection*, a carefully worded *wish* spell followed by *resurrection*, or *miracle*.

Focus: A special holy (or unholy) symbol of silver marked with verses of anathema (cost 500 gp).

DISRUPT UNDEAD

Necromancy

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You direct a ray of positive energy.

You must make a ranged touch attack to hit, and if the ray hits an undead creature, it deals 1d6 points of damage to it.

DOOM

Necromancy [Fear, Mind-Affecting]

Level: Clr 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

This spell fills a single subject with a feeling of horrible dread that causes it to become shaken.

ENERGY DRAIN

Necromancy

Level: Clr 9, Sor/Wiz 9

Saving Throw: Fortitude partial; see text for *enervation*

This spell functions like *enervation*, except that the creature struck gains 2d4 negative levels, and the negative levels last longer.

There is no saving throw to avoid gaining the negative levels, but 24 hours after gaining them, the subject must make a Fortitude saving throw (DC = *energy drain* spell's save DC) for each negative level.

If the save succeeds, that negative level is removed.

If it fails, the negative level also goes away, but one of the subject's character levels is permanently drained.

An undead creature struck by the ray gains 2d4×5 temporary hit points for 1 hour.

ENERVATION

Necromancy

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray of negative energy

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You point your finger and utter the incantation, releasing a black ray of crackling negative energy that suppresses the life force of any living creature it strikes.

You must make a ranged touch attack to hit.

If the attack succeeds, the subject gains 1d4 negative levels.

If the subject has at least as many negative levels as HD, it dies.

Each negative level gives a creature a -1 penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of spells or special abilities).

Additionally, a spellcaster loses one spell or spell slot from his or her highest available level.

Negative levels stack.

Assuming the subject survives, it regains lost levels after a number of hours equal to your caster level (maximum 15 hours).

Usually, negative levels have a chance of permanently draining the victim's levels, but the negative levels from *enervation* don't last long enough to do so.

An undead creature struck by the ray gains 1d4×5 temporary hit points for 1 hour.

EYEBITE

Necromancy [Evil]

Level: Brd 6, Sor/Wiz 6

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round per three levels; see text

Saving Throw: Fortitude negates

Spell Resistance: Yes

Each round, you may target a single living creature, striking it with waves of evil power.

Depending on the target's HD, this attack has as many as three effects.

HD	Effect
10 or more	Sickened
5–9	Panicked, sickened
4 or less	Comatose, panicked, sickened

The effects are cumulative and concurrent.

Sickened: Sudden pain and fever sweeps over the subject's body.

A sickened creature takes a -2 penalty on attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

A creature affected by this spell remains sickened for 10 minutes per caster level.

The effects cannot be negated by a *remove disease* or *heal* spell, but a *remove curse* is effective.

Panicked: The subject becomes panicked for 1d4 rounds.

Even after the panic ends, the creature remains shaken for 10 minutes per caster level, and it automatically becomes panicked again if it comes within sight of you during that time.

This is a fear effect.

Comatose: The subject falls into a catatonic coma for 10 minutes per caster level.

During this time, it cannot be awakened by any means short of dispelling the effect.

This is not a *sleep* effect, and thus elves are not immune to it.

The spell lasts for 1 round per three caster levels.

You must spend a move action each round after the first to target a foe.

FALSE LIFE

Necromancy

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level or until discharged; see text

You harness the power of unlife to grant yourself a limited ability to avoid death.

While this spell is in effect, you gain temporary hit points equal to 1d10 +1 per caster level (maximum +10).

Material Component: A small amount of alcohol or distilled spirits, which you use to trace certain sigils on your body during casting.

These sigils cannot be seen once the alcohol or spirits evaporate.

FEAR

Necromancy [Fear, Mind-Affecting]

Level: Brd 3, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: 1 round/level or 1 round; see text

Saving Throw: Will partial

Spell Resistance: Yes

An invisible cone of terror causes each living creature in the area to become panicked unless it succeeds on a Will save.

If cornered, a panicked creature begins cowering.

(See the *Dungeon Master's Guide* for more information on fear-panicked creatures).

If the Will save succeeds, the creature is shaken for 1 round.

Material Component: Either the heart of a hen or a white feather.

FINGER OF DEATH

Necromancy [Death]

Level: Drd 8, Sor/Wiz 7

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You can slay any one living creature within range.

The target is entitled to a Fortitude saving throw to survive the attack.

If the save is successful, the creature instead takes 3d6 points of damage +1 point per caster level (maximum +25). The subject might die from damage even if it succeeds on its saving throw.

GENTLE REPOSE

Necromancy

Level: Clr 2, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Corpse touched

Duration: One day/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You preserve the remains of a dead creature so that they do not decay.

Doing so effectively extends the time limit on raising that creature from the dead (see *raise dead*).

Days spent under the influence of this spell don't count against the time limit.

Additionally, this spell makes transporting a fallen comrade more pleasant.

The spell also works on severed body parts and the like.

Arcane Material Component: A pinch of salt, and a copper piece for each eye the corpse has (or had).

GHOUL TOUCH

Necromancy

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Living humanoid touched

Duration: 1d6+2 rounds

Saving Throw: Fortitude negates

Spell Resistance: Yes

Imbuing you with negative energy, this spell allows you to paralyze a single living humanoid for the duration of the spell with a successful melee touch attack.

Additionally, the paralyzed subject exudes a carrion stench that causes all living creatures (except you) in a 10-foot-radius spread to become sickened (Fortitude negates).

A *neutralize poison* spell removes the effect from a sickened creature, and creatures immune to poison are unaffected by the stench.

Material Component: A small scrap of cloth taken from clothing worn by a ghoul, or a pinch of earth from a ghoul's lair.

HALT UNDEAD

Necromancy

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: Up to three undead creatures, no two of which can be more than 30 ft. apart

Duration: 1 round/level

Saving Throw: Will negates (see text)

Spell Resistance: Yes

This spell renders as many as three undead creatures immobile.

A nonintelligent undead creature (such as a skeleton or zombie) gets no saving throw; an intelligent undead creature does.

If the spell is successful, it renders the undead creature immobile for the duration of the spell (similar to the effect of *hold person* on a living creature).

The effect is broken if the *halted* creatures are attacked or take damage.

Material Component: A pinch of sulfur and powdered garlic.

HARM

Necromancy

Level: Clr 6, Destruction 6

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half; see text

Spell Resistance: Yes

Harm charges a subject with negative energy that deals 10 points of damage per caster level (to a maximum of 150 points at 15th level).

If the creature successfully saves, *harm* deals half this amount, but it cannot reduce the target's hit points to less than 1.

If used on an undead creature, *harm* acts like *heal*.

HORRID WILTING

Necromancy

Level: Sor/Wiz 8, Water 8

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Targets: Living creatures, no two of which can be more than 60 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

This spell evaporates moisture from the body of each subject living creature, dealing 1d6 points of damage per caster level (maximum 20d6).

This spell is especially devastating to water elementals and plant creatures, which instead take 1d8 points of damage per caster level (maximum 20d8).

Arcane Material Component: A bit of sponge.

INFLECT CRITICAL WOUNDS

Necromancy

Level: Clr 4, Destruction 4

This spell functions like *inflict light wounds*, except that you deal 4d8 points of damage +1 point per caster level (maximum +20).

INFLECT CRITICAL WOUNDS, MASS

Necromancy

Level: Clr 8

This spell functions like *mass inflict light wounds*, except that it deals 4d8 points of damage +1 point per caster level (maximum +40).

INFLECT LIGHT WOUNDS

Necromancy

Level: Clr 1, Destruction 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

When laying your hand upon a creature, you channel negative energy that deals 1d8 points of damage +1 point per caster level (maximum +5).

Since undead are powered by negative energy, this spell cures such a creature of a like amount of damage, rather than harming it.

INFLECT LIGHT WOUNDS, MASS

Necromancy

Level: Clr 5, Destruction 5

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

Negative energy spreads out in all directions from the point of origin, dealing 1d8 points of damage +1 point per caster level (maximum +25) to nearby living enemies.

Like other *inflict* spells, *mass inflict light wounds* cures undead in its area rather than damaging them.

A cleric capable of spontaneously casting *inflict* spells can also spontaneously cast *mass inflict* spells.

INFLECT MINOR WOUNDS

Necromancy

Level: Clr 0

Saving Throw: Will negates

This spell functions like *inflict light wounds*, except that you deal 1 point of damage and a Will save negates the damage instead of halving it.

INFLECT MODERATE WOUNDS

Necromancy

Level: Clr 2

This spell functions like *inflict light wounds*, except that you deal 2d8 points of damage +1 point per caster level (maximum +10).

INFLECT MODERATE WOUNDS, MASS

Necromancy

Level: Clr 6

This spell functions like *mass inflict light wounds*, except that it deals 2d8 points of damage +1 point per caster level (maximum +30).

INFLECT SERIOUS WOUNDS

Necromancy

Level: Clr 3

This spell functions like *inflict light wounds*, except that you deal 3d8 points of damage +1 point per caster level (maximum +15).

INFLECT SERIOUS WOUNDS, MASS

Necromancy

Level: Clr 7

This spell functions like *mass inflict light wounds*, except that it deals 3d8 points of damage +1 point per caster level (maximum +35).

MAGIC JAR

Necromancy

Level: Sor/Wiz 5

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 hour/level or until you return to your body

Saving Throw: Will negates; see text

Spell Resistance: Yes

By casting *magic jar*, you place your soul in a gem or large crystal (known as the *magic jar*), leaving your body lifeless. Then you can attempt to take control of a nearby body, forcing its soul into the *magic jar*.

You may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body.

The spell ends when you send your soul back to your own body, leaving the receptacle empty.

To cast the spell, the *magic jar* must be within spell range and you must know where it is, though you do not need line of sight or line of effect to it.

When you transfer your soul upon casting, your body is, as near as anyone can tell, dead.

While in the *magic jar*, you can sense and attack any life force within 10 feet per caster level (and on the same plane of existence).

You do need line of effect from the jar to the creatures.

You cannot determine the exact creature types or positions of these creatures.

In a group of life forces, you can sense a difference of 4 or more Hit Dice between one creature and another and can determine whether a life force is powered by positive or negative energy.

(Undead creatures are powered by negative energy.

Only sentient undead creatures have, or are, souls).

For example, if two 10th-level characters are attacking a hill giant (12 HD) and four ogres (4 HD), you could determine that there are three stronger and four weaker life forces within the range, all powered by positive energy.

You could choose to take over either a stronger or a weaker creature, but which particular stronger or weaker creature you attempt to possess is determined randomly.

Attempting to possess a body is a fullround action. It is blocked by *protection from evil* or a similar ward. You possess the body and force the creature's soul into the *magic jar* unless the subject succeeds on a Will save. Failure to take over the host leaves your life force in the *magic jar*, and the target automatically succeeds on further saving throws if you attempt to possess its body again. If you are successful, your life force occupies the host body, and the host's life force is imprisoned in the *magic jar*. You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities.

The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. For example, a fish's body breathes water and a troll's body regenerates.

A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal.

You can't choose to activate the body's extraordinary or supernatural abilities.

The creature's spells and spell-like abilities do not stay with the body.

As a standard action, you can shift freely from a host to the *magic jar* if within range, sending the trapped soul back to its body.

The spell ends when you shift from the jar to your own body.

If the host body is slain, you return to the *magic jar*, if within range, and the life force of the host departs (it is dead).

If the host body is slain beyond the range of the spell, both you and the host die.

Any life force with nowhere to go is treated as slain.

If the spell ends while you are in the *magic jar*, you return to your body (or die if your body is out of range or destroyed).

If the spell ends while you are in a host, you return to your body (or die, if it is out of range of your current position), and the soul in the *magic jar* returns to its body (or dies if it is out of range).

Destroying the receptacle ends the spell, and the spell can be dispelled at either the *magic jar* or at the host's location.

Focus: A gem or crystal worth at least 100 gp.

MARK OF JUSTICE

Necromancy

Level: Clr 5, Pal 4

Components: V, S, DF

Casting Time: 10 minutes

Range: Touch

Target: Creature touched

Duration: Permanent; see text

Saving Throw: None

Spell Resistance: Yes

When moral persuasion fails to win a criminal over to right conduct, you can use *mark of justice* to encourage the miscreant to walk the straight and narrow path.

You draw an indelible mark on the subject and state some behavior on the part of the subject that will activate the mark.

When activated, the mark curses the subject.

Typically, you designate some sort of criminal behavior that activates the mark, but you can pick any act you please.

The effect of the mark is identical with the effect of *bestow curse*.

Since this spell takes 10 minutes to cast and involves writing on the target, you can cast it only on a creature that is willing or restrained.

Like the effect of *bestow curse*, a *mark of justice* cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

Remove curse works only if its caster level is equal to or higher than your *mark of justice* caster level.

These restrictions apply regardless of whether the mark has activated.

Mass (Spell Name) Any spell whose name begins with *mass* is alphabetized in this chapter according to the second word of the spell name.

Thus, the description of a *mass* spell appears near the description of the spell on which it is based.

Spell chains that have *mass* spells in them include those based on the spells *bear's endurance*, *bull's strength*, *cat's grace*, *charm monster*, *cure critical wounds*, *cure light wounds*, *cure moderate wounds*, *cure serious wounds*, *eagle's splendor*, *enlarge person*, *fox's cunning*, *heal*, *hold monster*, *hold person*, *inflict critical wounds*, *inflict light wounds*, *inflict moderate wounds*, *inflict serious wounds*, *invisibility*, *owl's wisdom*, *reduce person*, and *suggestion*.

POISON

Necromancy

Level: Clr 4, Drd 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous; see text

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack.

The poison deals 1d10 points of temporary Constitution damage immediately and another 1d10 points of temporary Constitution damage 1 minute later.

Each instance of damage can be negated by a Fortitude save (DC 10 + 1/2 your caster level + your Wis modifier).

RAY OF ENFEEBLEMENT

Necromancy

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes

A coruscating ray springs from your hand.

You must succeed on a ranged touch attack to strike a target.

The subject takes a penalty to Strength equal to 1d6+1 per two caster levels (maximum 1d6+5).

The subject's Strength score cannot drop below 1.

RAY OF EXHAUSTION

Necromancy

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: 1 min./level

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

A black ray projects from your pointing finger.

You must succeed on a ranged touch attack with the ray to strike a target.

The subject is immediately exhausted for the spell's duration.

A successful Fortitude save means the creature is only fatigued.

A character that is already fatigued instead becomes exhausted.

This spell has no effect on a creature that is already exhausted.

Unlike normal exhaustion or fatigue, the effect ends as soon as the spell's duration expires.

Material Component: A drop of sweat.

SCARE

Necromancy [Fear, Mind-Affecting]

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: One living creature per three levels, no two of which can be more than 30 ft. apart

Duration: 1 round/level or 1 round; see text for *cause fear*

Saving Throw: Will partial

Spell Resistance: Yes

This spell functions like *cause fear*, except that it causes all targeted creatures of less than 6 HD to become frightened.

Material Component: A bit of bone from an undead skeleton, zombie, ghoul, ghast, or mummy.

SLAY LIVING

Necromancy [Death]

Level: Clr 5, Death 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You can slay any one living creature.

You must succeed on a melee touch attack to touch the subject, and it can avoid death with a successful Fortitude save.

If it succeeds, it instead takes 3d6 points of damage +1 point per caster level.

(Of course, the subject might die from damage even if it succeeds on its save).

SOUL BIND

Necromancy

Level: Clr 9, Sor/Wiz 9

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Corpse

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: No

You draw the soul from a newly dead body and imprison it in a black sapphire gem.

The subject must have been dead no more than 1 round per caster level.

The soul, once trapped in the gem, cannot be returned through *clone*, *raise dead*, *reincarnation*, *resurrection*, *true resurrection*, or even a *miracle* or a *wish*.

Only by destroying the gem or dispelling the spell on the gem can one free the soul (which is then still dead).

Focus: A black sapphire of at least 1,000 gp value for every Hit Die possessed by the creature whose soul is to be bound.

If the gem is not valuable enough, it shatters when the binding is attempted.

(While creatures have no concept of level or Hit Dice as such, the value of the gem needed to trap an individual can be researched.

Remember that this value can change over time as creatures gain more Hit Dice).

SPEAK WITH DEAD

Necromancy [Language-Dependent]

Level: Clr 3

Components: V, S, DF

Casting Time: 10 minutes

Range: 10 ft.

Target: One dead creature

Duration: 1 min./level

Saving Throw: Will negates; see text

Spell Resistance: No

You grant the semblance of life and intellect to a corpse, allowing it to answer several questions that you put to it.

You may ask one question per two caster levels.

Unasked questions are wasted if the duration expires.

The corpse's knowledge is limited to what the creature knew during life, including the languages it spoke (if any).

Answers are usually brief, cryptic, or repetitive.

If the creature's alignment was different from yours, the corpse gets a Will save to resist the spell as if it were alive.

If the corpse has been subject to *speak with dead* within the past week, the new spell fails.

You can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond.

A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all.

This spell does not let you actually speak to the person (whose soul has departed).

It instead draws on the imprinted knowledge stored in the corpse.

The partially animated body retains the imprint of the soul that once inhabited it, and thus it can speak with all the knowledge that the creature had while alive. The corpse, however, cannot learn new information. Indeed, it can't even remember being questioned. This spell does not affect a corpse that has been turned into an undead creature.

SPECTRAL HAND

Necromancy

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: One spectral hand

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

A ghostly, glowing hand shaped from your life force materializes and moves as you desire, allowing you to deliver low-level, touch range spells at a distance. On casting the spell, you lose 1d4 hit points that return when the spell ends (even if it is dispelled), but not if the hand is destroyed.

(The hit points can be healed as normal).

For as long as the spell lasts, any touch range spell of 4th level or lower that you cast can be delivered by the *spectral hand*.

The spell gives you a +2 bonus on your melee touch attack roll, and attacking with the hand counts normally as an attack.

The hand always strikes from your direction.

The hand cannot flank targets like a creature can.

After it delivers a spell, or if the hand goes beyond the spell range, goes out of your sight, the hand returns to you and hovers.

The hand is incorporeal and thus cannot be harmed by normal weapons.

It has improved evasion (half damage on a failed Reflex save and no damage on a successful save), your save bonuses, and an AC of at least 22.

Your Intelligence modifier applies to the hand's AC as if it were the hand's Dexterity modifier.

The hand has 1 to 4 hit points, the same number that you lost in creating it.

SYMBOL OF DEATH

Necromancy [Death]

Level: Clr 8, Sor/Wiz 8

Components: V, S, M

Casting Time: 10 minutes

Range: 0 ft.; see text

Effect: One symbol

Duration: See text

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell allows you to scribe a potent rune of power upon a surface.

When triggered, a *symbol of death* slays one or more creatures within 60 feet of the symbol (treat as a burst) whose combined total current hit points do not exceed 150.

The *symbol of death* affects the closest creatures first, skipping creatures with too many hit points to affect. Once triggered, the symbol becomes active and glows, lasting for 10 minutes per caster level or until it has affected 150 hit points' worth of creatures, whichever comes first. Any creature that enters the area while the *symbol of death* is active is subject to its effect, whether or not that creature was in the area when it was triggered.

A creature need save against the *symbol* only once as long as it remains within the area, though if it leaves the area and returns while the *symbol* is still active, it must save again. Until it is triggered, the *symbol of death* is inactive (though visible and legible at a distance of 60 feet).

To be effective, a *symbol of death* must always be placed in plain sight and in a prominent location.

Covering or hiding the rune renders the *symbol of death* ineffective, unless a creature removes the covering, in which case the *symbol of death* works normally.

As a default, a *symbol of death* is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a symbol of death can't trigger it (even if it meets one or more of the triggering conditions, such as reading the rune).

Once the spell is cast, a *symbol of death's* triggering conditions cannot be changed.

In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning.

Throwing a cover over a *symbol of death* to render it inoperative triggers it if the symbol reacts to touch.

You can't use a *symbol of death* offensively; for instance, a touch-triggered symbol of death remains untriggered if an item bearing the *symbol of death* is used to touch a creature. Likewise, a *symbol of death* cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire.

Special conditions for triggering a *symbol of death* can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, and hit points don't qualify.

For example, a *symbol of death* can be set to activate when a lawful good creature approaches, but not when a paladin approaches.

When scribing a *symbol of death*, you can specify a password or phrase that prevents a creature using it from triggering the effect.

Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune.

If the creature leaves the radius and returns later, it must use the password again.

You also can attune any number of creatures to the *symbol of death*, but doing this can extend the casting time.

Attuning one or two creatures takes negligible time, and attuning a small group (as many as ten creatures) extends the casting time to 1 hour.

Attuning a large group (as many as twenty-five creatures) takes 24 hours.

Attuning larger groups takes proportionately longer, as the DM sees fit.

Any creature attuned to a *symbol of death* cannot trigger it and is immune to its effects, even if within its radius when triggered.

You are automatically considered attuned to your own *symbols of death*, and thus always ignore the effects and cannot inadvertently trigger them.

Read magic allows you to identify a *symbol of death* with a DC 19 Spellcraft check.

Of course, if the *symbol of death* is set to be triggered by reading it, this will trigger the symbol.

A *symbol of death* can be removed by a successful *dispel magic* targeted solely on the rune.

An *erase* spell has no effect on a *symbol of death*.

Destruction of the surface where a *symbol of death* is inscribed destroys the *symbol* but also triggers it.

Symbol of death can be made permanent with a *permanency* spell.

A permanent *symbol of death* that is disabled or that has affected its maximum number of hit points becomes inactive for 10 minutes, then can be triggered again as normal.

Note: Magic traps such as *symbol of death* are hard to detect and disable.

A rogue (only) can use the Search skill to find a *symbol of death* and Disable Device to thwart it.

The DC in each case is 25 + spell level, or 33 for *symbol of death*.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp each.

SYMBOL OF FEAR

Necromancy [Fear, Mind-Affecting]

Level: Clr 6, Sor/Wiz 6

Saving Throw: Will negates

This spell functions like *symbol of death*, except that all creatures within 60 feet of the *symbol of fear* instead become panicked for 1 round per caster level.

Note: Magic traps such as *symbol of fear* are hard to detect and disable.

A rogue (only) can use the Search skill to find a *symbol of fear* and Disable Device to thwart it.

The DC in each case is 25 + spell level, or 31 for *symbol of fear*.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 1,000 gp.

SYMBOL OF PAIN

Necromancy [Evil]

Level: Clr 5, Sor/Wiz 5

This spell functions like *symbol of death*, except that each creature within the radius of a *symbol of pain* instead suffers wracking pains that impose a -4 penalty on attack rolls, skill checks, and ability checks.

These effects last for 1 hour after the creature moves farther than 60 feet from the symbol.

Unlike *symbol of death*, *symbol of pain* has no hit point limit; once triggered, a *symbol of pain* simply remains active for 10 minutes per caster level.

Note: Magic traps such as *symbol of pain* are hard to detect and disable.

A rogue (only) can use the Search skill to find a *symbol of pain* and Disable Device to thwart it.

The DC in each case is 25 + spell level, or 30 for *symbol of pain*.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 1,000 gp.

SYMBOL OF WEAKNESS

Necromancy

Level: Clr 7, Sor/Wiz 7

This spell functions like *symbol of death*, except that every creature within 60 feet of a *symbol of weakness* instead suffers crippling weakness that deals 3d6 points of Strength damage.

Unlike *symbol of death*, *symbol of weakness* has no hit point limit; once triggered, a *symbol of weakness* simply remains active for 10 minutes per caster level.

Note: Magic traps such as *symbol of weakness* are hard to detect and disable.

A rogue (only) can use the Search skill to find a *symbol of weakness* and Disable Device to thwart it.

The DC in each case is 25 + spell level, or 32 for *symbol of weakness*.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp.

TOUCH OF FATIGUE

Necromancy

Level: Sor/Wiz 0

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

You channel negative energy through your touch, fatiguing the target.

You must succeed on a touch attack to strike a target.

The subject is immediately fatigued for the spell's duration.

This spell has no effect on a creature that is already fatigued.

Unlike with normal fatigue, the effect ends as soon as the spell's duration expires.

Material Component: A drop of sweat.

UNDEATH TO DEATH

Necromancy

Level: Clr 6, Sor/Wiz 6

Components: V, S, M/DF

Area: Several undead creatures within a 40-ft.-radius burst

Saving Throw: Will negates

This spell functions like *circle of death*, except that it destroys undead creatures as noted above.

Material Component: The powder of a crushed diamond worth at least 500 gp.

VAMPIRIC TOUCH

Necromancy

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous/1 hour; see text

Saving Throw: None

Spell Resistance: Yes

You must succeed on a melee touch attack.

Your touch deals 1d6 points of damage per two caster levels (maximum 10d6).

You gain temporary hit points equal to the damage you deal.

However, you can't gain more than the subject's current hit points +10, which is enough to kill the subject.

The temporary hit points disappear 1 hour later.

WAIL OF THE BANSHEE

Necromancy [Death, Sonic]

Level: Death 9, Sor/Wiz 9

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: One living creature/level within a 40-ft.-radius spread

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You emit a terrible scream that kills creatures that hear it (except for yourself).

Creatures closest to the point of origin are affected first.

WAVES OF EXHAUSTION

Necromancy

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: No

Spell Resistance: Yes

Waves of negative energy cause all living creatures in the spell's area to become exhausted.

This spell has no effect on a creature that is already exhausted.

WAVES OF FATIGUE

Necromancy

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: No

Spell Resistance: Yes

Waves of negative energy render all living creatures in the spell's area fatigued.

This spell has no effect on a creature that is already fatigued.

TRANSMUTATION

AIR WALK

Transmutation [Air]

Level: Air 4, Clr 4, Drd 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature (Gargantuan or smaller) touched

Duration: 10 min./level

Saving Throw: None

Spell Resistance: Yes (harmless)

The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill.

The maximum upward or downward angle possible is 45 degrees, at a rate equal to one-half the air walker's normal speed.

A strong wind (21+ mph) can push the subject along or hold it back.

At the end of its turn each round, the wind blows the air walker 5 feet for each 5 miles per hour of wind speed.

The creature can, at the DM's option, be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about.

Should the spell duration expire while the subject is still aloft, the magic fails slowly.

The subject floats downward 60 feet per round for 1d6 rounds.

If it reaches the ground in that amount of time, it lands safely.

If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall.

Since dispelling a spell effectively ends it, the subject also descends in this way if the *air walk* spell is dispelled, but not if it is negated by an *antimagic field*.

You can cast *air walk* on a specially trained mount so it can be ridden through the air.

You can train a mount to move with the aid of *air walk* (counts as a trick; see page 74) with one week of work and a DC 25 Handle Animal check.

ALIGN WEAPON

Transmutation [see text]

Level: Clr 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched or fifty projectiles (all of which must be in contact with each other at the time of casting)

Duration: 1 min./level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Align weapon makes a weapon good, evil, lawful, or chaotic, as you choose.

A weapon that is aligned can bypass the damage reduction of certain creatures, usually outsiders of the opposite alignment.

This spell has no effect on a weapon that already has an alignment, such as a holy sword.

You can't cast this spell on a natural weapon, such as an unarmed strike.

When you make a weapon good, evil, lawful, or chaotic, *align weapon* is a good, evil, lawful, or chaotic spell, respectively.

ALTER SELF

Transmutation

Level: Brd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

You assume the form of a creature of the same type as your normal form (such as humanoid or magical beast).

The new form must be within one size category of your normal size.

The maximum HD of an assumed form is equal to your caster level, to a maximum of 5 HD at 5th level.

You can change into a member of your own kind or even into yourself.

You retain your own ability scores.

Your class and level, hit points, alignment, base attack bonus, and base save bonuses all remain the same.

You retain all supernatural and spell-like special attacks and qualities of your normal form, except for those requiring a body part that the new form does not have (such as a mouth for a breath weapon or eyes for a gaze attack).

You keep all extraordinary special attacks and qualities derived from class levels (such as a barbarian's rage ability), but you lose any from your normal form that are not derived from class levels (such as a dragon's frightful presence ability).

If the new form is capable of speech, you can communicate normally.

You retain any spellcasting ability you had in your original form, but the new form must be able to speak intelligibly (that is, speak a language) to use verbal components and must have limbs capable of fine manipulation to use somatic or material components.

You acquire the physical qualities of the new form while retaining your own mind.

Physical qualities include natural size, mundane movement capabilities (such as burrowing, climbing, walking, swimming, and flight with wings, to a maximum speed of 120 feet for flying or 60 feet for nonflying movement), natural armor bonus, natural weapons (such as claws, bite, and so on), racial skill bonuses, racial bonus feats, and any gross physical qualities (presence or absence of wings, number of extremities, and so forth).

A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal.

You do not gain any extraordinary special attacks or special qualities not noted above under physical qualities, such as darkvision, low-light vision, blindsense, blindsight, fast healing, regeneration, scent, and so forth.

You do not gain any supernatural special attacks, special qualities, or spell-like abilities of the new form.

Your creature type and subtype (if any) remain the same regardless of your new form.

You cannot take the form of any creature with a template, even if that template doesn't change the creature type or subtype.

You can freely designate the new form's minor physical qualities (such as hair color, hair texture, and skin color) within the normal ranges for a creature of that kind.

The new form's significant physical qualities (such as height, weight, and gender) are also under your control, but they must fall within the norms for the new form's kind.

You are effectively disguised as an average member of the new form's race.

If you use this spell to create a disguise, you get a +10 bonus on your Disguise check.

When the change occurs, your equipment, if any, either remains worn or held by the new form (if it is capable of wearing or holding the item), or melds into the new form and becomes nonfunctional.

When you revert to your true form, any objects previously melded into the new form reappear in the same location on your body they previously occupied and are once again functional.

Any new items you wore in the assumed form and can't wear in your normal form fall off and land at your feet; any that you could wear in either form or carry in a body part common to both forms (mouth, hands, or the like) at the time of reversion are still held in the same way.

Any part of the body or piece of equipment that is separated from the whole reverts to its true form.

ANIMAL GROWTH

Transmutation

Level: Drd 5, Rgr 4, Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: Up to one animal (Gargantuan or smaller) per two levels, no two of which can be more than 30 ft. apart

Duration: 1 min./level

Saving Throw: Fortitude negates

Spell Resistance: Yes

A number of animals grow to twice their normal size and eight times their normal weight.

This alteration changes each animal's size category to the next largest (from Large to Huge, for example), grants it a +8 size bonus to Strength and a +4 size bonus to Constitution (and thus an extra 2 hit points per HD), and imposes a -2 size penalty to Dexterity.

The creature's existing natural armor bonus increases by 2. The size change also affects the animal's modifier to AC and attack rolls and its base damage, as detailed on Table 2-2 in the *Dungeon Master's Guide*.

The animal's space and reach change as indicated on Table 8-4: Creature Size and Scale (page 149), but its speed does not change.

The spell also grants each subject damage reduction 10/magic and a +4 resistance bonus on saving throws.

If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a

Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it—the spell cannot be used to crush a creature by increasing its size. All equipment worn or carried by an animal is similarly enlarged by the spell, though this change has no effect on the magical properties of any such equipment. Any enlarged item that leaves the enlarged creature's possession instantly returns to its normal size. The spell gives no means of command or influence over the enlarged animals. Multiple magical effects that increase size do not stack, which means (among other things) that you can't use a second casting of this spell to further increase the size of an animal that's still under the effect of the first casting.

ANIMAL SHAPES

Transmutation

Level: Animal 7, Drd 8

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to one willing creature per level, all within 30 ft. of each other

Duration: 1 hour/level (D)

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

As *polymorph*, except you polymorph up to one willing creature per caster level into an animal of your choice; the spell has no effect on unwilling creatures.

All creatures must take the same kind of animal form; for example, you can't turn one subject into a hawk and another into a dire wolf.

Recipients remain in the animal form until the spell expires or until you dismiss it for all recipients.

In addition, an individual subject may choose to resume its normal form as a full-round action; doing so ends the spell for that subject alone.

The maximum HD of an assumed form is equal to the subject's HD or your caster level, whichever is lower, to a maximum of 20 HD at 20th level.

ANIMATE OBJECTS

Transmutation

Level: Brd 6, Chaos 6, Clr 6

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: One Small object per caster level; see text

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You imbue inanimate objects with mobility and a semblance of life.

Each such animated object then immediately attacks whomever or whatever you initially designate.

An animated object can be of any nonmagical material—wood, metal, stone, fabric, leather, ceramic, glass, or the like.

You may animate one Small or smaller object (such as a chair) or an equivalent number of larger objects per caster level.

A Medium object (such as a coat rack) counts as two Small or smaller objects, a Large object (such as a table) as four, a Huge object as eight, a Gargantuan object as sixteen, and a Colossal object as thirty-two.

You can change the designated target or targets as a move action, as if directing an active spell.

The *Monster Manual* has game statistics for animated objects.

This spell cannot animate objects carried or worn by a creature.

Animate objects can be made permanent with a *permanency* spell.

ANIMATE PLANTS

Transmutation

Level: Drd 7, Plant 7

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One Large plant per three caster levels or all plants within range; see text

Duration: 1 round/level or 1 hour/level; see text

Saving Throw: None

Spell Resistance: No

You imbue inanimate plants with mobility and a semblance of life.

Each animated plant then immediately attacks whomever or whatever you initially designate as though it were an animated object of the appropriate size category.

You may animate one Large or smaller plant (such as a tree), or an equivalent number of larger plants, per three caster levels.

A Huge plant counts as two Large or smaller plants, a Gargantuan plant as four, and a Colossal plant as eight.

You can change the designated target or targets as a move action, as if directing an active spell.

Use the statistics for animated objects found in the *Monster Manual*, except that plants smaller than Large don't have hardness unless the DM rules otherwise for a given case.

Animate plants cannot affect plant creatures (such as treants), nor does it affect nonliving vegetable material (such as a cotton tunic or hempen rope).

Entangle: Alternatively, you may imbue all plants within range with a degree of mobility, which allows them to entwine around creatures in the area.

This usage of the spell duplicates the effect of an *entangle* spell.

Spell resistance does not keep creatures from being entangled.

This effect lasts 1 hour per caster level.

ANIMATE ROPE

Transmutation

Level: Brd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One ropelike object, length up to 50 ft. + 5 ft./level; see text

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You can animate a nonliving ropelike object, such as string, yarn, cord, line, rope, or even a cable.

The maximum length assumes a rope with a 1-inch diameter.

Reduce the maximum length by 50% for every additional inch of thickness, and increase it by 50% for each reduction of the rope's diameter by half.

The possible commands are "coil" (form a neat, coiled stack), "coil and knot", "loop", "loop and knot", "tie and knot", and the opposites of all of the above ("uncoil", and so forth).

You can give one command each round as a move action, as if directing an active spell.

The rope can enwrap only a creature or an object within 1 foot of it—it does not snake outward—so it must be thrown near the intended target.

Doing so requires a successful ranged touch attack roll (range increment 10 feet).

A typical 1-inch-diameter hempen rope has 2 hit points, AC 10, and requires a DC 23 Strength check to burst it.

The rope does not deal damage, but it can be used as a trip line or to cause a single opponent that fails a Reflex saving throw to become entangled.

A creature capable of spellcasting that is bound by this spell must make a DC 15 Concentration check to cast a spell.

An entangled creature can slip free with a DC 20 Escape Artist check.

The rope itself and any knots tied in it are not magical.

This spell grants a +2 bonus on any Use Rope checks you make when using the transmuted rope.

The spell cannot animate objects carried or worn by a creature.

AWAKEN

Transmutation

Level: Drd 5

Components: V, S, DF, XP

Casting Time: 24 hours

Range: Touch

Target: Animal or tree touched

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You awaken a tree or animal to humanlike sentience.

To succeed, you must make a Will save (DC 10 + the animal's current HD, or the HD the tree will have once awakened).

The *awakened animal* or tree is friendly toward you.

You have no special empathy or connection with a creature you awaken, although it serves you in specific tasks or endeavors if you communicate your desires to it.

An *awakened tree* has characteristics as if it were an animated object (see the *Monster Manual*), except that it gains the plant type and its Intelligence, Wisdom, and Charisma scores are each 3d6.

An *awakened plant* gains the ability to move its limbs, roots, vines, creepers, and so forth, and it has senses similar to a human's.

An *awakened animal* gets 3d6 Intelligence, +1d3 Charisma, and +2 HD.

Its type becomes magical beast (augmented animal).

An awakened animal can't serve as an animal companion, familiar, or special mount.

An *awakened tree* or animal can speak one language that you know, plus one additional language that you know per point of Intelligence bonus (if any).

XP Cost: 250 XP.

BALEFUL POLYMORPH

Transmutation

Level: Drd 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Permanent

Saving Throw: Fortitude negates, Will partial; see text

Spell Resistance: Yes

As *polymorph*, except that you change the subject into a Small or smaller animal of no more than 1 HD (such as a dog, lizard, monkey, or toad).

If the new form would prove fatal to the creature (for example, if you polymorphed a landbound target into a fish, or a flying target into a toad) the subject gets a +4 bonus on the save.

If the spell succeeds, the subject must also make a Will save.

If this second save fails, the creature loses its extraordinary, supernatural, and spell-like abilities, loses its ability to cast spells (if it had the ability), and gains the alignment, special abilities, and Intelligence, Wisdom, and Charisma scores of its new form in place of its own.

It still retains its class and level (or HD), as well as all benefits deriving therefrom (such as base attack bonus, base save bonuses, and hit points).

It retains any class features (other than spellcasting) that aren't extraordinary, supernatural, or spell-like abilities.

Incorporeal or gaseous creatures are immune to being *polymorphed*, and a creature with the shapechanger subtype (such as a lycanthrope or a doppelganger) can revert to its natural form as a standard action.

BARKSKIN

Transmutation

Level: Drd 2, Rgr 2, Plant 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 min./level

Saving Throw: None

Spell Resistance: Yes (harmless)

Barkskin toughens a creature's skin.

The effect grants a +2 enhancement bonus to the creature's existing natural armor bonus.

This enhancement bonus increases by 1 for every three caster levels above 3rd, to a maximum of +5 at caster level 12th.

The enhancement bonus provided by *barkskin* stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor.

A creature without natural armor has an effective natural armor bonus of +0, much as a character wearing only normal clothing has an armor bonus of +0.

BEAR'S ENDURANCE

Transmutation

Level: Clr 2, Drd 2, Rgr 2, Sor/Wiz 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The affected creature gains greater vitality and stamina. The spell grants the subject a +4 enhancement bonus to Constitution, which adds the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth. Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject's Constitution drops back to normal.

They are not lost first as temporary hit points are (see page 146).

BEAR'S ENDURANCE, MASS

Transmutation

Level: Clr 6, Drd 6, Sor/Wiz 6

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart

Mass bear's endurance works like *bear's endurance*, except that it affects multiple creatures.

BLESS WATER

Transmutation [Good]

Level: Clr 1, Pal 1

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: Flask of water touched

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This transmutation imbues a flask (1 pint) of water with positive energy, turning it into holy water (page 128).

Material Component: 5 pounds of powdered silver (worth 25 gp).

BLESS WEAPON

Transmutation

Level: Pal 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

This transmutation makes a weapon strike true against evil foes.

The weapon is treated as having a +1 enhancement bonus for the purpose of bypassing the damage reduction of evil creatures or striking evil incorporeal creatures (though the spell doesn't grant an actual enhancement bonus).

The weapon also becomes good, which means it can bypass the damage reduction of certain creatures, particularly evil outsiders.

(This effect overrides and suppresses any other alignment the weapon might have).

Individual arrows or bolts can be transmuted, but affected projectile weapons (such as bows) don't confer the benefit to the projectiles they shoot.

In addition, all critical hit rolls against evil foes are automatically successful, so every threat is a critical hit. This last effect does not apply to any weapon that already has a magical effect related to critical hits, such as a keen weapon or a vorpal sword.

BLINK

Transmutation

Level: Brd 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Like a blink dog (see the *Monster Manual*), you "blink" back and forth between the Material Plane and the Ethereal Plane.

You look as though you're winking in and out of reality very quickly and at random.

Blinking has several effects, as follows.

Physical attacks against you have a 50% miss chance, and the Blind-Fight feat doesn't help opponents, since you're ethereal and not merely invisible.

If the attack is capable of striking ethereal creatures, the miss chance is only 20% (for concealment).

If the attacker can see invisible creatures, the miss chance is also only 20%.

(For an attacker who can both see and strike ethereal creatures, there is no miss chance).

Likewise, your own attacks have a 20% miss chance, since you sometimes go ethereal just as you are about to strike.

Any individually targeted spell has a 50% chance to fail against you while you're *blinking* unless your attacker can target invisible, ethereal creatures.

Your own spells have a 20% chance to activate just as you go ethereal, in which case they typically do not affect the Material Plane.

While *blinking*, you take only half damage from area attacks (but full damage from those that extend onto the Ethereal Plane).

You strike as an invisible creature (with a +2 bonus on attack rolls), denying your target any Dexterity bonus to AC.

You take only half damage from falling, since you fall only while you are material.

While *blinking*, you can step through (but not see through) solid objects.

For each 5 feet of solid material you walk through, there is a 50% chance that you become material.

If this occurs, you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet so traveled. You can move at only three-quarters speed (because movement on the Ethereal Plane is at half speed, and you spend about half your time there and half your time material).

Since you spend about half your time on the Ethereal Plane, you can see and even attack ethereal creatures. You interact with ethereal creatures roughly the same way you interact with material ones.

For instance, your spells against ethereal creatures are 20% likely to activate just as you go material and be lost. An ethereal creature is invisible, incorporeal, and capable of moving in any direction, even up or down.

As an incorporeal creature, you can move through solid objects, including living creatures.

An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial.

Sight and hearing on the Material Plane are limited to 60 feet.

Force effects (such as *magic missile* and *wall of force*) and abjurations affect you normally.

Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa.

An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things.

Certain material creatures or objects have attacks or effects that work on the Ethereal Plane (such as the basilisk and its gaze attack).

Treat other ethereal creatures and objects as material.

BULL'S STRENGTH

Transmutation

Level: Clr 2, Drd 2, Pal 2, Sor/Wiz 2, Strength 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject becomes stronger.

The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

Arcane Material Component: A few hairs, or a pinch of dung, from a bull.

BULL'S STRENGTH, MASS

Transmutation

Level: Clr 6, Drd 6, Sor/Wiz 6

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *bull's strength*, except that it affects multiple creatures.

CAT'S GRACE

Transmutation

Level: Brd 2, Drd 2, Rgr 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The transmuted creature becomes more graceful, agile, and coordinated.

The spell grants a +4 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.

Material Component: A pinch of cat fur.

CAT'S GRACE, MASS

Transmutation

Level: Brd 6, Drd 6, Sor/Wiz 6

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *cat's grace*, except that it affects multiple creatures.

CHANGESTAFF

Transmutation

Level: Drd 7

Components: V, S, F

Casting Time: 1 round

Range: Touch

Target: Your touched staff

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

You change a specially prepared quarterstaff into a Huge treantlike creature, about 24 feet tall.

When you plant the end of the staff in the ground and speak a special command to conclude the casting of the spell, your staff turns into a creature that looks and fights just like a treant (see the *Monster Manual*).

The staff-treant defends you and obeys any spoken commands.

However, it is by no means a true treant; it cannot converse with actual treants or control trees.

If the staff-treant is reduced to 0 or fewer hit points, it crumbles to powder and the staff is destroyed.

Otherwise, the staff returns to its normal form when the spell duration expires (or when the spell is dismissed), and it can be used as the focus for another casting of the spell. The staff-treant is always at full strength when created, despite any wounds it may have incurred the last time it appeared.

Focus: The quarterstaff, which must be specially prepared.

The staff must be a sound limb cut from an ash, oak, or yew, then cured, shaped, carved, and polished (a process requiring twenty-eight days).

You cannot adventure or engage in other strenuous activity during the shaping and carving of the staff.

CHILL METAL

Transmutation [Cold]

Level: Drd 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Metal equipment of one creature per two levels, no two of which can be more than 30 ft. apart; or 25 lb. of metal/level, none of which can be more than 30 ft. away from any of the rest

Duration: 7 rounds

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Chill metal makes metal extremely cold.

Unattended, nonmagical metal gets no saving throw.

Magic metal is allowed a saving throw against the spell (Magic item's saving throws are covered in the *Dungeon Master's Guide*).

An item in a creature's possession uses the creature's saving throw bonus unless its own is higher.

A creature takes cold damage if its equipment is chilled.

It takes full damage if its armor is affected or if it is holding, touching, wearing, or carrying metal weighing one-fifth of its weight.

The creature takes minimum damage (1 point or 2 points; see the table) if it's not wearing metal armor and the metal that it's carrying weighs less than one-fifth of its weight. On the first round of the spell, the metal becomes chilly and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration.

During the second (and also the next-to-last) round, icy coldness causes pain and damage.

In the third, fourth, and fifth rounds, the metal is freezing cold, causing more damage, as shown on the table below.

Round	Metal Temperature	Damage
1	Cold	None
2	Icy	1d4 points
3–5	Freezing	2d4 points
6	Icy	1d4 points
7	Cold	None

Any heat intense enough to damage the creature negates cold damage from the spell (and vice versa) on a point-for-point basis.

For example, if the damage roll from a *chill metal* spell indicates 5 points of cold damage and the subject plunges through a *wall of fire* in the same round and takes 8 points of fire damage, it winds up taking no cold damage and only 3 points of fire damage.

Underwater, *chill metal* deals no damage, but ice immediately forms around the affected metal, making it more buoyant.

Chill metal counters and dispels *heat metal*.

COMMAND PLANTS

Transmutation

Level: Drd 4, Plant 4, Rgr 3

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart

Duration: One day/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell allows you some degree of control over one or more plant creatures.

Affected plant creatures can understand you, and they perceive your words and actions in the most favorable way (treat their attitude as friendly).

They will not attack you while the spell lasts.

You can try to give a subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do.

(Retries are not allowed).

A commanded plant never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing (see *charm person*).

You can affect a number of plant creatures whose combined level or HD do not exceed twice your level.

CONTROL PLANTS

Transmutation

Level: Drd 8, Plant 8

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: No

This spell enables you to control the actions of one or more plant creatures for a short period of time.

You command the creatures by voice and they understand you, no matter what language you speak.

Even if vocal communication is impossible (in the area of a *silence* spell, for instance), the controlled plants do not attack you.

At the end of the spell, the subjects revert to their normal behavior.

Suicidal or self-destructive commands are simply ignored.

CONTROL WATER

Transmutation [Water]

Level: Clr 4, Drd 4, Sor/Wiz 6, Water 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Water in a volume of 10 ft./level by 10 ft./level by 2 ft./level (S)

Duration: 10 min./level (D)

Saving Throw: None; see text

Spell Resistance: No

Depending on the version you choose, the *control water* spell raises or lowers water.

Lower Water: This causes water or similar liquid to reduce its depth by as much as 2 feet per caster level (to a minimum depth of 1 inch).

The water is lowered within a squarish depression whose sides are up to caster level × 10 feet long.

In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell.

When cast on water elementals and other water-based creatures, this spell acts as a *slow* spell (Will negates). The spell has no effect on other creatures.

Raise Water: This causes water or similar liquid to rise in height, just as the *lower water* version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates.

If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land.

With either version, you may reduce one horizontal dimension by half and double the other horizontal dimension.

Arcane Material Component: A drop of water (for *raise water*) or a pinch of dust (for *lower water*).

CONTROL WEATHER

Transmutation

Level: Air 7, Clr 7, Drd 7, Sor/Wiz 7

Components: V, S

Casting Time: 10 minutes; see text

Range: 2 miles

Area: 2-mile-radius circle, centered on you; see text

Duration: 4d12 hours; see text

Saving Throw: None

Spell Resistance: No

You change the weather in the local area.

It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest.

The current, natural weather conditions are determined by the DM.

You can call forth weather appropriate to the climate and season of the area you are in.

Season	Possible Weather
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw
Late winter	Hurricane-force winds or early spring (coastal area)

You control the general tendencies of the weather, such as the direction and intensity of the wind.

You cannot control specific applications of the weather—where lightning strikes, for example, or the exact path of a tornado.

When you select a certain weather condition to occur, the weather assumes that condition 10 minutes later (changing gradually, not abruptly).

The weather continues as you left it for the duration, or until you use a standard action to designate a new kind of weather (which fully manifests itself 10 minutes later).

Contradictory conditions are not possible simultaneously—fog and strong wind, for example.

Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

A druid casting this spell doubles the duration and affects a circle with a 3-mile radius.

CONTROL WINDS

Transmutation [Air]

Level: Air 5, Drd 5

Components: V, S

Casting Time: 1 standard action

Range: 40 ft./level

Area: 40 ft./level radius cylinder 40 ft. high

Duration: 10 min./level

Saving Throw: Fortitude negates

Spell Resistance: No

You alter wind force in the area surrounding you.

You can make the wind blow in a certain direction or manner, increase its strength, or decrease its strength.

The new wind direction and strength persist until the spell ends or until you choose to alter your handiwork, which requires concentration.

You may create an “eye” of calm air up to 80 feet in diameter at the center of the area if you so desire, and you may choose to limit the area to any cylindrical area less than your full limit (for example, a 20-foot-diameter tornado centered 100 feet away).

Wind Direction: You may choose one of four basic wind patterns to function over the spell's area.

- A downdraft blows from the center outward in equal strength in all directions.
- An updraft blows from the outer edges in toward the center in equal strength from all directions, veering upward before impinging on the eye in the center.
- A rotation causes the winds to circle the center in clockwise or counter-clockwise fashion.
- A blast simply causes the winds to blow in one direction across the entire area from one side to the other.

Wind Strength: For every three caster levels, you can increase or decrease wind strength by one level.

(The categories of wind strength are briefly described below, with more detail to be found in the *Dungeon Master's Guide*).

Each round on your turn, a creature in the wind must make a Fortitude save or suffer the effect of being in the windy area.

Strong winds (21+ mph) make sailing difficult.

A severe wind (31+ mph) causes minor ship and building damage.

A windstorm (51+ mph) drives most flying creatures from the skies, uproots small trees, knocks down light wooden structures, tears off roofs, and endangers ships.

Hurricane force winds (75+ mph) destroy wooden buildings, sometimes uproot even large trees, and cause most ships to founder.

A tornado (175+ mph) destroys all nonfortified buildings and often uproots large trees.

DARKVISION

Transmutation

Level: Rgr 3, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains the ability to see 60 feet even in total darkness.

Darkvision is black and white only but otherwise like normal sight.

Darkvision does not grant one the ability to see in magical darkness.

Darkvision can be made permanent with a *permanency* spell.

Material Component: Either a pinch of dried carrot or an agate.

DIMINISH PLANTS

Transmutation

Level: Drd 3, Rgr 3

Components: V, S, DF

Casting Time: 1 standard action

Range: See text

Target or Area: See text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell has two versions.

Prune Growth: This version causes normal vegetation (grasses, briars, bushes, creepers, hedges, thistles, trees, vines, and so forth) within long range (400 feet + 40 feet per level) to shrink to about one-third of their normal size, becoming untangled and less bushy.

The affected vegetation appears to have been carefully pruned and trimmed.

At your option, the area can be a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter-circle.

You may also designate portions of the area that are not affected.

Stunt Growth: This version targets normal plants within a range of 1/2 mile, reducing their potential productivity over the course of the following year to one-third below normal.

Diminish plants counters *plant growth*.

This spell has no effect on plant creatures.

DISINTEGRATE

Transmutation

Level: Destruction 7, Sor/Wiz 6

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude partial (object)

Spell Resistance: Yes

A thin, green ray springs from your pointing finger.

You must make a successful ranged touch attack to hit.

Any creature struck by the ray takes 2d6 points of damage per caster level (to a maximum of 40d6).

Any creature reduced to 0 or fewer hit points by this spell is entirely disintegrated, leaving behind only a trace of fine dust.

A disintegrated creature's equipment is unaffected.

When used against an object, the ray simply disintegrates as much as one 10-foot cube of nonliving matter.

Thus, the spell disintegrates only part of any very large object or structure targeted.

The ray affects even objects constructed entirely of force, such as *Bigby's forceful hand* or a *wall of force*, but not magical effects such as a *globe of invulnerability* or an *antimagic field*.

A creature or object that makes a successful Fortitude save is partially affected, taking only 5d6 points of damage.

If this damage reduces the creature or object to 0 or fewer hit points, it is entirely disintegrated.

Only the first creature or object struck can be affected; that is, the ray affects only one target per casting.

Arcane Material Component: A lodestone and a pinch of dust.

DISRUPTING WEAPON

Transmutation

Level: Clr 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Targets: One melee weapon

Duration: 1 round/level

Saving Throw: Will negates (harmless, object); see text

Spell Resistance: Yes (harmless, object)

This spell makes a melee weapon deadly to undead.

Any undead creature with HD equal to or less than your caster level must succeed on a Will save or be destroyed utterly if struck in combat with this weapon.

Spell resistance does not apply against the destruction effect.

EAGLE'S SPLENDOR

Transmutation

Level: Brd 2, Clr 2, Pal 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The transmuted creature becomes more poised, articulate, and personally forceful.

The spell grants a +4 enhancement bonus to Charisma, adding the usual benefits to Charisma-based skill checks and other uses of the Charisma modifier.

Sorcerers and bards (and other spellcasters who rely on Charisma) affected by this spell do not gain any additional bonus spells for the increased Charisma, but the save DCs for spells they cast while under this spell's effect do increase.

Arcane Material Component: A few feathers or a pinch of droppings from an eagle.

EAGLE'S SPLENDOR, MASS

Transmutation

Level: Brd 6, Clr 6, Sor/Wiz 6

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *eagle's splendor*, except that it affects multiple creatures.

ENLARGE PERSON

Transmutation

Level: Sor/Wiz 1, Strength 1

Components: V, S, M

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid creature

Duration: 1 min./level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8.

This increase changes the creature's size category to the next larger one.

The target gains a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to its increased size.

A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet.

This spell does not change the target's speed.

If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process.

If it fails, it is constrained without harm by the materials enclosing it—the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by a creature is similarly enlarged by the spell.

Melee and projectile weapons affected by this spell deal more damage (see Table 2-2 in the *Dungeon Master's Guide*).

Other magical properties are not affected by this spell.

Any *enlarged* item that leaves an *enlarged* creature's possession (including a projectile or thrown weapon) instantly returns to its normal size.

This means that thrown weapons deal their normal damage, and projectiles deal damage based on the size of the weapon that fired them.

Magical properties of *enlarged* items are not increased by this spell—an *enlarged* +1 sword still has only a +1 enhancement bonus, a staff-sized wand is still only capable of its normal functions, a giant-sized potion merely requires a greater fluid intake to make its magical effects operate, and so on.

Multiple magical effects that increase size do not stack, which means (among other things) that you can't use a second casting of this spell to further increase the size of a humanoid that's still under the effect of the first casting.

Enlarge person counters and dispels *reduce person*.

Enlarge person can be made permanent with a *permanency* spell.

Material Component: A pinch of powdered iron.

ENLARGE PERSON, MASS

Transmutation

Level: Sor/Wiz 4

Target: One humanoid creature/level, no two of which can be more than 30 ft. apart

This spell functions like *enlarge person*, except that it affects multiple creatures.

ENTANGLE

Transmutation

Level: Drd 1, Plant 1, Rgr 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Plants in a 40-ft.-radius spread

Duration: 1 min./level (D)

Saving Throw: Reflex partial; see text

Spell Resistance: No

Grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures in the area or those that enter the area, holding them fast and causing them to become entangled.

The creature can break free and move half its normal speed by using a full-round action to make a DC 20 Strength check or a DC 20 Escape Artist check.

A creature that succeeds on a Reflex save is not entangled but can still move at only half speed through the area.

Each round on your turn, the plants once again attempt to entangle all creatures that have avoided or escaped entanglement.

Note: The DM may alter the effects of the spell somewhat, based on the nature of the entangling plants.

ERASE

Transmutation

Level: Brd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One scroll or two pages

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

Erase removes writings of either magical or mundane nature from a scroll or from one or two pages of paper, parchment, or similar surfaces.

With this spell, you can remove *explosive runes*, a *glyph of warding*, a *sepia snake sigil*, or an *arcane mark*, but not *illusory script* or a *symbol* spell.

Nonmagical writing is automatically erased if you touch it and no one else is holding it.

Otherwise, the chance of erasing nonmagical writing is 90%.

Magic writing must be touched to be erased, and you also must succeed on a caster level check (1d20 + caster level) against DC 15.

(A natural 1 or 2 is always a failure on this check).

If you fail to erase *explosive runes*, a *glyph of warding*, or a *sepia snake sigil*, you accidentally activate that writing instead.

ETHEREAL JAUNT

Transmutation

Level: Clr 7, Sor/Wiz 7

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

You become ethereal, along with your equipment. For the duration of the spell, you are in a place called the Ethereal Plane, which overlaps the normal, physical, Material Plane.

When the spell expires, you return to material existence. An ethereal creature is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half normal speed.

As an insubstantial creature, you can move through solid objects, including living creatures.

An ethereal creature can see and hear on the Material Plane, but everything looks gray and ephemeral.

Sight and hearing onto the Material Plane are limited to 60 feet.

Force effects (such as *magic missile* and *wall of force*) and abjurations affect an ethereal creature normally.

Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa.

An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things.

Certain material creatures or objects have attacks or effects that work on the Ethereal Plane (such as a basilisk's gaze attack).

Treat other ethereal creatures and ethereal objects as if they were material.

If you end the spell and become material while inside a material object (such as a solid wall), you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you so travel.

ETHEREALNESS

Transmutation

Level: Clr 9, Sor/Wiz 9

Range: Touch; see text

Targets: You and one other touched creature per three levels

Duration: 1 min./level (D)

Spell Resistance: Yes

This spell functions like *ethereal jaunt*, except that you and other willing creatures joined by linked hands (along with their equipment) become ethereal.

Besides yourself, you can bring one creature per three caster levels to the Ethereal Plane.

Once ethereal, the subjects need not stay together.

When the spell expires, all affected creatures on the Ethereal Plane return to material existence.

EXPEDITIOUS RETREAT

Transmutation

Level: Brd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

This spell increases your base land speed by 30 feet.

(This adjustment is treated as an enhancement bonus).

There is no effect on other modes of movement, such as burrow, climb, fly, or swim.

As with any effect that increases your speed, this spell affects your jumping distance (see the Jump skill, page 77). This spell need not be used as part of a retreat; the name of the spell merely hints at the typical wizard's attitude towards combat.

FABRICATE

Transmutation

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: See text

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to 10 cu. ft./level; see text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You convert material of one sort into a product that is of the same material.

Thus, you can fabricate a wooden bridge from a clump of tress, a rope from a patch of hemp, clothes from flax or wool, and so forth.

Creatures or magic items cannot be created or transmuted by the *fabricate* spell.

The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication.

If you work with a mineral, the target is reduced to 1 cubic foot per level instead of 10 cubic feet.

You must make an appropriate Craft check to fabricate articles requiring a high degree of craftsmanship (jewelry, swords, glass, crystal, and the like).

Casting requires 1 round per 10 cubic feet (or 1 cubic foot) of material to be affected by the spell.

Material Component: The original material, which costs the same amount as the raw materials required to craft the item to be created.

FEATHER FALL

Transmutation

Level: Brd 1, Sor/Wiz 1

Components: V

Casting Time: 1 free action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One Medium or smaller freefalling object or creature/level, no two of which may be more than 20 ft. apart

Duration: Until landing or 1 round/level

Saving Throw: Will negates (harmless) or Will negates (object)

Spell Resistance: Yes (object)

The affected creatures or objects fall slowly, though faster than feathers typically do.

Feather fall instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a

fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. However, when the spell duration expires, a normal rate of falling resumes.

The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature's maximum load) or objects, or the equivalent in larger creatures: A Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as two Large creatures or objects, and so forth.

You can cast this spell with an instant utterance, quickly enough to save yourself if you unexpectedly fall.

Casting the spell is a free action, like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round.

You may even cast this spell when it isn't your turn.

This spell has no special effect on ranged weapons unless they are falling quite a distance.

If the spell is cast on a falling item, such as a boulder dropped from the top of a castle wall, the object does half normal damage based on its weight, with no bonus for the height of the drop.

(See the *Dungeon Master's Guide* for information on falling objects).

Feather fall works only upon free-falling objects.

It does not affect a sword blow or a charging or flying creature.

FLAME ARROW

Transmutation [Fire]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Fifty projectiles, all of which must be in contact with each other at the time of casting

Duration: 10 min./level

Saving Throw: None

Spell Resistance: No

You turn ammunition (such as arrows, bolts, shuriken, and stones) into fiery projectiles.

Each piece of ammunition deals an extra 1d6 points of fire damage to any target it hits.

A flaming projectile can easily ignite a flammable object or structure, but it won't ignite a creature it strikes.

Material Component: A drop of oil and a small piece of flint.

FLESH TO STONE

Transmutation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The subject, along with all its carried gear, turns into a mindless, inert statue.

If the statue resulting from this spell is broken or damaged, the subject (if ever returned to its original state) has similar damage or deformities.

The creature is not dead, but it does not seem to be alive either when viewed with spells such as *deathwatch*.

Only creatures made of flesh are affected by this spell.

Material Component: Lime, water, and earth.

FLY

Transmutation

Level: Sor/Wiz 3, Travel 3

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject can fly at a speed of 60 feet (or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load).

It can ascend at half speed and descend at double speed, and its maneuverability is good.

Using a *fly* spell requires only as much concentration as walking, so the subject can attack or cast spells normally.

The subject of a *fly* spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears.

Should the spell duration expire while the subject is still aloft, the magic fails slowly.

The subject floats downward 60 feet per round for 1d6 rounds.

If it reaches the ground in that amount of time, it lands safely.

If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall.

Since dispelling a spell effectively ends it, the subject also descends in this way if the *fly* spell is dispelled, but not if it is negated by an *antimagic field*.

Arcane Focus: A wing feather from any bird.

FOX'S CUNNING

Transmutation

Level: Brd 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The transmuted creature becomes smarter.

The spell grants a +4 enhancement bonus to Intelligence, adding the usual benefits to Intelligence-based skill checks and other uses of the Intelligence modifier.

Wizards (and other spellcasters who rely on Intelligence) affected by this spell do not gain any additional bonus spells for the increased Intelligence, but the save DCs for spells they cast while under this spell's effect do increase. This spell doesn't grant extra skill points.

Arcane Material Component: A few hairs, or a pinch of dung, from a fox.

FOX'S CUNNING, MASS

Transmutation

Level: Brd 6, Sor/Wiz 6

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *fox's cunning*, except that it affects multiple creatures.

GASEOUS FORM

Transmutation

Level: Air 3, Brd 3, Sor/Wiz 3

Components: S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Willing corporeal creature touched

Duration: 2 min./level (D)

Saving Throw: None

Spell Resistance: No

The subject and all its gear become insubstantial, misty, and translucent.

Its material armor (including natural armor) becomes worthless, though its size, Dexterity, deflection bonuses, and armor bonuses from force effects (for example, from the *mage armor* spell) still apply.

The subject gains damage reduction 10/magic and becomes immune to poison and critical hits.

It can't attack or cast spells with verbal, somatic, material, or focus components while in gaseous form.

(This does not rule out the use of certain spells that the subject may have prepared using the feats Silent Spell, Still Spell, and Eschew Materials).

The subject also loses supernatural abilities while in gaseous form.

If it has a touch spell ready to use, that spell is discharged harmlessly when the *gaseous form* spell takes effect.

A gaseous creature can't run, but it can fly at a speed of 10 feet (maneuverability perfect).

It can pass through small holes or narrow openings, even mere cracks, with all it was wearing or holding in its hands, as long as the spell persists.

The creature is subject to the effects of wind, and it can't enter water or other liquid.

It also can't manipulate objects or activate items, even those carried along with its gaseous form.

Continuously active items remain active, though in some cases their effects may be moot (such as those that supply armor or natural armor bonuses).

Arcane Material Component: A bit of gauze and a wisp of smoke.

GIANT VERMIN

Transmutation

Level: Clr 4, Drd 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to three vermin, no two of which can be more than 30 ft. apart

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes

You turn three normal-sized centipedes, two normal-sized spiders, or a single normal-sized scorpion into larger forms. Only one type of vermin can be transmuted (so a single casting cannot affect both a centipede and a spider), and all must be grown to the same size.

The size to which the vermin can be grown depends on your level; see the table below.

The *Monster Manual* has game statistics for centipedes, spiders, and scorpions, as well as other kinds of vermin. Any giant vermin created by this spell do not attempt to harm you, but your control of such creatures is limited to simple commands ("Attack", "Defend", "Stop", and so forth). Orders to attack a certain creature when it appears or guard against a particular occurrence are too complex for the vermin to understand.

Unless commanded to do otherwise, the giant vermin attack whoever or whatever is near them.

The DM can extend this spell's effects to other kinds of insects, arachnids, or other vermin, such as ants, bees, beetles, praying mantises, and wasps, if he so chooses.

Caster Level	Vermin Size
9th or lower	Medium
10th–13th	Large
14th–17th	Huge
18th–19th	Gargantuan
20th or higher	Colossal

GLIBNESS

Transmutation

Level: Brd 3

Components: S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

Your speech becomes fluent and more believable.

You gain a +30 bonus on Bluff checks made to convince another of the truth of your words.

(This bonus doesn't apply to other uses of the Bluff skill, such as feinting in combat, creating a diversion to hide, or communicating a hidden message via innuendo).

If a magical effect is used against you that would detect your lies or force you to speak the truth (such as *discern lies* or *zone of truth*), the user of the effect must succeed on a caster level check (1d20 + caster level) against a DC of 15 + your caster level to succeed.

Failure means the effect does not detect your lies or force you to speak only the truth.

GOODBERRY

Transmutation

Level: Drd 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Targets: 2d4 fresh berries touched

Duration: One day/level

Saving Throw: None

Spell Resistance: Yes

Casting *goodberry* upon a handful of freshly picked berries makes 2d4 of them magical.

You (as well as any other druid of 3rd or higher level) can immediately discern which berries are affected.

Each transmuted berry provides nourishment as if it were a normal meal for a Medium creature.

The berry also cures 1 point of damage when eaten, subject to a maximum of 8 points of such curing in any 24-hour period.

HASTE

Transmutation

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart

Duration: 1 round/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creatures move and act more quickly than normal.

This extra speed has several effects.

When making a full attack action, a hasted creature may make one extra attack with any weapon he is holding.

The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation.

(This effect is not cumulative with similar effects, such as that provided by a weapon of speed, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round).

A *hasted* creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves.

Any condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

All of the *hasted* creature's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement.

This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed.

Multiple *haste* effects don't stack.

Haste dispels and counters *slow*.

Material Component: A shaving of licorice root.

HEAT METAL

Transmutation [Fire]

Level: Drd 2, Sun 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Metal equipment of one creature per two levels, no two of which can be more than 30 ft. apart; or 25 lb. of metal/level, all of which must be within a 30-ft. circle

Duration: 7 rounds

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Heat metal makes metal extremely warm.

Unattended, nonmagical metal gets no saving throw.

Magical metal is allowed a saving throw against the spell. (Magic item's saving throws are covered in the *Dungeon Master's Guide*).

An item in a creature's possession uses the creature's saving throw bonus unless its own is higher.

A creature takes fire damage if its equipment is heated.

It takes full damage if its armor is affected or if it is holding, touching, wearing, or carrying metal weighing one-fifth of its weight.

The creature takes minimum damage (1 point or 2 points; see the table) if it's not wearing metal armor and the metal that it's carrying weighs less than one-fifth of its weight.

On the first round of the spell, the metal becomes warm and uncomfortable to touch but deals no damage.

The same effect also occurs on the last round of the spell's duration.

During the second (and also the next-to-last) round, intense heat causes pain and damage.

In the third, fourth, and fifth rounds, the metal is searing hot, causing more damage, as shown on the table below.

Round	Metal Temperature	Damage
1	Warm	None
2	Hot	1d4 points
3–5	Searing	2d4 points
6	Hot	1d4 points
7	Warm	None

Any cold intense enough to damage the creature negates fire damage from the spell (and vice versa) on a point-for-point basis.

For example, if the damage roll from a *heat metal* spell indicates 2 points of fire damage and the subject is hit by a *ray of frost* in the same round and takes 3 points of cold damage, it winds up taking no fire damage and only 1 point of cold damage.

If cast underwater, *heat metal* deals half damage and boils the surrounding water.

Heat metal counters and dispels *chill metal*.

IRON BODY

Transmutation

Level: Earth 8, Sor/Wiz 8

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

This spell transforms your body into living iron, which grants you several powerful resistances and abilities.

You gain damage reduction 15/adamantine.

You are immune to blindness, critical hits, ability score damage, deafness, disease, drowning, electricity, poison, stunning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect.

You take only half damage from acid and fire of all kinds.

However, you also become vulnerable to all special attacks that affect iron golems.

You gain a +6 enhancement bonus to your Strength score, but you take a -6 penalty to Dexterity as well (to a minimum Dexterity score of 1), and your speed is reduced to half normal.

You have an arcane spell failure chance of 50% and a -8 armor check penalty, just as if you were clad in full plate armor.

You cannot drink (and thus can't use potions) or play wind instruments.

Your unarmed attacks deal damage equal to a club sized for you (1d4 for Small characters or 1d6 for Medium characters), and you are considered armed when making unarmed attacks.

Your weight increases by a factor of ten, causing you to sink in water like a stone.

However, you could survive the crushing pressure and lack of air at the bottom of the ocean—at least until the spell duration expires.

Arcane Material Component: A small piece of iron that was once part of either an iron golem, a hero's armor, or a war machine.

IRONWOOD

Transmutation

Level: Drd 6

Components: V, S, M

Casting Time: 1 minute/lb. created

Range: 0 ft.

Effect: An *ironwood* object weighing up to 5 lb./level

Duration: One day/level (D)

Saving Throw: None

Spell Resistance: No

Ironwood is a magical substance created by druids from normal wood.

While remaining natural wood in almost every way, *ironwood* is as strong, heavy, and resistant to fire as steel. Spells that affect metal or iron (such as *heat metal*) do not function on *ironwood*.

Spells that affect wood (such as *wood shape*) do affect *ironwood*, although *ironwood* does not burn.

Using this spell with *wood shape* or a wood-related Craft check, you can fashion wooden items that function as steel items.

Thus, wooden plate armor and wooden swords can be created that are as durable as their normal steel counterparts.

These items are freely usable by druids.

Further, if you make only half as much *ironwood* as the spell would normally allow, any weapon, shield, or suit of armor so created is treated as a magic item with a +1 enhancement bonus.

Material Component: Wood shaped into the form of the intended *ironwood* object.

JUMP

Transmutation

Level: Drd 1, Rgr 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The subject gets a +10 enhancement bonus on Jump checks.

The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.

Material Component: A grasshopper's hind leg, which you break when the spell is cast.

KEEN EDGE

Transmutation

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One weapon or fifty projectiles, all of which must be in contact with each other at the time of casting

Duration: 10 min./level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell makes a weapon magically keen, improving its ability to deal telling blows.

This transmutation doubles the threat range of the weapon. A threat range of 20 becomes 19–20, a threat range of 19–20 becomes 17–20, and a threat range of 18–20 becomes 15–20.

The spell can be cast only on piercing or slashing weapons. If cast on arrows or crossbow bolts, the *keen edge* on a particular projectile ends after one use, whether or not the missile strikes its intended target.

(Treat shuriken as arrows, rather than as thrown weapons, for the purpose of this spell).

Multiple effects that increase a weapon's threat range (such as the *keen edge* spell and the Improved Critical feat) don't stack.

You can't cast this spell on a natural weapon, such as a claw.

KNOCK

Transmutation

Level: Sor/Wiz 2

Components: V

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One door, box, or chest with an area of up to 10 sq. ft./level

Duration: Instantaneous; see text

Saving Throw: None

Spell Resistance: No

The *knock* spell opens stuck, barred, locked, *held*, or *arcane locked* doors.

It opens secret doors, as well as locked or trick-opening boxes or chests.

It also loosens welds, shackles, or chains (provided they serve to hold closures shut).

If used to open a *arcane locked* door, the spell does not remove the *arcane lock* but simply suspends its functioning for 10 minutes.

In all other cases, the door does not relock itself or become stuck again on its own.

Knock does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like.

The effect is limited by the area.

A 3rd-level caster can cast a *knock* spell on a door of 30 square feet or less (for example, a standard 4-foot-by-7-foot door).

Each spell can undo as many as two means of preventing egress.

Thus if a door is locked, barred, and held, or quadruple locked, opening it requires two *knock* spells.

LEVITATE

Transmutation

Level: Sor/Wiz 2

Components: V, S, F

Casting Time: 1 standard action

Range: Personal or close (25 ft. + 5 ft./2 levels)

Target: You or one willing creature or one object (total weight up to 100 lb./level)

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

Levitate allows you to move yourself, another creature, or an object up and down as you wish.

A creature must be willing to be *levitated*, and an object must be unattended or possessed by a willing creature.

You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action.

You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed).

A *levitating* creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5.

A full round spent stabilizing allows the creature to begin again at -1.

Focus: Either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end.

LIVEOAK

Transmutation

Level: Drd 6

Components: V, S

Casting Time: 10 minutes

Range: Touch

Target: Tree touched

Duration: One day/level (D)

Saving Throw: None

Spell Resistance: No

This spell turns an oak tree into a protector or guardian.

The spell can be cast on only a single tree at a time; while *liveoak* is in effect, you can't cast it again on another tree.

The tree on which the spell is cast must be within 10 feet of your dwelling place, within a place sacred to you, or within 300 feet of something that you wish to guard or protect.

Liveoak must be cast on a healthy, Huge oak.

A triggering phrase of up to one word per caster level is placed on the targeted oak.

For instance, "Attack any persons who come near without first saying 'sacred mistletoe'" is an eleven-word trigger phrase that you could use at 11th level or higher.

The *liveoak* spell triggers the tree into animating as a treant (see the *Monster Manual*).

At the DM's option, you can extrapolate statistics for a smaller tree from the treant statistics if you cast *liveoak* on a smaller oak.

If *liveoak* is dispelled, the tree takes root immediately, wherever it happens to be.

If released by you, the tree tries to return to its original location before taking root.

LONGSTRIDER

Transmutation

Level: Drd 1, Rgr 1, Travel 1

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

This spell increases your base land speed by 10 feet.

(This adjustment counts as an enhancement bonus).

It has no effect on other modes of movement, such as burrow, climb, fly, or swim.

Material Component: A pinch of dirt.

MAGE HAND

Transmutation

Level: Brd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One nonmagical, unattended object weighing up to 5 lb.

Duration: Concentration

Saving Throw: None

Spell Resistance: No

You point your finger at an object and can lift it and move it at will from a distance.

As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.

MAGIC FANG

Transmutation

Level: Drd 1, Rgr 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Magic fang gives one natural weapon of the subject a +1 enhancement bonus on attack and damage rolls.

The spell can affect a slam attack, fist, bite, or other natural weapon.

(The spell does not change an unarmed strike's damage from nonlethal damage to lethal damage).

Magic fang can be made permanent with a *permanency* spell.

MAGIC FANG, GREATER

Transmutation

Level: Drd 3, Rgr 3

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 hour/level

This spell functions like *magic fang*, except that the enhancement bonus on attack and damage rolls is +1 per four caster levels (maximum +5).

Alternatively, you may imbue all of the creature's natural weapons with a +1 enhancement bonus (regardless of your caster level).

Greater *magic fang* can be made permanent with a *permanency* spell.

MAGIC STONE

Transmutation

Level: Clr 1, Drd 1, Earth 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Targets: Up to three pebbles touched

Duration: 30 minutes or until discharged

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung.

If hurled, they have a range increment of 20 feet.

If slung, treat them as sling bullets (range increment 50 feet).

The spell gives them a +1 enhancement bonus on attack and damage rolls.

The user of the stones makes a normal ranged attack.

Each stone that hits deals 1d6+1 points of damage (including the spell's enhancement bonus), or 2d6+2 points against undead.

MAGIC VESTMENT

Transmutation

Level: Clr 3, Strength 3, War 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Armor or shield touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You imbue a suit of armor or a shield with an enhancement bonus of +1 per four caster levels (maximum +5 at 20th level).

An outfit of regular clothing counts as armor that grants no AC bonus for the purpose of this spell.

MAGIC WEAPON

Transmutation

Level: Clr 1, Pal 1, Sor/Wiz 1, War 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 min./level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls.

(An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls).

You can't cast this spell on a natural weapon, such as an unarmed strike (instead, see *magic fang*).

A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell.

MAGIC WEAPON, GREATER

Transmutation

Level: Clr 4, Pal 3, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One weapon or fifty projectiles (all of which must be in contact with each other at the time of casting)

Duration: 1 hour/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell functions like *magic weapon*, except that it gives a weapon an enhancement bonus on attack and damage rolls of +1 per four caster levels (maximum +5).

Alternatively, you can affect as many as fifty arrows, bolts, or bullets.

The projectiles must be of the same kind, and they have to be together (in the same quiver or other container).

Projectiles, but not thrown weapons, lose their transmutation when used.

(Treat shuriken as projectiles, rather than as thrown weapons, for the purpose of this spell).

Arcane Material Component: Powdered lime and carbon.

MAKE WHOLE

Transmutation

Level: Clr 2

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One object of up to 10 cu. ft./level

This spell functions like *mending*, except that *make whole* completely repairs an object made of any substance, even one with multiple breaks, to be as strong as new.

The spell does not restore the magical abilities of a broken magic item made whole, and it cannot mend broken magic rods, staves, or wands.

The spell does not repair items that have been warped, burned, disintegrated, ground to powder, melted, or vaporized, nor does it affect creatures (including constructs).

MELD INTO STONE

Transmutation [Earth]

Level: Clr 3, Drd 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

Meld into stone enables you to meld your body and possessions into a single block of stone.

The stone must be large enough to accommodate your body in all three dimensions.

When the casting is complete, you and not more than 100 pounds of nonliving gear merge with the stone.

If either condition is violated, the spell fails and is wasted.

While in the stone, you remain in contact, however tenuous, with the face of the stone through which you melded.

You remain aware of the passage of time and can cast spells on yourself while hiding in the stone.

Nothing that goes on outside the stone can be seen, but you can still hear what happens around you.

Minor physical damage to the stone does not harm you, but its partial destruction (to the extent that you no longer fit within it) expels you and deals you 5d6 points of damage.

The stone's complete destruction expels you and slays you instantly unless you make a DC 18 Fortitude save.

Any time before the duration expires, you can step out of the stone through the surface that you entered.

If the spell's duration expires or the effect is dispelled before you voluntarily exit the stone, you are violently expelled and take 5d6 points of damage.

The following spells harm you if cast upon the stone that you are occupying: *Stone to flesh* expels you and deals you 5d6 points of damage.

Stone shape deals you 3d6 points of damage but does not expel you.

Transmute rock to mud expels you and then slays you instantly unless you make a DC 18 Fortitude save, in which case you are merely expelled.

Finally, *passwall* expels you without damage.

MENDING

Transmutation

Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: 10 ft.

Target: One object of up to 1 lb.

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Mending repairs small breaks or tears in objects (but not warps, such as might be caused by a *warp wood* spell).

It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists.

Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new.

A hole in a leather sack or a wineskin is completely healed over by *mending*.

The spell can repair a magic item, but the item's magical abilities are not restored.

(For restoring a broken magic item's abilities, see the item creation feats in Chapter 5: Feats).

The spell cannot mend broken magic rods, staves, or wands, nor does it affect creatures (including constructs).

MESSAGE

Transmutation [Language-Dependent]

Level: Brd 0, Sor/Wiz 0

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: One creature/level

Duration: 10 min./level

Saving Throw: None

Spell Resistance: No

You can whisper messages and receive whispered replies with little chance of being overheard.

You point your finger at each creature you want to receive the message.

When you whisper, the whispered message is audible to all targeted creatures within range.

Magical *silence*, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell.

The message does not have to travel in a straight line.

It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range.

The creatures that receive the message can whisper a reply that you hear.

The spell transmits sound, not meaning.

It doesn't transcend language barriers.

Note: To speak a message, you must mouth the words and whisper, possibly allowing observers the opportunity to read your lips.

Focus: A short piece of copper wire.

MORDENKAINEN'S LUCUBRATION

Transmutation

Level: Wiz 6

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Instantaneous

You instantly recall any one spell of 5th level or lower that you have used during the past 24 hours.

The spell must have been actually cast during that period.

The recalled spell is stored in your mind as through prepared in the normal fashion.

If the recalled spell requires material components, you must provide them.

The recovered spell is not usable until the material components are available.

MOVE EARTH

Transmutation [Earth]

Level: Drd 6, Sor/Wiz 6

Components: V, S, M

Casting Time: See text

Range: Long (400 ft. + 40 ft./level)

Area: Dirt in an area up to 750 ft. square and up to 10 ft. deep (S)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Move earth moves dirt (clay, loam, sand), possibly collapsing embankments, moving hillocks, shifting dunes, and so forth.

However, in no event can rock formations be collapsed or moved.

The area to be affected determines the casting time.

For every 150-foot square (up to 10 feet deep), casting takes 10 minutes.

The maximum area, 750 feet by 750 feet, takes 4 hours and 10 minutes to move.

This spell does not violently break the surface of the ground.

Instead, it creates wavelike crests and troughs, with the earth reacting with glacierlike fluidity until the desired result is achieved.

Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography.

The spell cannot be used for tunneling and is generally too slow to trap or bury creatures.

Its primary use is for digging or filling moats or for adjusting terrain contours before a battle.

This spell has no effect on earth creatures.

Material Component: A mixture of soils (clay, loam, and sand) in a small bag, and an iron blade.

OPEN/CLOSE

Transmutation

Level: Brd 0, Sor/Wiz 0

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Object weighing up to 30 lb. or portal that can be opened or closed

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You can open or close (your choice) a door, chest, box, window, bag, pouch, bottle, barrel, or other container.

If anything resists this activity (such as a bar on a door or a lock on a chest), the spell fails.

In addition, the spell can only open and close things weighing 30 pounds or less.

Thus, doors, chests, and similar objects sized for enormous creatures may be beyond this spell's ability to affect.

Focus: A brass key.

OVERLAND FLIGHT

Transmutation

Level: Sor/Wiz 5

Components: V, S

Range: Personal

Target: You

Duration: 1 hour/level

This spell functions like a *fly* spell, except you can fly at a speed of 40 feet (30 feet if wearing medium or heavy armor, or if carrying a medium or heavy load) with average maneuverability.

When using this spell for long-distance movement, you can hustle without taking nonlethal damage (a forced march still requires Constitution checks).

This means you can cover 64 miles in an eight-hour period of flight (or 48 miles at a speed of 30 feet).

See page 164 for more on overland movement.

OWL'S WISDOM

Transmutation

Level: Clr 2, Drd 2, Pal 2, Rgr 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The transmuted creature becomes wiser.

The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills.

Clerics, druids, paladins, and rangers (and other Wisdom-based spellcasters) who receive *owl's wisdom* do not gain any additional bonus spells for the increased Wisdom, but the save DCs for their spells increase.

Arcane Material Component: A few feathers, or a pinch of droppings, from an owl.

OWL'S WISDOM, MASS

Transmutation

Level: Clr 6, Drd 6, Sor/Wiz 6

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *owl's wisdom*, except that it affects multiple creatures.

PASS WITHOUT TRACE

Transmutation

Level: Drd 1, Rgr 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Targets: One creature/level touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject or subjects can move through any type of terrain—mud, snow, dust, or the like—and leave neither footprints nor scent.

Tracking the subjects is impossible by nonmagical means.

PASSWALL

Transmutation

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Effect: 5 ft. by 8 ft. opening, 10 ft. deep plus 5 ft. deep per three additional levels

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

You create a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. The passage is 10 feet deep plus an additional 5 feet deep per three caster levels above 9th (15 feet at 12th, 20 feet at 15th, and a maximum of 25 feet deep at 18th level). If the wall's thickness is more than the depth of the passage created, then a single *passwall* simply makes a niche or short tunnel.

Several *passwall* spells can then form a continuing passage to breach very thick walls.

When *passwall* ends, creatures within the passage are ejected out the nearest exit.

If someone dispels the *passwall* or you dismiss it, creatures in the passage are ejected out the far exit, if there is one, or out the sole exit if there is only one.

Material Component: A pinch of sesame seeds.

PLANT GROWTH

Transmutation

Level: Drd 3, Plant 3, Rgr 3

Components: V, S, DF

Casting Time: 1 standard action

Range: See text

Target or Area: See text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Plant growth has different effects depending on the version chosen.

Overgrowth: This effect causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within long range (400 feet + 40 feet per caster level) to become thick and overgrown.

The plants entwine to form a thicket or jungle that creatures must hack or force a way through.

Speed drops to 5 feet, or 10 feet for Large or larger creatures.

(The DM may allow faster movement for very small or very large creatures).

The area must have brush and trees in it for this spell to take effect.

At your option, the area can be a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter circle.

You may designate places within the area that are not affected.

Enrichment: This effect targets plants within a range of one-half mile, raising their potential productivity over the course of the next year to one-third above normal.

Plant growth counters *diminish plants*.

This spell has no effect on plant creatures.

POLYMORPH ANY OBJECT

Transmutation

Level: Sor/Wiz 8, Trickery 8

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature, or one nonmagical object of up to 100 cu. ft./level

Duration: See text

Saving Throw: Fortitude negates (object); see text

Spell Resistance: Yes (object)

This spell functions like *polymorph*, except that it changes one object or creature into another.

The duration of the spell depends on how radical a change is made from the original state to its enchanted state.

The DM determines the duration by using the following guidelines.

Changed Subject Is:	Increase to Duration Factor ¹
Same kingdom (animal, vegetable, mineral)	+5
Same class (mammals, fungi, metals, etc.)	+2
Same size	+2
Related (twig is to tree, wolf fur is to wolf, etc.)	+2
Same or lower Intelligence	+2
1 Add all that apply. Look up the total on the next table.	

Duration

Factor	Duration	Example
0	20 minutes	Pebble to human
2	1 hour	Marionette to human
4	3 hours	Human to marionette
5	12 hours	Lizard to mantichore
6	2 days	Sheep to wool coat
7	1 week	Shrew to mantichore
9+	Permanent	Mantichore to shrew

Unlike *polymorph*, *polymorph any object* does grant the creature the Intelligence score of its new form.

If the original form didn't have a Wisdom or Charisma score, it gains those scores as appropriate for the new form. Damage taken by the new form can result in the injury or death of the polymorphed creature.

For example, it is possible to polymorph a creature into rock and then grind it to dust, causing damage, perhaps even death.

If the creature was changed to dust to start with, more creative methods to damage it would be needed.

Perhaps you could use a gust of wind spell to scatter the dust far and wide.

In general, damage occurs when the new form is changed through physical force, although the DM must adjudicate many of these situations.

A nonmagical object cannot be made into a magic item with this spell.

Magic items aren't affected by this spell.

This spell cannot create material of great intrinsic value, such as copper, silver, gems, silk, gold, platinum, mithral, or adamantite.

It also cannot reproduce the special properties of cold iron in order to overcome the damage reduction of certain creatures.

This spell can also be used to duplicate the effects of *baleful polymorph*, *polymorph*, *flesh to stone*, *stone to flesh*, *transmute mud to rock*, *transmute metal to wood*, or *transmute rock to mud*.
Arcane Material Component: Mercury, gum arabic, and smoke.

POLYMORPH

Transmutation

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Willing living creature touched

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

This spell functions like *alter self*, except that you change the willing subject into another form of living creature. The new form may be of the same type as the subject or any of the following types: aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin.

The assumed form can't have more Hit Dice than your caster level (or the subject's HD, whichever is lower), to a maximum of 15 HD at 15th level.

You can't cause a subject to assume a form smaller than Fine, nor can you cause a subject to assume an incorporeal or gaseous form.

The subject's creature type and subtype (if any) change to match the new form (see the *Monster Manual* for more information).

Upon changing, the subject regains lost hit points as if it had rested for a night (though this healing does not restore temporary ability damage and provide other benefits of resting; and changing back does not heal the subject further).

If slain, the subject reverts to its original form, though it remains dead.

The subject gains the Strength, Dexterity, and Constitution scores of the new form but retains its own Intelligence, Wisdom, and Charisma scores.

It also gains all extraordinary special attacks possessed by the form (such as constrict, improved grab, and poison) but does not gain the extraordinary special qualities possessed by the new form (such as blindsense, fast healing, regeneration, and scent) or any supernatural or spell-like abilities.

Incorporeal or gaseous creatures are immune to being *polymorphed*, and a creature with the shapechanger subtype (such as a lycanthrope or a doppelganger) can revert to its natural form as a standard action.

Material Component: An empty cocoon.

PURIFY FOOD AND DRINK

Transmutation

Level: Clr 0, Drd 0

Components: V, S

Casting Time: 1 standard action

Range: 10 ft.

Target: 1 cu. ft./level of contaminated food and water

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking.

This spell does not prevent subsequent natural decay or spoilage.

Unholy water and similar food and drink of significance is spoiled by *purify food and drink*, but the spell has no effect on creatures of any type nor upon magic potions.

Note: Water weighs about 8 pounds per gallon.

One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

PYROTECHNICS

Transmutation

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target: One fire source, up to a 20-ft. cube

Duration: 1d4+1 rounds, or 1d4+1 rounds after creatures leave the smoke cloud; see text

Saving Throw: Will negates or Fortitude negates; see text

Spell Resistance: Yes or No; see text

Pyrotechnics turns a fire into either a burst of blinding fireworks or a thick cloud of choking smoke, depending on the version you choose.

Fireworks: The fireworks are a flashing, fiery, momentary burst of glowing, colored aerial lights.

This effect causes creatures within 120 feet of the fire source to become blinded for 1d4+1 rounds (Will negates). These creatures must have line of sight to the fire to be affected.

Spell resistance can prevent blindness.

Smoke Cloud: A writhing stream of smoke billows out from the source, forming a choking cloud.

The cloud spreads 20 feet in all directions and lasts for 1 round per caster level.

All sight, even darkvision, is ineffective in or through the cloud.

All within the cloud take -4 penalties to Strength and Dexterity (Fortitude negates).

These effects last for 1d4+1 rounds after the cloud dissipates or after the creature leaves the area of the cloud. Spell resistance does not apply.

Material Component: The spell uses one fire source, which is immediately extinguished.

A fire so large that it exceeds a 20-foot cube is only partly extinguished.

Magical fires are not extinguished, although a fire-based creature (such as a fire elemental) used as a source takes 1 point of damage per caster level.

QUENCH

Transmutation

Level: Drd 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area or Target: One 20-ft. cube/level (S) or one fire-based magic item

Duration: Instantaneous

Saving Throw: None or Will negates (object)

Spell Resistance: No or Yes (object)

Quench is often used to put out forest fires and other conflagrations.

It extinguishes all nonmagical fires in its area.

The spell also dispels any fire spells in its area, though you must succeed on a dispel check (1d20 +1 per caster level, maximum +15) against each spell to dispel it.

The DC to dispel such spells is 11 + the caster level of the fire spell.

Each elemental (fire) creature within the area of a *quench* spell takes 1d6 points of damage per caster level (maximum 15d6, no save allowed).

Alternatively, you can target the spell on a single magic item that creates or controls flame, such as a *wand of fireball* or a *flaming burst sword*.

The item loses all its fire-based magical abilities for 1d4 hours unless it succeeds on a Will save.

(Artifacts are immune to this effect).

RARY'S MNEMONIC ENHANCER

Transmutation

Level: Wiz 4

Components: V, S, M, F

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: Instantaneous

Casting this spell allows you to prepare additional spells or retain spells recently cast.

Pick one of these two versions when the spell is cast.

Prepare: You prepare up to three additional levels of spells (such as three 1st-level spells, a 2nd- and a 1st-level spell, or a 3rd-level spell).

A cantrip counts as 1/2 level for this purpose.

You prepare and cast these spells normally.

Retain: You retain any spell of 3rd level or lower that you had cast up to 1 round before you started casting the *mnemonic enhancer*.

This restores the previously cast spell to your mind.

In either event, the spell or spells prepared or retained fade after 24 hours (if not cast).

Material Component: A piece of string, and ink consisting of squid secretion with black dragon's blood.

Focus: An ivory plaque of at least 50 gp value.

REDUCE ANIMAL

Transmutation

Level: Drd 2, Rgr 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One willing animal of Small, Medium, Large, or Huge size

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

This spell functions like *reduce person*, except that it affects a single willing animal (not one with which you are engaged in combat, for instance).

This decrease in size allows the animal to fit better into tight spaces, such as the typical dungeon room or subterranean passage.

Reduce the damage dealt by the animal's natural attacks as shown on Table 2–3 in the *Dungeon Master's Guide*.

REDUCE PERSON

Transmutation

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid creature

Duration: 1 min./level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell causes instant diminution of a humanoid creature, halving its height, length, and width and dividing its weight by 8.

This decrease changes the creature's size category to the next smaller one.

The target gains a +2 size bonus to Dexterity, a –2 size penalty to Strength (to a minimum of 1), and a +1 bonus on attack rolls and AC due to its reduced size.

A Small humanoid creature whose size decreases to Tiny has a space of 2-1/2 feet and a natural reach of 0 feet (meaning that it must enter an opponent's square to attack).

A Large humanoid creature whose size decreases to Medium has a space of 5 feet and a natural reach of 5 feet.

This spell doesn't change the target's speed.

All equipment worn or carried by a creature is similarly reduced by the spell.

Melee and projectile weapons deal less damage (see Table 2–3 in the *Dungeon Master's Guide*).

Other magical properties are not affected by this spell.

Any *reduced* item that leaves the *reduced* creature's possession (including a projectile or thrown weapon) instantly returns to its normal size.

This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them).

Multiple magical effects that reduce size do not stack, which means (among other things) that you can't use a second casting of this spell to further reduce the size of a humanoid that's still under the effect of the first casting.

Reduce person counters and dispels *enlarge person*.

Reduce person can be made permanent with a *permanency* spell.

Material Component: A pinch of powdered iron.

REDUCE PERSON, MASS

Transmutation

Level: Sor/Wiz 4

Target: One humanoid creature/level, no two of which can be more than 30 ft. apart

This spell functions like *reduce person*, except that it affects multiple creatures.

REINCARNATE

Transmutation

Level: Drd 4

Components: V, S, M, DF

Casting Time: 10 minutes

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

With this spell, you bring back a dead creature in another body, provided that its death occurred no more than one week before the casting of the spell and the subject's soul is free and willing to return (see *Bringing Back the Dead*, page 171).

If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw.

Since the dead creature is returning in a new body, all physical ills and afflictions are repaired.

The condition of the remains is not a factor.

So long as some small portion of the creature's body still exists, it can be reincarnated, but the portion receiving the spell must have been part of the creature's body at the time of death.

The magic of the spell creates an entirely new young adult body for the soul to inhabit from the natural elements at hand.

This process takes 1 hour to complete.

When the body is ready, the subject is reincarnated.

A reincarnated creature recalls the majority of its former life and form.

It retains any class abilities, feats, or skill ranks it formerly possessed.

Its class, base attack bonus, base save bonuses, and hit points are unchanged.

Strength, Dexterity, and Constitution scores depend partly on the new body.

First eliminate the subject's racial adjustments (since it is no longer of his previous race) and then apply the adjustments found below to its remaining ability scores. The subject's level (or Hit Dice) is reduced by 1.

If the subject was 1st level, its new Constitution score is reduced by 2.

(If this reduction would put its Con at 0 or lower, it can't be reincarnated).

This level/HD loss or Constitution loss cannot be repaired by any means.

It's possible for the change in the subject's ability scores to make it difficult for it to pursue its previous character class. If this is the case, the subject is well advised to become a multiclass character.

For a humanoid creature, the new incarnation is determined using the following table.

For nonhumanoid creatures, the DM should create a similar table of creatures of the same type or simply choose the new form.

A creature that has been turned into an undead creature or killed by a death effect can't be returned to life by this spell. Constructs, elementals, outsiders, and undead creatures can't be reincarnated.

The spell cannot bring back a creature who has died of old age.

The reincarnated creature gains all abilities associated with its new form, including forms of movement and speeds, natural armor, natural attacks, extraordinary abilities, and the like, but it doesn't automatically speak the language of the new form.

Refer to the *Monster Manual* for details.

A *wish* or a *miracle* spell can restore a reincarnated character to his or her original form.

Material Component: Rare oils and unguents worth a total of least 1,000 gp, spread over the remains.

d%	Incarnation	Str	Dex	Con
01	Bugbear	+4	+2	+2
02–13	Dwarf	+0	+0	+2
14–25	Elf	+0	+2	–2
26	Gnoll	+4	+0	+2
27–38	Gnome	–2	+0	+2
39–42	Goblin	–2	+2	+0
43–52	Half-elf	+0	+0	+0
53–62	Half-orc	+2	+0	+0
63–74	Halfling	–2	+2	+0
75–89	Human	+0	+0	+0
90–93	Kobold	–4	+2	–2
94	Lizardfolk	+2	+0	+2
95–98	Orc	+4	+0	+0
99	Troglodyte	+0	–2	+4
100	Other (DM's choice)	?	?	?

REPEL WOOD

Transmutation

Level: Drd 6, Plant 6

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: 60-ft. line-shaped emanation from you

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

Waves of energy roll forth from you, moving in the direction that you determine, causing all wooden objects in the path of the spell to be pushed away from you to the limit of the range.

Wooden objects larger than 3 inches in diameter that are fixed firmly are not affected, but loose objects are.

Objects 3 inches in diameter or smaller that are fixed in place splinter and break, and the pieces move with the wave of energy.

Objects affected by the spell are repelled at the rate of 40 feet per round.

Objects such as wooden shields, spears, wooden weapon shafts and hafts, and arrows and bolts are pushed back, dragging those carrying them along.

(A creature being dragged by an item it is carrying can let go.)

A creature being dragged by a shield can loose it as a move action and drop it as a free action). If a spear is planted (set) to prevent this forced movement, it splinters. Even magic items with wooden sections are repelled, although an *antimagic field* blocks the effects. The waves of energy continue to sweep down the set path for the spell's duration. After you cast the spell, the path is set, and you can then do other things or go elsewhere without affecting the spell's power.

REVERSE GRAVITY

Transmutation

Level: Drd 8, Sor/Wiz 7

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Up to one 10-ft. cube per two levels (S)

Duration: 1 round/level (D)

Saving Throw: None; see text

Spell Resistance: No

This spell reverses gravity in an area, causing all unattached objects and creatures within that area to fall upward and reach the top of the area in 1 round.

If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall.

If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, until the spell ends.

At the end of the spell duration, affected objects and creatures fall downward.

Provided it has something to hold onto, a creature caught in the area can attempt a Reflex save to secure itself when the spell strikes.

Creatures who can fly or levitate can keep themselves from falling.

Arcane Material Component: A lodestone and iron filings.

RIGHTEOUS MIGHT

Transmutation

Level: Clr 5, Strength 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Your height immediately doubles, and your weight increases by a factor of eight.

This increase changes your size category to the next larger one, and you gain a +8 size bonus to Strength and a +4 size bonus to Constitution.

You gain a +4 enhancement bonus to your natural armor.

You gain damage reduction 5/evil (if you normally channel positive energy) or damage reduction 5/good (if you normally channel negative energy).

At 12th level this damage reduction becomes 10/evil or 10/good, and at 15th level it becomes 15/evil or 15/good (the maximum).

Your size modifier for AC and attacks changes as appropriate to your new size category (if your original size

was Diminutive, Tiny, Small, Medium, or Large, the modifier decreases by 1; otherwise see Size Modifier, page 134).

Use Table 8–4: Creature Size and Scale to determine your new space and reach.

This spell doesn't change your speed.

If insufficient room is available for the desired growth, you attain the maximum possible size and may make a Strength check (using your increased Strength) to burst any enclosures in the process.

If you fail, you are constrained without harm by the materials enclosing you—the spell cannot crush you by increasing your size.

All equipment you wear or carry is similarly enlarged by the spell.

Melee and projectile weapons deal more damage (see Table 2–2 in the *Dungeon Master's Guide*).

Other magical properties are not affected by this spell.

Any enlarged item that leaves your possession (including a projectile or thrown weapon) instantly returns to its normal size.

This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them).

Multiple magical effects that increase size do not stack, which means (among other things) that you can't use a second casting of this spell to further increase your size while you are still under the effect of the first casting.

ROPE TRICK

Transmutation

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One touched piece of rope from 5 ft. to 30 ft. long

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

When this spell is cast upon a piece of rope from 5 to 30 feet long, one end of the rope rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end.

The upper end is, in fact, fastened to an extradimensional space that is outside the multiverse of extradimensional spaces ("planes").

Creatures in the extradimensional space are hidden, beyond the reach of spells (including divinations), unless those spells work across planes.

The space holds as many as eight creatures (of any size).

Creatures in the space can pull the rope up into the space, making the rope "disappear".

In that case, the rope counts as one of the eight creatures that can fit in the space.

The rope can support up to 16,000 pounds.

A weight greater than that can pull the rope free.

Spells cannot be cast across the extradimensional interface, nor can area effects cross it.

Those in the extradimensional space can see out of it as if a 3-foot-by-5-foot window were centered on the rope.

The window is present on the Material Plane, but it's invisible, and even creatures that can see the window can't see through it.

Anything inside the extradimensional space drops out when the spell ends.
The rope can be climbed by only one person at a time. The *rope trick* spell enables climbers to reach a normal place if they do not climb all the way to the extradimensional space.
Note: It is hazardous to create an extradimensional space within an existing extradimensional space or to take an extradimensional space into an existing one.
Material Component: Powdered corn extract and a twisted loop of parchment.

RUSTING GRASP

Transmutation

Level: Drd 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: One nonmagical ferrous object (or the volume of the object within 3 ft. of the touched point) or one ferrous creature

Duration: See text

Saving Throw: None

Spell Resistance: No

Any iron or iron alloy item you touch becomes instantaneously rusted, pitted, and worthless, effectively destroyed.

If the item is so large that it cannot fit within a 3-foot radius (a large iron door or a wall of iron), a 3-foot-radius volume of the metal is rusted and destroyed.

Magic items made of metal are immune to this spell.

You may employ *rusting grasp* in combat with a successful melee touch attack.

Rusting grasp used in this way instantaneously destroys 1d6 points of Armor Class gained from metal armor (to the maximum amount of protection the armor offered) through corrosion.

For example, full plate armor (AC +8) could be reduced to +7 or as low as +2 in protection, depending on the die roll. Weapons in use by an opponent targeted by the spell are more difficult to grasp.

You must succeed on a melee touch attack against the weapon.

A metal weapon that is hit is destroyed.

Note: Striking at an opponent's weapon provokes an attack of opportunity.

Also, you must touch the weapon and not the other way around.

Against a ferrous creature, *rusting grasp* instantaneously deals 3d6 points of damage +1 per caster level (maximum +15) per successful attack.

The spell lasts for 1 round per level, and you can make one melee touch attack per round.

SCULPT SOUND

Transmutation

Level: Brd 3

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature or object/level, no two of which can be more than 30 ft. apart

Duration: 1 hour/level (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You change the sounds that creatures or objects make.

You can create sounds where none exist (such as making trees sing), deaden sounds (such as making a party of adventurers silent), or transform sounds into other sounds (such as making a caster's voice sound like a pig snorting). All affected creatures or objects must be transmuted in the same way.

Once the transmutation is made, you cannot change it.

You can change the qualities of sounds but cannot create words with which you are unfamiliar yourself.

For instance, you can't change your voice so that it sounds as though you are giving the command word to activate a magic item unless you know that command word.

A spellcaster whose voice is changed dramatically (such as into that of the aforementioned snorting pig) is unable to cast spells with verbal components.

SECRET PAGE

Transmutation

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: Page touched, up to 3 sq. ft. in size

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Secret page alters the contents of a page so that they appear to be something entirely different.

Thus, a map can be changed to become a treatise on burnishing ebony walking sticks.

The text of a spell can be changed to show a ledger page or even another spell.

Explosive runes or *sepia snake sigil* can be cast upon the *secret page*.

A *comprehend languages* spell alone cannot reveal a *secret page's* contents.

You are able to reveal the original contents by speaking a special word.

You can then peruse the actual page, and return it to its *secret page* form at will.

You can also remove the spell by double repetition of the special word.

A *detect magic* spell reveals dim magic on the page in question but does not reveal its true contents.

True seeing reveals the presence of the hidden material but does not reveal the contents unless cast in combination with *comprehend languages*.

A *secret page* spell can be dispelled, and the hidden writings can be destroyed by means of an *erase* spell.

Material Component: Powdered herring scales and will-o'-wisp essence.

SHAPECHANGE

Transmutation

Level: Animal 9, Drd 9, Sor/Wiz 9

Components: V, S, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

This spell functions like *polymorph*, except that it enables you to assume the form of any single nonunique creature (of any type) from Fine to Colossal size.

The assumed form cannot have more than your caster level in Hit Dice (to a maximum of 25 HD).

Unlike *polymorph*, this spell allows incorporeal or gaseous forms to be assumed.

You gain all extraordinary and supernatural abilities (both attacks and qualities) of the assumed form, but you lose your own supernatural abilities.

You also gain the type of the new form (for example, dragon or magical beast) in place of your own.

The new form does not disorient you.

Parts of your body or pieces of equipment that are separated from you do not revert to their original forms.

You can become just about anything you are familiar with.

You can change form once each round as a free action.

The change takes place either immediately before your regular action or immediately after it, but not during the action.

For example, you are in combat and assume the form of a will-o'-wisp.

When this form is no longer useful, you change into a stone golem and walk away.

When pursued, you change into a flea, which hides on a horse until it can hop off.

From there, you can become a dragon, an orc, or just about anything else you are familiar with.

If you use this spell to create a disguise, you get a +10 bonus on your Disguise check.

Focus: A jade circlet worth no less than 1,500 gp, which you must place on your head when casting the spell.

(The focus melds into your new form when you change shape).

SHILLELAGH

Transmutation

Level: Drd 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: One touched nonmagical oak club or quarterstaff

Duration: 1 min./level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Your own nonmagical club or quarterstaff becomes a weapon with a +1 enhancement bonus on attack and damage rolls.

(A quarterstaff gains this enhancement for both ends of the weapon).

It deals damage as if it were two size categories larger (a Small club or quarterstaff so transmuted deals 1d8 points of damage, a Medium 2d6, and a Large 3d6), +1 for its enhancement bonus.

These effects only occur when the weapon is wielded by you.

If you do not wield it, the weapon behaves as if unaffected by this spell.

SHRINK ITEM

Transmutation

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One touched object of up to 2 cu. ft./level

Duration: One day/level; see text

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You are able to shrink one nonmagical item (if it is within the size limit) to 1/16 of its normal size in each dimension (to about 1/4,000 the original volume and mass).

This change effectively reduces the object's size by four categories (for instance, from Large to Diminutive).

Optionally, you can also change its now-shrunk composition to a clothlike one.

Objects changed by a *shrink item* spell can be returned to normal composition and size merely by tossing them onto any solid surface or by a word of command from the original caster.

Even a burning fire and its fuel can be shrunk by this spell.

Restoring the shrunk object to its normal size and composition ends the spell.

Shrink item can be made permanent with a *permanency* spell, in which case the affected object can be shrunk and expanded an indefinite number of times, but only by the original caster.

SLOW

Transmutation

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

An affected creature moves and attacks at a drastically slowed rate.

A *slowed* creature can take only a single move action or standard action each turn, but not both (nor may it take full-round actions).

Additionally, it takes a -1 penalty on attack rolls, AC, and Reflex saves.

A *slowed* creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed. Multiple *slow* effects don't stack.

Slow counters and dispels *haste*.

Material Component: A drop of molasses.

SNARE

Transmutation

Level: Rgr 2, Drd 3

Components: V, S, DF

Casting Time: 3 rounds

Range: Touch

Target: Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level

Duration: Until triggered or broken

Saving Throw: None

Spell Resistance: No

This spell enables you to make a snare that functions as a magic trap.

The snare can be made from any supple vine, a thong, or a rope.

When you cast *snare* upon it, the cordlike object blends with its surroundings (Search DC 23 for a character with the trapfinding ability to locate).

One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature stepping inside the circle.

(The head of a worm or a snake could be thus ensnared, for example).

If a strong and supple tree is nearby, the snare can be fastened to it.

The spell causes the tree to bend and then straighten when the loop is triggered, dealing 1d6 points of damage to the creature trapped and lifting it off the ground by the trapped limb or limbs.

If no such tree is available, the cordlike object tightens around the creature, dealing no damage but causing it to be entangled.

The snare is magical.

To escape, a trapped creature must make a DC 23 Escape Artist check or a DC 23 Strength check that is a full-round action.

The snare has AC 7 and 5 hit points.

A successful escape from the snare breaks the loop and ends the spell.

SOFTEN EARTH AND STONE

Transmutation [Earth]

Level: Drd 2, Earth 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 10-ft. square/level; see text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

When this spell is cast, all natural, undressed earth or stone in the spell's area is softened.

Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded or chopped.

You affect a 10-foot-square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot (DM's option).

Magical, enchanted, dressed, or worked stone cannot be affected.

Earth or stone creatures are not affected.

A creature in mud must succeed on a Reflex save or be caught for 1d2 rounds and unable to move, attack, or cast spells.

A creature that succeeds on its save can move through the mud at half speed, and it can't run or charge.

Loose dirt is not as troublesome as mud, but all creatures in the area can move at only half their normal speed and can't run or charge over the surface.

Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before.

For example, a party of adventurers trying to break out of a cavern might use this spell to soften a wall.

While *soften earth and stone* does not affect dressed or worked stone, cavern ceilings or vertical surfaces such as cliff faces can be affected.

Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face of the wall or roof and falls.

A moderate amount of structural damage can be dealt to a manufactured structure (such as a wall or a tower) by softening the ground beneath it, causing it to settle.

However, most well-built structures will only be damaged by this spell, not destroyed.

SPELLSTAFF

Transmutation

Level: Drd 6

Components: V, S, F

Casting Time: 10 minutes

Range: Touch

Target: Wooden quarterstaff touched

Duration: Permanent until discharged (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You store one spell that you can normally cast in a wooden quarterstaff.

Only one such spell can be stored in a staff at a given time, and you cannot have more than one *spellstaff* at any given time.

You can cast a spell stored within a staff just as though it were among those you had prepared, but it does not count against your normal allotment for a given day.

You use up any applicable material components required to cast the spell when you store it in the *spellstaff*.

Focus: The staff that stores the spell.

SPIDER CLIMB

Transmutation

Level: Drd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does.

The affected creature must have its hands free to climb in this manner.

The subject gains a climb speed of 20 feet; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (even upside down).

A *spider climbing* creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it.

It cannot, however, use the run action while climbing.

Material Component: A drop of bitumen and a live spider, both of which must be eaten by the subject.

SPIKE GROWTH

Transmutation

Level: Drd 3, Rgr 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: One 20-ft. square/level

Duration: 1 hour/level (D)

Saving Throw: Reflex partial

Spell Resistance: Yes

Any ground-covering vegetation in the spell's area becomes very hard and sharply pointed without changing its appearance.

In areas of bare earth, roots and rootlets act in the same way.

Typically, *spike growth* can be cast in any outdoor setting except open water, ice, heavy snow, sandy desert, or bare stone.

Any creature moving on foot into or through the spell's area takes 1d4 points of piercing damage for each 5 feet of movement through the spiked area.

Any creature that takes damage from this spell must also succeed on a Reflex save or suffer injuries to its feet and legs that slow its land speed by one-half.

This speed penalty lasts for 24 hours or until the injured creature receives a *cure* spell (which also restores lost hit points).

Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's save DC.

Spike growth can't be disabled with the Disable Device skill.

Note: Magic traps such as *spike growth* are hard to detect.

A rogue (only) can use the Search skill to find a *spike growth*.

The DC is 25 + spell level, or DC 28 for *spike growth* (or DC 27 for *spike growth* cast by a ranger).

SPIKE STONES

Transmutation [Earth]

Level: Drd 4, Earth 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: One 20-ft. square/level

Duration: 1 hour/level (D)

Saving Throw: Reflex partial

Spell Resistance: Yes

Rocky ground, stone floors, and similar surfaces shape themselves into long, sharp points that blend into the background.

Spike stones impede progress through an area and deal damage.

Any creature moving on foot into or through the spell's area moves at half speed.

In addition, each creature moving through the area takes 1d8 points of piercing damage for each 5 feet of movement through the spiked area.

Any creature that takes damage from this spell must also succeed on a Reflex save to avoid injuries to its feet and legs.

A failed save causes the creature's speed to be reduced to half normal for 24 hours or until the injured creature receives a *cure* spell (which also restores lost hit points).

Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's save DC.

Spike stones is a magic trap that can't be disabled with the Disable Device skill.

Note: Magic traps such as *spike stones* are hard to detect.

A rogue (only) can use the Search skill to find *spike stones*.

The DC is 25 + spell level, or DC 29 for *spike stones*.

STATUE

Transmutation

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A *statue* spell turns the subject to solid stone, along with any garments and equipment worn or carried.

In statue form, the subject gains hardness 8.

The subject retains its own hit points.

The subject can see, hear, and smell normally, but it does not need to eat or breathe.

Feeling is limited to those sensations that can affect the granite-hard substance of the individual's body.

Chipping is equal to a mere scratch, but breaking off one of the statue's arms constitutes serious damage.

The subject of a *statue* spell can return to its normal state, act, and then return instantly to the statue state (a free action) if it so desires, as long as the spell duration is in effect.

Material Component: Lime, sand, and a drop of water stirred by an iron bar, such as a nail or spike.

STONE SHAPE

Transmutation [Earth]

Level: Clr 3, Drd 3, Earth 3, Sor/Wiz 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You can form an existing piece of stone into any shape that suits your purpose.

For example, you can make a stone weapon, a special trapdoor, or a crude idol.

Stone shape also permits you to reshape a stone door to make an exit where one didn't exist or to seal a door shut.

While it's possible to make crude coffer, doors, and so forth with *stone shape*, fine detail isn't possible.

There is a 30% chance that any shape including moving parts simply doesn't work.

Arcane Material Component: Soft clay, which must be worked into roughly the desired shape of the stone object and then touched to the stone while the verbal component is uttered.

STONE TO FLESH

Transmutation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One petrified creature or a cylinder of stone from 1 ft. to 3 ft. in diameter and up to 10 ft. long

Duration: Instantaneous

Saving Throw: Fortitude negates (object); see text

Spell Resistance: Yes

This spell restores a petrified creature to its normal state, restoring life and goods.

The creature must make a DC 15 Fortitude save to survive the process.

Any petrified creature, regardless of size, can be restored.

The spell also can convert a mass of stone into a fleshy substance.

Such flesh is inert and lacking a vital life force unless a life force or magical energy is available.

(For example, this spell would turn a stone golem into a flesh golem, but an ordinary statue would become a corpse).

You can affect an object that fits within a cylinder from 1 foot to 3 feet in diameter and up to 10 feet long or a cylinder of up to those dimensions in a larger mass of stone.

Material Component: A pinch of earth and a drop of blood.

TELEKINESIS

Transmutation

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target or Targets: See text

Duration: Concentration (up to 1 round/level) or instantaneous; see text

Saving Throw: Will negates (object) or None; see text

Spell Resistance: Yes (object); see text

You move objects or creatures by concentrating on them. Depending on the version selected, the spell can provide a gentle, sustained force, perform a variety of combat maneuvers, or exert a single short, violent thrust.

Sustained Force: A sustained force moves an object weighing no more than 25 pounds per caster level (maximum 375 pounds at 15th level) up to 20 feet per round.

A creature can negate the effect on an object it possesses with a successful Will save or with spell resistance.

This version of the spell can last 1 round per caster level, but it ends if you cease concentration.

The weight can be moved vertically, horizontally, or in both directions.

An object cannot be moved beyond your range.

The spell ends if the object is forced beyond the range.

If you cease concentration for any reason, the object falls or stops.

An 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.

You might even be able to untie simple knots, though delicate activities such as these require Intelligence checks against a DC set by the DM.

Combat Maneuver: Alternatively, once per round, you can use telekinesis to perform a bull rush, disarm, grapple (including pin), or trip.

Resolve these attempts as normal, except that they don't provoke attacks of opportunity, you use your caster level in place of your base attack bonus (for disarm and grapple), you use your Intelligence modifier (if a wizard) or Charisma modifier (if a sorcerer) in place of your Strength or Dexterity modifier, and a failed attempt doesn't allow a reactive attempt by the target (such as for disarm or trip). No save is allowed against these attempts, but spell resistance applies normally.

This version of the spell can last 1 round per caster level, but it ends if you cease concentration.

Violent Thrust: Alternatively, the spell energy can be spent in a single round.

You can hurl one object or creature per caster level (maximum 15) that are within range and all within 10 feet of each other toward any target within 10 feet per level of all the objects.

You can hurl up to a total weight of 25 pounds per caster level (maximum 375 pounds at 15th level).

You must succeed on attack rolls (one per creature or object thrown) to hit the target with the items, using your base attack bonus + your Intelligence modifier (if a wizard) or Charisma modifier (if a sorcerer).

Weapons cause standard damage (with no Strength bonus; note that arrows or bolts deal damage as daggers of their size when used in this manner).

Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects such as a barrel) to 1d6 points of damage per 25 pounds (for hard, dense objects such as a boulder).

Creatures who fall within the weight capacity of the spell can be hurled, but they are allowed Will saves (and spell resistance) to negate the effect, as are those whose held possessions are targeted by the spell.

If a telekinised creature is hurled against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

TEMPORAL STASIS

Transmutation

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

You must succeed on a melee touch attack.

You place the subject into a state of suspended animation. For the creature, time ceases to flow and its condition becomes fixed.

The creature does not grow older.

Its body functions virtually cease, and no force or effect can harm it.

This state persists until the magic is removed (such as by a successful *dispel magic* spell or a *freedom* spell).

Material Component: A powder composed of diamond, emerald, ruby, and sapphire dust with a total value of at least 5,000 gp.

TENSER'S TRANSFORMATION

Transmutation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You become a virtual fighting machine—stronger, tougher, faster, and more skilled in combat.

Your mind-set changes so that you relish combat and you can't cast spells, even from magic items.

You gain a +4 enhancement bonus to Strength, Dexterity, and Constitution, a +4 natural armor bonus to AC, a +5 competence bonus on Fortitude saves, and proficiency with all simple and martial weapons.

Your base attack bonus equals your character level (which may give you multiple attacks).

You lose your spellcasting ability, including your ability to use spell activation or spell completion magic items, just as if the spells were no longer on your class list.

Material Component: A *potion of bull's strength*, which you drink (and whose effects are subsumed by the spell effects).

TIME STOP

Transmutation

Level: Sor/Wiz 9, Trickery 9

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1d4+1 rounds (apparent time); see text

This spell seems to make time cease to flow for everyone but you.

In fact, you speed up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds.

You are free to act for 1d4+1 rounds of apparent time.

Normal and magical fire, cold, gas, and the like can still harm you.

While the *time stop* is in effect, other creatures are invulnerable to your attacks and spells; you cannot target such creatures with any attack or spell.

A spell that affects an area and has a duration longer than the remaining duration of the *time stop* (such as *cloudkill*) have their normal effects on other creatures once the *time stop* ends.

Most spellcasters use the additional time to improve their defenses, summon allies, or flee from combat.

You cannot move or harm items held, carried, or worn by a creature stuck in normal time, but you can affect any item that is not in another creature's possession.

You are undetectable while *time stop* lasts.

You cannot enter an area protected by an *antimagic field* while under the effect of *time stop*.

TRANSMUTE METAL TO WOOD

Transmutation

Level: Drd 7

Components: V, S, DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: All metal objects within a 40-ft.-radius burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (object; see text)

This spell enables you to change all metal objects within its area to wood.

Weapons, armor, and other metal objects carried by creatures are affected as well.

A magic object made of metal effectively has spell resistance equal to 20 + its caster level against this spell.

Artifacts cannot be transmuted.

Weapons converted from metal to wood take a -2 penalty on attack and damage rolls.

The armor bonus of any armor converted from metal to wood is reduced by 2.

Weapons changed by this spell splinter and break on any natural attack roll of 1 or 2, and armor changed by this spell loses an additional point of armor bonus every time it is struck with a natural attack roll of 19 or 20.

Only *limited wish*, *miracle*, *wish*, or similar magic can restore a transmuted object to its metallic state.

Otherwise, for example, a metal door changed to wood is forevermore a wooden door.

TRANSMUTE MUD TO ROCK

Transmutation [Earth]

Level: Drd 5, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Up to two 10-ft. cubes/level (S)

Duration: Permanent

Saving Throw: See text

Spell Resistance: No

This spell transforms normal mud or quicksand of any depth into soft stone (sandstone or a similar mineral) permanently.

Any creature in the mud is allowed a Reflex save to escape before the area is hardened to stone.

Transmute mud to rock counters and dispels *transmute rock to mud*.

Arcane Material Component: Sand, lime, and water.

TRANSMUTE ROCK TO MUD

Transmutation [Earth]

Level: Drd 5, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Up to two 10-ft. cubes/level (S)

Duration: Permanent; see text

Saving Throw: See text

Spell Resistance: No

This spell turns natural, uncut or unworked rock of any sort into an equal volume of mud.

If the spell is cast upon a boulder, for example, the boulder collapses into mud.

Magical stone is not affected by the spell.

The depth of the mud created cannot exceed 10 feet.

A creature unable to levitate, fly, or otherwise free itself from the mud sinks until hip- or chest-deep, reducing its speed to 5 feet and causing a -2 penalty on attack rolls and AC.

Brush thrown atop the mud can support creatures able to climb on top of it.

Creatures large enough to walk on the bottom can wade through the area at a speed of 5 feet.

If *transmute rock to mud* is cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool at a depth of 5 feet.

For example, a 10th-level caster could convert twenty 10-foot cubes into mud.

Pooling on the floor, this mud would cover an area of forty 10-foot squares to a depth of 5 feet.

The falling mud and the ensuing cave-in deal 8d6 points of bludgeoning damage to anyone caught directly beneath the area, or half damage to those who succeed on Reflex saves. Castles and large stone buildings are generally immune to the effect of the spell, since *transmute rock to mud* can't affect worked stone and doesn't reach deep enough to undermine such buildings' foundations.

However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled by this spell.

The mud remains until a successful *dispel magic* or *transmute mud to rock* spell restores its substance—but not necessarily its form.

Evaporation turns the mud to normal dirt over a period of days.

The exact time depends on exposure to the sun, wind, and normal drainage.

Arcane Material Component: Clay and water.

TREE SHAPE

Transmutation

Level: Drd 2, Rgr 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

By means of this spell, you are able to assume the form of a Large living tree or shrub or a Large dead tree trunk with a small number of limbs.

The closest inspection cannot reveal that the tree in question is actually a magically concealed creature.

To all normal tests you are, in fact, a tree or shrub, although a *detect magic* spell reveals a faint transmutation on the tree.

While in tree form, you can observe all that transpires around you just as if you were in your normal form, and your hit points and save bonuses remain unaffected.

You gain a +10 natural armor bonus to AC but have an effective Dexterity score of 0 and a speed of 0 feet.

You are immune to critical hits while in tree form.

All clothing and gear carried or worn changes with you.

You can dismiss *tree shape* as a free action (instead of as a standard action).

VIRTUE

Transmutation

Level: Clr 0, Drd 0, Pal 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min.

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains 1 temporary hit point.

WARP WOOD

Transmutation

Level: Drd 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: 1 Small wooden object/level, all within a 20-ft. radius

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You cause wood to bend and warp, permanently destroying its straightness, form, and strength.

A warped door springs open (or becomes stuck, requiring a Strength check to open, at your option).

A boat or ship springs a leak.

Warped ranged weapons are useless.

A warped melee weapon causes a -4 penalty on attack rolls.

You may warp one Small or smaller object (such as a wagon wheel or a human's crossbow) or its equivalent per caster level.

A Medium object (such as an oar or a human's spear) counts as two Small objects, a Large object (such as a rowboat or a hill giant's greatclub) as four, a Huge object (such as a wagon or a cloud giant's morningstar) as eight, a Gargantuan object (such as a keelboat) as sixteen, and a Colossal object (such as a sailing ship) as thirty-two.

Alternatively, you can unwarp wood (effectively warping it back to normal) with this spell, straightening wood that has been warped by this spell or by other means.

Make whole, on the other hand, does no good in repairing a warped item.

You can combine multiple consecutive warp wood spells to warp (or unwarp) an object that is too large for you to warp with a single spell.

Until the object is completely warped, it suffers no ill effects.

WATER BREATHING

Transmutation

Level: Clr 3, Drd 3, Sor/Wiz 3, Water 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Living creatures touched

Duration: 2 hours/level; see text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creatures can breathe water freely.

Divide the duration evenly among all the creatures you touch.
The spell does not make creatures unable to breathe air.
Arcane Material Component: A short reed or piece of straw.

WATER WALK

Transmutation [Water]

Level: Clr 3, Rgr 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Targets: One touched creature/level

Duration: 10 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creatures can tread on any liquid as if it were firm ground.

Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface.

(Creatures crossing molten lava still take damage from the heat because they are near it).

The subjects can walk, run, charge, or otherwise move across the surface as if it were normal ground.

If the spell is cast underwater (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 60 feet per round until they can stand on it.

WHISPERING WIND

Transmutation [Air]

Level: Brd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: 1 mile/level

Area: 10-ft.-radius spread

Duration: No more than 1 hour/level or until discharged (destination is reached)

Saving Throw: None

Spell Resistance: No

You send a message or sound on the wind to a designated spot.

The *whispering wind* travels to a specific location within range that is familiar to you, provided that it can find a way to the location.

(It can't pass through walls, for instance).

A *whispering wind* is as gentle and unnoticed as a zephyr until it reaches the location.

It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it.

The wind then dissipates.

You can prepare the spell to bear a message of no more than twenty-five words, cause the spell to deliver other sounds for 1 round, or merely have the *whispering wind* seem to be a faint stirring of the air.

You can likewise cause the *whispering wind* to move as slowly as 1 mile per hour or as quickly as 1 mile per 10 minutes.

When the spell reaches its objective, it swirls and remains in place until the message is delivered.

As with *magic mouth*, *whispering wind* cannot speak verbal components, use command words, or activate magical effects.

WIND WALK

Transmutation [Air]

Level: Clr 6, Drd 7

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Targets: You and one touched creature per three levels

Duration: 1 hour/level (D); see text

Saving Throw: No and Will negates (harmless)

Spell Resistance: No and Yes (harmless)

You alter the substance of your body to a cloudlike vapor (as the *gaseous form* spell) and move through the air, possibly at great speed.

You can take other creatures with you, each of which acts independently.

Normally, a *wind walker* flies at a speed of 10 feet with perfect maneuverability.

If desired by the subject, a magical wind wafts a *wind walker* along at up to 600 feet per round (60 mph) with poor maneuverability.

Wind walkers are not invisible but rather appear misty and translucent.

If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, or the like.

A *wind walker* can regain its physical form as desired and later resume the cloud form.

Each change to and from vaporous form takes 5 rounds, which counts toward the duration of the spell (as does any time spent in physical form).

As noted above, you can dismiss the spell, and you can even dismiss it for individual wind walkers and not others.

For the last minute of the spell's duration, a *wind walker* in cloud form automatically descends 60 feet per round (for a total of 600 feet), though it may descend faster if it wishes. This descent serves as a warning that the spell is about to end.

WOOD SHAPE

Transmutation

Level: Drd 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: One touched piece of wood no larger than 10 cu. ft. + 1 cu. ft./level

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Wood shape enables you to form one existing piece of wood into any shape that suits your purpose.

For example, you can make a wooden weapon, fashion a special trapdoor, or sculpt a crude idol.

This spell also permits you to reshape a wood door to make an exit where one didn't exist or to seal a door shut.

While it is possible to make crude coffers, doors, and so forth, fine detail isn't possible.

There is a 30% chance that any shape that includes moving parts simply doesn't work.

UNIVERSAL

ARCANE MARK

Universal

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: 0 ft.

Effect: One personal rune or mark, all of which must fit within 1 sq. ft.

Duration: Permanent

Saving Throw: None

Spell Resistance: No

This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible.

An *arcane mark* spell enables you to etch the rune upon any substance (even stone or metal) without harm to the material upon which it is placed.

If an invisible mark is made, a *detect magic* spell causes it to glow and be visible, though not necessarily understandable.

See *invisibility*, *true seeing*, a *gem of seeing*, or a *robe of eyes* likewise allows the user to see an invisible *arcane mark*.

A *read magic* spell reveals the words, if any.

The mark cannot be dispelled, but it can be removed by the caster or by an *erase spell*.

If an *arcane mark* is placed on a living being, normal wear gradually causes the effect to fade in about a month.

Arcane mark must be cast on an object prior to casting

Drawmij's instant summons on the same object (see that spell description for details).

LIMITED WISH

Universal

Level: Sor/Wiz 7

Components: V, S, XP

Casting Time: 1 standard action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: None; see text

Spell Resistance: Yes

A *limited wish* lets you create nearly any type of effect.

For example, a *limited wish* can do any of the following things.

- Duplicate any sorcerer/wizard spell of 6th level or lower, provided the spell is not of a school prohibited to you.
- Duplicate any other spell of 5th level or lower, provided the spell is not of a school prohibited to you.
- Duplicate any sorcerer/wizard spell of 5th level or lower, even if it's of a prohibited school.
- Duplicate any other spell of 4th level or lower, even if it's of a prohibited school.
- Undo the harmful effects of many spells, such as *geas/quest* or *insanity*.
- Produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or taking a -7 penalty on its next saving throw.

A duplicated spell allows saving throws and spell resistance as normal (but the save DC is for a 7th-level spell).

When a *limited wish* duplicates a spell that has an XP cost, you must pay that cost or 300 XP, whichever is more. When a *limited wish* spell duplicates a spell with a material component that costs more than 1,000 gp, you must provide that component.

XP Cost: 300 XP or more (see above).

PERMANENCY

Universal

Level: Sor/Wiz 5

Components: V, S, XP

Casting Time: 2 rounds

Range: See text

Target, Effect, or Area: See text

Duration: Permanent; see text

Saving Throw: None

Spell Resistance: No

This spell makes certain other spells permanent.

Depending on the spell, you must be of a minimum caster level and must expend a number of XP.

You can make the following spells permanent in regard to yourself.

Spell	Minimum Caster Level	XP Cost
<i>Arcane sight</i>	11th	1,500 XP
<i>Comprehend languages</i>	9th	500 XP
<i>Darkvision</i>	10th	1,000 XP
<i>Detect magic</i>	9th	500 XP
<i>Read magic</i>	9th	500 XP
<i>See invisibility</i>	10th	1,000 XP
<i>Tongues</i>	11th	1,500 XP

You cast the desired spell and then follow it with the *permanency* spell.

You cannot cast these spells on other creatures.

This application of *permanency* can be dispelled only by a caster of higher level than you were when you cast the spell.

In addition to personal use, *permanency* can be used to make the following spells permanent on yourself, another creature, or an object (as appropriate).

Spell	Minimum Caster Level	XP Cost
<i>Enlarge person</i>	9th	500 XP
<i>Magic fang</i>	9th	500 XP
<i>Magic fang, greater</i>	11th	1,500 XP
<i>Rary's telepathic bond</i> ¹	13th	2,500 XP
<i>Reduce person</i>	9th	500 XP
<i>Resistance</i>	9th	500 XP

¹ Only bonds two creatures per casting of *permanency*.

Additionally, the following spells can be cast upon objects or areas only and rendered permanent.

Spell	Minimum Caster Level	XP Cost
Alarm	9th	500 XP
Animate objects	14th	3,000 XP
Dancing lights	9th	500 XP
Ghost sound	9th	500 XP
Gust of wind	11th	1,500 XP
Invisibility	10th	1,000 XP
Magic mouth	10th	1,000 XP
Mordenkainen's private sanctum	13th	2,500 XP
Phase door	15th	3,500 XP
Prismatic sphere	17th	4,500 XP
Prismatic wall	16th	4,000 XP
Shrink item	11th	1,500 XP
Solid fog	12th	2,000 XP
Stinking cloud	11th	1,500 XP
Symbol of death	16th	4,000 XP
Symbol of fear	14th	3,000 XP
Symbol of insanity	16th	4,000 XP
Symbol of pain	13th	2,500 XP
Symbol of persuasion	14th	3,000 XP
Symbol of sleep	16th	4,000 XP
Symbol of stunning	15th	3,500 XP
Symbol of weakness	15th	3,500 XP
Teleportation circle	17th	4,500 XP
Wall of fire	12th	2,000 XP
Wall of force	13th	2,500 XP
Web	10th	1,000 XP

Spells cast on other creatures, objects, or locations (not on you) are vulnerable to *dispel magic* as normal.

The DM may allow other selected spells to be made permanent.

Researching this possible application of a spell costs as much time and money as independently researching the selected spell (see the *Dungeon Master's Guide* for details). If the DM has already determined that the application is not possible, the research automatically fails.

Note that you never learn what is possible except by the success or failure of your research.

XP Cost: See tables above.

PRESTIDIGITATION

Universal

Level: Brd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: 10 ft.

Target, Effect, or Area: See text

Duration: 1 hour

Saving Throw: See text

Spell Resistance: No

Prestidigitations are minor tricks that novice spellcasters use for practice.

Once cast, a *prestidigitation* spell enables you to perform simple magical effects for 1 hour.

The effects are minor and have severe limitations.

A *prestidigitation* can slowly lift 1 pound of material.

It can color, clean, or soil items in a 1-foot cube each round.

It can chill, warm, or flavor 1 pound of nonliving material.

It cannot deal damage or affect the concentration of spellcasters.

Prestidigitation can create small objects, but they look crude and artificial.

The materials created by a *prestidigitation* spell are extremely fragile, and they cannot be used as tools, weapons, or spell components.

Finally, a *prestidigitation* lacks the power to duplicate any other spell effects.

Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

Characters typically use *prestidigitation* spells to impress common folk, amuse children, and brighten dreary lives.

Common tricks with *prestidigitations* include producing tinklings of ethereal music, brightening faded flowers, creating glowing balls that float over your hand, generating puffs of wind to flicker candles, spicing up aromas and flavors of bland food, and making little whirlwinds to sweep dust under rugs.

WISH

Universal

Level: Sor/Wiz 9

Components: V, XP

Casting Time: 1 standard action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: See text

Spell Resistance: Yes

Wish is the mightiest spell a wizard or sorcerer can cast.

By simply speaking aloud, you can alter reality to better suit you.

Even *wish*, however, has its limits.

A *wish* can produce any one of the following effects.

- Duplicate any wizard or sorcerer spell of 8th level or lower, provided the spell is not of a school prohibited to you.
- Duplicate any other spell of 6th level or lower, provided the spell is not of a school prohibited to you.
- Duplicate any wizard or sorcerer spell of 7th level or lower even if it's of a prohibited school.
- Duplicate any other spell of 5th level or lower even if it's of a prohibited school.
- Undo the harmful effects of many other spells, such as *geas/quest* or *insanity*.
- Create a nonmagical item of up to 25,000 gp in value.
- Create a magic item, or add to the powers of an existing magic item.
- Grant a creature a +1 inherent bonus to an ability score. Two to five *wish* spells cast in immediate succession can grant a creature a +2 to +5 inherent bonus to an ability score.

(two wishes for a +2 inherent bonus, three for a +3 inherent bonus, and so on).

Inherent bonuses are instantaneous, so they cannot be dispelled.

Note: An inherent bonus may not exceed +5 for a single ability score, and inherent bonuses to a particular ability score do not stack, so only the best one applies.

- Remove injuries and afflictions.

A single *wish* can aid one creature per caster level, and all subjects are cured of the same kind of affliction.

For example, you could heal all the damage you and your companions have taken, or remove all poison effects from everyone in the party, but not do both with the same *wish*. A *wish* can never restore the experience point loss from casting a spell or the level or Constitution loss from being raised from the dead.

- Revive the dead.

A *wish* can bring a dead creature back to life by duplicating a *resurrection* spell.

A *wish* can revive a dead creature whose body has been destroyed, but the task takes two *wishes*, one to recreate the body and another to infuse the body with life again.

A *wish* cannot prevent a character who was brought back to life from losing an experience level.

- Transport travelers.

A *wish* can lift one creature per caster level from anywhere on any plane and place those creatures anywhere else on any plane regardless of local conditions.

An unwilling target gets a Will save to negate the effect, and spell resistance (if any) applies.

- Undo misfortune.

A *wish* can undo a single recent event.

The *wish* forces a reroll of any roll made within the last round (including your last turn).

Reality reshapes itself to accommodate the new result.

For example, a *wish* could undo an opponent's successful save, a foe's successful critical hit (either the attack roll or the critical roll), a friend's failed save, and so on.

The reroll, however, may be as bad as or worse than the original roll.

An unwilling target gets a Will save to negate the effect, and spell resistance (if any) applies.

You may try to use a *wish* to produce greater effects than these, but doing so is dangerous.

Such a *wish* gives the DM the opportunity to fulfil your request without fulfilling it completely.

(The *wish* may pervert your intent into a literal but undesirable fulfillment or only a partial fulfillment).

For example, wishing for a *staff of the magi* might get you instantly transported to the presence of the staff's current owner.

Wishing to be immortal could get you imprisoned in a hidden extradimensional space (as by an *imprisonment* spell), where you could "live" indefinitely.

Duplicated spells allow saves and spell resistance as normal (but save DCs are for 9th-level spells).

Material Component: When a *wish* duplicates a spell with a material component that costs more than 10,000 gp, you must provide that component.

XP Cost: The minimum XP cost for casting *wish* is 5,000 XP.

When a *wish* duplicates a spell that has an XP cost, you must pay 5,000 XP or that cost, whichever is more.

When a *wish* creates or improves a magic item, you must pay twice the normal XP cost for crafting or improving the item, plus an additional 5,000 XP.

PLAYER'S HANDBOOK 2

(3.5)

ABJURATION

BLADE BROTHERS

Abjuration

Level: Bard 2, cleric 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Targets: Two willing creatures

Duration: 1 minute/level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You reach out and touch two creatures, and a sparkling tether of multicolored light briefly forms between them.

One time during the duration of this spell, when one subject of the spell attempts a saving throw, both recipients can roll and apply the more favorable result.

When rolling, each subject uses his own save bonus and save modifiers.

If both saving throws fail, both creatures suffer the consequences of a failed save, even if the effect that prompted the saving throw only affected one of the subjects.

If the affected creatures move more than 120 feet away from each other after the spell is cast, the effect ends.

CHAIN DISPEL

Abjuration

Level: Cleric 8, sorcerer/wizard 8

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more creatures, no two of which are more than 30 ft. apart

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

A coruscating bolt rips through the air, humming with power as it strikes each targeted creature.

Each creature struck by this spell is affected as if by a targeted *dispel magic*, except that you can add your caster level to the dispel check, up to a maximum of 25.

Material Component: A pair of bronze nails, each no less than 6 inches in length.

CHANNELED DIVINE SHIELD

Abjuration

Level: Cleric 3

Components: V, S

Casting Time: See text

Range: Personal

Target: You

Duration: 1 round/level

As you complete this spell, a shield crafted from divine energy appears before you.

As you channel energy into the shield, it grows stronger and stronger.

This spell improves your defenses.

The magnitude of this improvement depends on the amount of time you spend casting the spell.

If you cast this spell as a swift action, you gain damage reduction 2/evil for the duration of this spell.

If you cast this spell as a standard action, you gain damage reduction 5/evil.

If you cast this spell as a full-round action, you gain damage reduction 8/evil.

If you spend 2 rounds casting this spell, you gain damage reduction 10/evil.

The spell's duration does not begin until you finish casting the spell.

You do not need to declare ahead of time how long you want to spend casting the spell.

When you begin casting this spell, you decide that you are finished casting after the appropriate time has passed.

CONDEMNATION

Abjuration

Level: Cleric 5, sorcerer/wizard 4

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One outsider

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

You speak words of power, forcing the entity to shrink with horror.

The outsider targeted by this spell must succeed on a Will save or be stunned for 1 round and have its spell resistance reduced by 10.

DEFLECT

Abjuration [Force]

Level: Duskblade 2, sorcerer/wizard 2

This spell functions like *lesser deflect*, except that you gain a shield bonus to AC equal to 1/2 your caster level (round down) against the next attack made against you before the end of your next turn.

DEFLECT, LESSER

Abjuration [Force]

Level: Duskblade 1, sorcerer/wizard 1

Components: V

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round or until discharged

With a word, you evoke a barrier of invisible force.

You project a field of invisible force, creating a short-lived protective barrier.

You gain a deflection bonus to your AC against a single attack; this bonus is equal to +1 per three caster levels (maximum +5).

You can cast this spell even when it's not your turn; however, you must cast it before your opponent makes his attack roll to gain the benefit.

DISPELLING TOUCH

Abjuration

Level: Duskblade 3, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One touched creature, object, or spell effect

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Your touch causes one spell to rip free of its source and dissipate into nothingness.

You can use *dispelling touch* to end an ongoing spell that has been cast on a creature or object, or a spell that has a noticeable ongoing effect.

You make a dispel check (1d20 + your caster level, maximum +10) against the spell effect with the highest caster level.

If that check fails, you make dispel checks against progressively weaker spells until you dispel one spell or until you fail all your checks.

Magic items carried by a creature are not affected.

ENERGY AEGIS

Abjuration

Level: Cleric 3, duskblade 3, sorcerer/wizard 3

Components: V, DF

Casting Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A high-invisible ripple of magical energy courses through the creature touched, granting it resistance against one type of energy specified by you during the casting of the spell.

When you cast *energy aegis*, specify an energy type (acid, cold, electricity, fire, or sonic).

Against the next attack using this energy type that targets the subject, it gains resistance 20.

ENERGY VULNERABILITY

Abjuration

Level: Cleric 3, sorcerer/wizard 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: One or more creatures within a 10-ft.-radius burst

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Silvery tendrils erupt from your outstretched arms and strike the creatures you choose.

A lingering silvery aura engulfs them thereafter.

Energy vulnerability can affect a number of creatures with total Hit Dice equal to twice your caster level or lower.

You select which creatures are affected.

When you cast this spell, specify an energy type (acid, cold, electricity, fire, or sonic).

The affected creatures gain vulnerability to that energy type (they take +50% damage from that energy, even on a successful save).

Arcane Material Component: A tiny wooden shield, which the caster snaps in half.

FIELD OF RESISTANCE

Abjuration

Level: Sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius emanation centered on a point in space

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

The air in this spell's effect shimmers with arcane energy.

A buzzing sound echoes in your mind as the flow of magic into the affected area chokes off and ends.

This spell creates a zone that impedes the flow of magic.

The energy of this zone clings to creatures and objects, granting them a shield against spells.

All creatures in the spell's area gain spell resistance of 11 + caster level for as long as they remain in the area.

If a creature already has spell resistance higher than this amount, this spell does not affect it.

Unlike personal spell resistance, this spell resistance cannot be voluntarily lowered.

A creature loses this spell resistance when it leaves the spell's area, and gains it again if it returns.

MANA FLUX

Abjuration

Level: Cleric 5, sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius emanation centered on a point in space

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

The air crackles and warps as you flood the area with unstable, disrupting magical energy.

The light shed by a continual flame torch flutters wildly, while your magic items hum and vibrate.

This spell creates a field of unstable magical energy.

Any creature trying to cast a spell, use a spell-like ability, activate a supernatural ability, or manifest a psionic power in the spell's area has a 20% chance of failure.

Spell completion items, such as scrolls, also have this failure chance.

If a creature within the spell's area has a spell failure chance due to some other source, such as wearing armor, check each source of spell failure chance separately.

Feats and abilities that reduce the chance of spell failure due to armor have no effect on this field.

A failed spell uses up a spell slot or other resources as appropriate.

Magic items do not have a chance of failure, since the power invested in them is too ingrained to be disrupted by this spell.

MYSTIC AEGIS

Abjuration

Level: Cleric 4

Components: V, DF

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

A mantle of scintillating, multicolored light appears around you to block the spell, then fades away.

You cast *mystic aegis* immediately when you are targeted by a hostile spell.

You gain spell resistance equal to 12 + your caster level against that spell.

STIFLE SPELL

Abjuration

Level: Cleric 4, sorcerer/wizard 4

Components: V

Casting Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature casting a spell

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

As the creature casts a spell, you utter a simple magical phrase that momentarily confounds it.

You cast this spell to distract another creature as it attempts to cast a spell.

The target must succeed on a Concentration check (DC equal to 14 + your key ability modifier + the level of the spell being cast) to ignore the distraction, or else it loses the spell.

CONJURATION

BLOOD CREEPERS

Conjuration (Creation)

Level: Druid 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

Thorny vines burst from the creature's body, punching through bone, flesh, and skin to enwrap its arms and legs and tether it to the ground.

The subject takes 1 point of piercing damage per caster level (maximum 15) as the creepers rip apart its body.

In addition, the creepers entwine securely around it, trapping its legs and arms.

The subject is immobilized (unable to move from its current location) and entangled.

Each round, the subject takes an extra 1 point of piercing damage per caster level (maximum 15) unless it is able to escape.

A trapped creature can attempt to break free with a DC 20 Strength check or wriggle free with a DC 25 Escape Artist check, either of which ends the spell if successful. Other creatures can use the aid another action as normal on these checks.

They can make attacks against these vines as if they were wooden objects with a thickness of 3 inches (see Smashing an Object, PH 185).

Despite its name, *blood creepers* is equally effective on living and nonliving creatures.

BONES OF THE EARTH

Conjuration (Creation) [Earth]

Level: Druid 6

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Effect: One 5-ft.-diameter pillar of stone per round

Duration: 1 round/2 levels (D)

Saving Throw: Reflex negates

Spell Resistance: No

A pillar of rock explodes upward from the ground.

Each round as a standard action, you conjure a pillar of rock that bursts from a stone or earthen surface anywhere within the spell's range.

Each pillar fills a 5-foot square and grows to a height of 20 feet or until it hits a barrier such as a ceiling or wall.

A Large or smaller creature in a square where a pillar erupts must succeed on a Reflex save or be carried upward by the force of the pillar.

If a pillar is created in a room with a ceiling height of 20 feet or less, the rock slams into the ceiling, dealing 4d6 points of damage to any creature atop it.

In a location with a ceiling height of more than 20 feet, a creature carried up by a pillar must succeed on a DC 20 Balance check or fall from the top of the pillar when it reaches its maximum height.

On a failed check, the creature plummets to the ground, taking 2d6 points of damage from the fall.

You can also cause a pillar to erupt from a vertical surface, in which case any creatures in the pillar's path must succeed on their Reflex saves or take 2d6 points of damage and be knocked prone.

The pillar created is permanent and has AC 3, hardness 8, and 900 hit points.

A pillar can be climbed with a DC 20 Climb check.

BRIGHT WORMS

Conjuration (Creation) [Fire]

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius spread

Duration: 1 round/level (D)

Saving Throw: Reflex half

Spell Resistance: No

With a loud pop, a nest of writhing worms of multicolored light appears in the air.

You create a knot of living light with wormlike tendrils extending out from the mass.

The worms hang in the air as if suspended.

The worms drift away from the paths of your allies, but they attack enemies that enter the area, lashing out with lightning speed and combusting creatures that they touch. When you cast the spell, and in each later round at the beginning of your turn, the flaming worms deal 2d6 points of fire damage to any of your enemies in the area.

The fire damage increases as you gain levels, to 3d6 per round for an 11th-level caster and 4d6 per round for a 15th-level caster.

Any area spell that deals cold damage eliminates the *bright worms* from its area.

CHANNELED DIVINE HEALTH

Conjuration (Healing)

Level: Cleric 4

Components: V, S

Casting Time: See text

Range: See text

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You bring forth a sphere of pure healing energy.

You pour divine power into it, slowly building the energy it holds, until it is ready to mend an ally's wounds.

This spell allows you to heal an ally, or damage an undead creature, at a range greater than touch.

When you cast this spell, you channel energy into it.

You can choose how long to spend casting this spell.

If you cast this spell as a swift action, it has a range of touch, and you heal a single touched creature of 1d8 points of damage.

An undead creature you touch takes this amount of damage instead of being healed.

If you cast this spell as a standard action, it has a range of close, and you heal a single creature within range of damage equal to 1d8 points + your caster level (maximum +10).

An undead creature you designate within range takes this amount of damage instead of being healed.

If you cast this spell as a full-round casting this spell, it has a range of medium, and you heal a single creature within range of damage equal to 2d8 points + your caster level (maximum +15).

An undead creature you designate within range takes this amount of damage instead of being healed.

If you spend 2 full rounds casting this spell, it has a range of long, and you heal a single creature within range of damage equal to 4d8 points + your caster level (maximum +20).

An undead creature you designate within range takes this amount of damage instead of being healed.

You do not need to declare ahead of time how long you want to spend casting the spell.

When you begin casting this spell, you decide that you are finished casting after the appropriate time has passed.

CLOUD OF KNIVES

Conjuration

Level: Cleric 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You conjure a cloud of sharp knives around you.

The knives float in the air around your upper body, pointing in the direction you look.

Each round as a free action at the beginning of your turn, you can release one of these knives at any target within 30 feet that you can see.

This is a ranged attack that uses an attack bonus equal to your caster level + your key ability modifier.

Each successful hit deals 1d6 points of damage +1 per three caster levels (maximum +5) and threatens a critical hit on a roll of 19–20.

Damage reduction applies to knife attacks from this spell.

The knives are treated as magic for the purpose of overcoming damage reduction.

Material Component: A knife.

Optional Material Component: Using a silvered dagger (22 gp) in the casting of this spell allows the knives to overcome damage reduction as if they were both magic and silver, but the knives deal 1 less point of damage.

DIMENSION HOP

Conjuration (Teleportation)

Level: Duskblade 2, sorcerer/wizard 2

Components: V

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Pale motes of light dance and swirl about your fingertips.

When you touch the creature, it disappears, leaves a cloud of motes in its wake, and reappears somewhere nearby.

You instantly teleport the subject creature a distance of 5 feet per two caster levels.

The destination must be an unoccupied space within line of sight.

DIMENSION SHUFFLE

Conjuration (Teleportation)

Level: Sorcerer/wizard 5

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which are more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Will negates; see text

Spell Resistance: Yes

With a slight blue shimmer of energy and an audible pop, a number of creatures around you disappear and reappear in new positions.

You instantly transfer any subject creature from its current location to any other spot within 30 feet.

You must have line of sight to its new location.

An unwilling creature can make a Will saving throw to negate this effect.

The creature must be placed on solid ground capable of supporting its weight.

If you attempt to place a creature within a solid object or into a space where it cannot fit, the spell fails.

DIMENSION STEP

Conjuration (Teleportation)

Level: Sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One willing creature/3 levels, no two of which are more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

All the creatures you target with this spell gain a dark, shimmering pattern of runes on their shoes and feet.

The runes blaze with arcane light for a moment.

Less than a second later, the targets have shifted position on the battlefield.

This spell allows your allies to make a short teleport.

All creatures targeted by this spell can teleport a distance equal to their base land speed.

A target can teleport to any square within its line of sight.

This movement does not provoke attacks of opportunity.

A creature can teleport up to a ledge, down to the base of a flight of stairs, and so forth as long as it observes the restrictions and limits given above.

EXPLOSIVE RUNE FIELD

Conjuration (Fire)

Level: Sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: No

You infuse an area with arcane patterns that shift and slide along the ground.

They seethe with arcane energy, and an occasional bolt of energy surges from them with a bright flash.

This spell creates a hazardous field of energy similar to that created by an explosive runes spell.

Unlike that spell, the runes created by this spell detonate when they come into contact with a living creature other than the caster.

Any creature that begins its turn in the spell's area must attempt a Reflex save.

On a failed save, the creature takes 4d6 points of fire damage.

Moving through the spell's area is hazardous at best.

Creatures that move at their normal speed must succeed on Reflex saves to avoid the spell's explosive effects.

Creatures that move at half speed through the spell's area can avoid the damage just as if they had succeeded on their saves.

Material Component: A piece of parchment scribed with runes.

The runes must be drawn with silver-flecked ink (25 gp).

HEALING SPIRIT

Conjuration (Healing)

Level: Bard 4, cleric 4, druid 4, paladin 3

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One conjured healing spirit

Duration: 1 round/2 levels

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless); see text

A 1-foot-diameter ball of light appears and moves by your command, healing those it touches.

You conjure an incorporeal object of magical energy that appears in any square within range.

This *healing spirit* resembles a 1-foot-diameter ball of light.

It sheds bright illumination in a 10-foot radius and shadowy illumination for another 20 feet.

A *healing spirit* cannot be affected by attacks or spells.

A *healing spirit* flies at a speed of 30 feet with perfect maneuverability.

In the round you cast the spell and at the start of your turn once per round thereafter, you can direct the *healing spirit* to move and touch a creature by entering its space.

The spirit's touch carries positive energy, healing a living creature of 1d8 points of damage.

Since undead are powered by negative energy, a *healing spirit* damages them instead of healing them.

The spirit can affect an unwilling target (such as an undead) by succeeding on an incorporeal touch attack, using your base attack bonus and a Strength bonus of +0.

An undead creature hit by such an attack can use spell resistance against the effect and is allowed a Will save for half damage.

If a *healing spirit* travels farther from you than the spell's range, it winks out of existence and the spell ends.

INVEST HEAVY PROTECTION

Conjuration (Healing)

Level: Cleric 5

This spell functions like *invest light protection*, except that it cures 5d4 points of damage +1 per two caster levels (maximum +12) and grants damage reduction 5/evil.

Undead creatures take an extra 5 points of damage from any weapon or physical attack capable of overcoming good damage reduction.

INVEST LIGHT PROTECTION

Conjuration (Healing)

Level: Cleric 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous; see text

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless); see text

You invest the target with an infusion of divine energy.

His wounds knit shut, while the power you grant to him helps ward off future injuries.

You heal a living creature you touch of 1d4 points of damage +1 per two caster levels (maximum +3).

In addition, the creature touched gains damage reduction 1/evil for 1 minute.

Like *cure light wounds*, this spell deals damage to undead creatures instead of curing them.

In addition, on a failed save undead creatures take an extra 1 point of damage from any weapon or physical attack capable of overcoming good damage reduction for 1 minute.

INVEST MODERATE PROTECTION

Conjuration (Healing)

Level: Cleric 3

This spell functions like *invest light protection*, except that it cures 3d4 points of damage +1 per two caster levels (maximum +6) and grants damage reduction 3/evil.

Undead creatures take an extra 3 points of damage from any weapon or physical attack capable of overcoming good damage reduction.

KELGORE'S GRAVE MIST

Conjuration/Necromancy [Cold]

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft. radius spread, 20 ft. high

Duration: 1 round/level

Saving Throw: None

Spell Resistance: See text

With a gesture, you create a cloud of clammy, thin mist.

The light in the area seems to dim as the mist appears, and a slight wind washes over the area, sending a chill down your spine.

This spell creates a thin mist within the spell's area.

The mist is too thin to have any effect on vision, but the necromantic energy infused within it hampers the living. All living creatures within the mist become fatigued and take 1d6 points of cold damage per round.

If the spell fails to overcome a creature's spell resistance, the subject takes the cold damage but ignores the fatigue.

Material Component: A handful of dirt taken from a graveyard or tomb.

LUMINOUS ASSASSIN

Conjuration (Summoning)

Level: Sorcerer/wizard 5

This spell functions like *lesser luminous assassin*, except that the assassin has the statistics provided below.

LUMINOUS ASSASSIN**CR 3**

Male human rogue 3

N Medium humanoid (human, extraplanar)

Init +6; **Senses** Listen +6, Spot +6**Languages** Common, Dwarven, Elven**AC** 16, touch 12, flat-footed 14; Dodge, Mobility

(+2 Dex, +3 armor, +1 shield)

hp 16 (3 HD)**Resist** evasion**Fort** +3, **Ref** +6, **Will** +2**Speed** 30 ft. (6 squares)**Melee** mwk rapier +4 (1d6+1/18–20)**Ranged** mwk shortbow +5 (1d6+1/×3)**Base Atk** +2; **Grp** +3**Atk Options** sneak attack +2d6**Combat Gear** *potion of cure moderate wounds, potion of darkvision***Abilities** Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8**Feats** Dodge, Improved Initiative, Mobility**Skills** Appraise +8, Balance +8, Disable Device +8, Escape Artist +8, Hide +8, Listen +6, Move Silently +8, Open Lock +8, Search +8, Spot +6, Tumble +8**Possessions** combat gear plus masterwork studded leather armor, masterwork rapier, masterwork buckler, cloak of resistance +1, masterwork shortbow, 200 gp**LUMINOUS ASSASSIN, GREATER**

Conjuration (Summoning)

Level: Sorcerer/wizard 7This spell functions like *luminous assassin*, except that the assassin has the statistics provided below.**LUMINOUS ASSASSIN****CR 5**

Male human rogue 5

N Medium humanoid (human, extraplanar)

Init +7; **Senses** Listen +8, Spot +8**Languages** Common, Dwarven, Elven**AC** 17, touch 13, flat-footed 14; Dodge, Mobility, uncanny dodge

(+3 Dex, +3 armor, +1 shield)

hp 25 (5 HD)**Resist** evasion**Fort** +3, **Ref** +8, **Will** +2**Speed** 30 ft. (6 squares)**Melee** mwk rapier +5 (1d6+1/18–20)**Ranged** +1 *shortbow* +7 (1d6+1/×3)**Base Atk** +3; **Grp** +4**Atk Options** sneak attack +3d6**Combat Gear** *potion of cure serious wounds, potion of darkvision***Abilities** Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8**SQ** trap sense +1**Feats** Dodge, Improved Initiative, Mobility**Skills** Appraise +10, Balance +11, Disable Device +10, Escape Artist +11, Hide +11, Listen +8, Move Silently +11, Open Lock +11, Search +10, Spot +8, Tumble +11**Possessions** combat gear plus masterwork studded leather armor, masterwork rapier, masterwork buckler, *cloak of resistance* +1, +1 *shortbow*, 200 gp**LUMINOUS ASSASSIN, LESSER**

Conjuration (Summoning)

Level: Sorcerer/wizard 3**Components:** V, S, F**Casting Time:** 1 standard action**Range:** Medium (100 ft. + 10 ft./level)**Effect:** One summoned assassin**Duration:** 1 round/level**Saving Throw:** None**Spell Resistance:** No

You conjure a vaguely humanoid being composed of yellow light. It wields a radiant blade and moves with unearthly grace. A lesser luminous assassin appears above one creature within range and drops onto it, slashing and stabbing. The assassin attacks as it falls, and the target creature is considered flat-footed against this initial attack.

Place the assassin in any square adjacent to the creature that can hold the assassin.

The assassin's statistics are provided below.

After its initial attack, a *luminous assassin* attacks its target every round, taking its turn after your turn is completed.

It fights intelligently and does not need to be directed by you.

If the creature flees, the assassin pursues it to the best of its ability.

If the creature dies or escapes, the assassin waits for you to direct it to another creature (a free action).

You cannot command the assassin to do anything except attack creatures or wait (do nothing but defend itself), nor can you direct it to attack another creature if the originally targeted creature still lives and is within the spell's range.

The assassin and all its possessions vanish when the spell's duration expires.

Focus: A serrated dagger.

LUMINOUS ASSASSIN CR 1

Male human rogue 1

N Medium humanoid (human, extraplanar)

Init +6; **Senses** Listen +4, Spot +4

Languages Common, Dwarven, Elven

AC 15, touch 12, flat-footed 13; **Dodge** (+2 Dex, +3 armor)

hp 7 (1 HD)

Fort +1, **Ref** +4, **Will** +0

Speed 30 ft. (6 squares)

Melee mwk rapier +2 (1d6+1/18–20)

Ranged mwk shortbow +4 (1d6/×3)

Base Atk +0; **Grp** +1

Atk Options sneak attack +1d6

Combat Gear *potion of cure light wounds*

Abilities Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8

Feats Dodge, Improved Initiative

Skills Appraise +6, Balance +6, Disable Device +6, Escape Artist +6, Hide +6, Listen +4, Move Silently +6, Open Lock +6, Search +6, Spot +4, Tumble +6

Possessions combat gear plus masterwork studded leather armor, masterwork rapier, masterwork shortbow, 50 gp

MAGIC CONVALESCENCE

Conjuration (Healing)

Level: Bard 5, cleric 5, druid 5

Components: V, S, M

Casting Time: 1 standard action

Range: 20 ft.

Area: 20-ft.-radius emanation centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You alter the flow of magic about your body so that spells heal you.

Whenever a creature, including you, casts a spell within the area of this spell, you heal 1 hit point per level of the spell cast.

The effect of each spell cast is resolved prior to your receiving the healing.

Material Component: A specially prepared, scented ointment.

MELF'S UNICORN ARROW

Conjuration

Level: Sorcerer/wizard 3

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target or Targets: One creature or up to five creatures, no two of which are more than 15 ft. apart

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The shimmering, transparent form of a unicorn flies forward, its corporeal horn lowered in a charge at its enemy.

A translucent unicorn shape appears in midair and speeds toward the target of this spell.

If you succeed on a ranged touch attack, the horn slams into the target and deals 1d8+8 points of damage.

In addition, the target is subject to a bull rush, and must make a Strength check (with appropriate modifiers for a bull rush) against a DC of 21.

If the check is failed, the subject is pushed back 5 feet, plus 5 feet for every 5 points by which it failed the check.

You can conjure an additional *unicorn arrow* for every three caster levels beyond 5th, up to five at 17th level.

You can have them strike a single creature or several creatures, but each horn can strike only one creature.

You must designate targets before you make your attack rolls.

A creature struck by more than one horn is only required to make one Strength check to avoid the bull rush, but the DC of the check increases by 2 for each horn beyond the first that strikes it.

Focus: An ivory replica of a unicorn (25 gp).

REGROUP

Conjuration (Teleportation)

Level: Duskblade 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One willing creature/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You teleport your companions to your side.

Each subject of this spell teleports to a square adjacent to you.

If those squares are occupied or cannot support the teleported creatures, the creatures appear as close to you as possible, on a surface that can support them, in an unoccupied square.

SCATTERING TRAP

Conjuration (Teleportation)

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: One 5-ft. square/2 levels

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: Yes

Areas you designate on the floor flare dimly.

This spell imbues a number of 5-foot squares you designate with a teleportation trap.

A creatures moving through one of these squares and failing its saving throw is teleported 1d6 squares in a random direction (use the Missing with a Thrown Weapon diagram, PH 158).

If reaching the destination involves teleporting the subject into a solid space such as within a wall, the subject is forcibly shunted into the nearest open space and takes 1d6 points of damage.

When you cast this spell, the 5-foot squares you designate do not have to be adjacent but must all be within 30 feet of one another.

Material Component: A pinch of dandelion seeds.

STAND

Conjuration (Teleportation)

Level: Duskblade 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One willing prone creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With a swift upward gesture of your arms and a single clarion command ("Stand!"), you enable the prone creature to safely rise to its feet.

The subject creature immediately stands, without provoking attacks of opportunity.

SUMMON GOLEM

Conjuration (Summoning)

Level: Cleric 9, sorcerer/wizard 9

Components: V, S, F

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned golem

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

You wave your hand over a lump of flesh, clay, stone, or iron while chanting a lengthy incantation.

Moments later, a golem of similar substance appears in a flash of light to serve you.

You summon a flesh, clay, stone, or iron golem.

The golem begins acting at the start of your next turn and follows your simple commands.

The golem disappears when it is destroyed or when the spell's duration expires.

Focus: A small lump of preserved flesh, dried clay, unworked stone, or iron ore.

TOXIC WEAPON

Conjuration (Creation)

Level: Duskblade 4, sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Piercing or slashing weapon touched

Duration: 1 hour or until discharged

Saving Throw: Fortitude negates; see text

Spell Resistance: No

You touch the weapon, and an oily liquid appears on its surface. When you cast this spell, you coat the target weapon with poison.

The next successful melee attack with that weapon delivers the poison.

The poison deals 1d10 points of Constitution damage immediately and another 1d10 points of Constitution damage 1 minute later.

Each instance of damage can be negated by a Fortitude save (DC equal to this spell's save DC).

If the weapon has not scored a successful hit after 1 hour, the poison becomes inert and evaporates.

DIVINATION

ALTER FORTUNE

Divination

Level: Bard 3, cleric 3, druid 3, sorcerer/wizard 3

Components: V, X

Casting Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

With a single utterance, you create a momentary distortion that engulfs and confounds your foe.

You change the flow of chance, causing the subject to immediately reroll any die roll it just made.

It must abide by the second roll.

XP Cost: 200 XP.

CROWN OF CLARITY

Divination

Level: Druid 3, ranger 2, sorcerer/wizard 3

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D) or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A crown of magical energy appears upon your head.

For a moment, your vision blurs and a slight buzz fills your ears. These distractions pass, leaving you with sharpened senses.

You create an arcane crown that grants the wearer a +2 competence bonus on Listen and Spot checks.

As an immediate action, the creature wearing a crown of clarity can discharge its magic to gain a +8 bonus on a single Spot or Listen check.

The spell ends after the wearer uses the crown in this manner.

The crown occupies space on the body as a headband, hat, or helm.

If the crown is removed, the spell immediately ends.

Focus: A pewter hoop 6 inches in diameter.

HUNTER'S EYE

Divination

Level: Ranger 2

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Your vision blurs for a moment.

When it clears, you can see through your enemies' skin to spot their arteries, organs, and other vulnerable points.

Your slice into a foe with uncanny precision, allowing you to strike a foe's vulnerable points and deal extra damage.

This spell grants you the sneak attack ability.

You deal an extra 1d6 points of damage per three caster levels.

If you already have the sneak attack ability, this damage stacks with it.

INSIGHT OF GOOD FORTUNE

Divination

Level: Bard 2, cleric 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 minute/level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You toss a small golden die.

It rolls toward the creature you choose, then disappears in a tiny golden flash of light.

The subject of the spell becomes unusually lucky.

Once during the spell's duration, when he makes an attack roll, skill check, saving throw, or ability check, he rolls twice and takes the better result.

He must choose to use this ability before the check is attempted, and the spell expires once the second die is rolled.

Material Component: A gold die (worth 20 gp).

LINKED PERCEPTION

Divination

Level: Druid 2, ranger 1

Components: V, DF

Casting Time: 1 standard action

Range: 20 ft.

Area: 20-ft.-radius emanation centered on you

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Your senses are muddled for a moment, but when they clear, your sight and hearing are improved.

This spell imparts to all allies in its area a shared awareness of their surroundings.

Each ally in the area (including yourself) gains a +2 bonus on Spot and Listen checks per each ally in the area.

For example, if you and three allies are in the area, each of you gains a +6 bonus.

MASTER'S TOUCH

Divination

Level: Bard 2, cleric 2, sorcerer/wizard 2

Components: V

Casting Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With a mere utterance, you grant the creature special insight into how best to complete a task at hand.

You cast this spell immediately before the target makes a skill check.

The subject envisions how a master might accomplish the same task, gaining a +4 insight bonus on its skill check.

Master's touch has no effect on skill checks that represent effort over more than 1 round of time (Craft checks, for example).

SURE STRIKE

Divination

Level: Duskblade 2, sorcerer/wizard 2

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round or until discharged

You gain a fleeting glimpse into the future, enough to guide your impending attack.

You cast this spell immediately before you make an attack roll.

You can see into the future for that attack, granting you a +1 insight bonus per three caster levels on your next attack roll.

VISIONS OF THE FUTURE

Divination

Level: Cleric 8

Components: V, S

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: 1 hour/level or until discharged

You view events slightly before they happen, gaining time to react to them.

You gain a +2 sacred bonus on all saving throws and +2 dodge bonus to Armor Class.

Once during the spell's duration, as an immediate action, you can choose to discharge the spell to gain a greater bonus.

When you discharge the spell in this manner, you gain a sacred bonus on all saving throws and a dodge bonus to your Armor Class equal to 1/2 your caster level (maximum +25).

This bonus lasts until the beginning of your next turn.

DUAL-SCHOOL

DOOM SCARABS

Conjuration/Necromancy

Level: Duskblade 3, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: See text

A swarm of scarabs surges from your outstretched hand.

These insects rip and bite at all living creatures in the area, then return to you with life essence stolen from their victims.

This spell has two effects.

It deals 1d6 points of damage per two caster levels (maximum 10d6) to all creatures in the area.

Spell resistance does not apply to this damage.

However, spell resistance does apply to the spell's secondary effect.

If you overcome a creature's spell resistance, you gain 1d4 temporary hit points as the scarabs feast on the creature's arcane energy and bleed it back into you.

You gain these temporary hit points for each creature whose spell resistance you overcome.

You never gain temporary hit points from creatures that do not have spell resistance.

The temporary hit points gained from this spell last for up to 1 hour.

KELGORE'S FIRE BOLT

Conjuration/Evocation [Fire]

Level: Duskblade 1, sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: See text

You conjure a shard of red-hot rock and hurl it toward an opponent.

As it streaks through the air, a nimbus of arcane energy crackles around it.

This spell conjures a small orb of rock and sheathes it in arcane energy.

This spell deals 1d6 points of fire damage per caster level (maximum 5d6).

If you fail to overcome the target's spell resistance, the spell still deals 1d6 points of fire damage from the heat and force of the conjured orb's impact.

Material Component: A handful of ashes.

SLASHING DISPEL

Abjuration/Evocation

Level: Duskblade 5, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target or Area: One creature or 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You rip away the spell energy infused within a creature, turning it into a harmful burst of energy that burns into the creature before dissipating.

This spell functions like *dispel magic* (PH 223), except as noted here.

Any creature that has a spell effect removed from it takes 2 points of damage per level of the dispelled effect.

If a creature loses the effects of multiple spells, it takes damage for each one.

ENCHANTMENT

BLACK KARMA CURSE

Enchantment (Compulsion) [Mind-Affecting]

Level: Cleric 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

With a word and a gesture, you compel the bewildered creature to attack itself.

If the target creature's saving throw fails, it immediately takes damage as if it had hit itself with its currently wielded weapon (or natural weapon).

If the creature has more than one eligible attack form, it uses the one that deals the most damage.

HESITATE

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 3, beguiler 3, cleric 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round/level (D); see text

Saving Throw: Will negates; see text

Spell Resistance: Yes

In the eyes of your enemy, you seem large, powerful, and indomitable.

You fill a subject with doubts and misgivings, making it believe it is inferior to you.

On a failed save, the subject can take no action other than a move action on its current turn.

Hesitate confers no special bonuses for attackers attempting to hit the subject; the subject still defends itself.

If you attack the affected creature, the spell ends immediately.

Each round, as a swift action at the start of its turn, the subject can attempt a new saving throw to end the effect.

If the save succeeds, the subject can then act normally.

You can cast this spell even when it's not your turn; however, you must cast it at the start of your opponent's turn to gain the benefit.

INCITE RIOT

Enchantment [Mind-Affecting]

Level: Bard 5, beguiler 5, sorcerer/wizard 5

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which are more than 30 ft. apart

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

You sow discord among your enemies, spurring them to physical violence.

Each creature that fails its saving throw attacks the nearest creature on its next turn, whether friend or foe.

An affected creature attacks with whatever weapon is in hand, or with natural weapons.

An unarmed creature attacks with an unarmed strike.

An affected creature not already adjacent to another creature will move or (if possible) charge the nearest creature; if the nearest creature is not within range of a charge, the subject moves toward the nearest creature along the most efficient route.

INEVITABLE DEFEAT

Enchantment (Compulsion) [Mind-Affecting]

Level: Beguiler 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: 1 round/level

Saving Throw: None and Will negates; see text

Spell Resistance: Yes

You touch the creature with your hand, and it teeters on the edge of unconsciousness.

You draw a cloud over the subject's mind, dealing 3d6 points of nonlethal damage.

No saving throw is allowed against this effect.

Each round on its turn, the subject must succeed on a Will save or take another 3d6 points of nonlethal damage.

If the saving throw is successful, the damage for that round is negated and the spell ends.

OVERWHELM

Enchantment (Compulsion) [Mind-Affecting]

Level: Beguiler 6, sorcerer/wizard 6

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You grip the creature's head, and a surge of magical energy overwhelms its senses.

With a touch, you deal nonlethal damage to the subject equal to the creature's current hit point total.

ROUSE

Enchantment (Compulsion) [Mind-Affecting]

Level: Beguiler 1, duskblade 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 10-ft.-radius burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

With a loud snap of your fingers, you cause any sleeping creatures in the spell's area to awaken.

This spell has no effect on creatures that are unconscious due to being reduced to negative hit points, or that have taken nonlethal damage in excess of their current hit points.

STAY THE HAND

Enchantment (Charm) [Mind-Affecting]

Level: Bard 1, beguiler 2, cleric 2, sorcerer/wizard 2

Components: V

Casting Time: 1 immediate action

Range: Medium (100 ft. + 10 ft./level)

Target: One humanoid

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Your words invoke compassion and mercy in the merciless.

If the target creature fails its save against *stay the hand*, it refrains from attacking you or targeting you with spells for the remainder of the current round.

You can cast this spell during an opponent's turn after the opponent announces its intention to attack you or target you with a spell.

If the opponent becomes subject to this spell, it can choose a new target to attack, but it takes a -4 circumstance penalty on its attack roll due to the sudden change of intentions at the last second.

Likewise, the subject of this spell can redirect a spell that had been targeted on you, but it must succeed on a Concentration check (DC 15 + the spell's level) or the spell is wasted.

WHELM

Enchantment (Compulsion) [Mind-Affecting]

Level: Beguiler 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You thrust one arm forward toward your foe, palm open and fingers splayed.

The creature reels as an invisible surge of power invades its mind.

You launch a magical assault that wears at the target's mind, dealing 1d6 points of nonlethal damage if it fails its saving throw.

For every two caster levels beyond 1st, you deal an extra 1d6 points of nonlethal damage to the subject, to a maximum of 5d6 at 9th level.

WHELM, MASS

Enchantment (Compulsion) [Mind-Affecting]

Level: Beguiler 4, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One living creature/level

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

With a sweep of your arm, creatures reel as an invisible surge of magical power invades their minds.

This spell functions like *whelm*, except that it affects multiple targets and it deals 1d6 points of nonlethal damage per caster level to each subject, to a maximum of 10d6 at 10th level.

WHELMING BLAST

Enchantment (Compulsion) [Mind-Affecting]

Level: Beguiler 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You stretch your arms before you, spread your hands wide, and unleash an invisible cone of magical power that assails the minds of the creatures within it.

You assail the mental faculties of creatures in the area, dealing 1d6 points of nonlethal damage per two caster levels (maximum 5d6 at 10th level) to each creature that fails its save.

EVOCATION

BIGBY'S DISRUPTING HAND

Evocation [Force]

Level: Sorcerer/wizard 3

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: One hand of force

Duration: 1 minute (D)

Saving Throw: None

Spell Resistance: Yes

A small, spectral human hand springs into existence before your target.

It hovers in the air, ready to deliver a backhanded blow.

Like Bigby's *interposing hand*, this spell creates a magical construct in the form of a human hand.

The hand targets a single opponent of your choice within range.

You choose this opponent as you cast the spell.

You can target a different opponent with this spell by taking a move action to do so.
When the subject of *Bigby's disrupting hand* attempts to cast a spell, the hand punches him.
This attack causes no damage, but it forces the subject to make a Concentration check with a DC equal to this spell's save DC.
If the subject fails the check, the hand's blow ruins his casting attempt.
The hand is about 1 foot long.
It has hit points equal to half your full normal hit points, and its AC is 20 (+4 size, +6 natural).
It makes saving throws using your total save bonuses and takes damage from spells and attacks as normal.
Focus: A soft glove.

BIGBY'S HELPFUL HAND

Evocation [Force]
Level: Sorcerer/wizard 1
Components: V, S, F
Casting Time: 1 standard action
Range: 0 ft.
Effect: One hand of force
Duration: 1 hour/level (D)
Saving Throw: None
Spell Resistance: No
A magical construct in the shape of a hand appears next to you. Its fingers open toward you, waiting for you to hand it an item. This spell creates a hand of magical force that holds items for you, helps you complete long, involved tasks, and otherwise aids you.
The spell grants you a +2 competence bonus on Craft, Disable Device, and Open Lock checks for the duration of the spell.
It can hold a single object weighing up to 20 pounds.
You can grasp the object that the hand carries or place an object in its grasp as a swift action.
The hand remains in your square at all times.
It matches your speed, and you can bring the hand and the object along with you if you use *dimension door*, *teleport*, and similar spells.
You cannot order the hand to move away from you.
If you are separated from the hand, the spell immediately ends.
The hand is about 1 foot long.
It has hit points equal to half your full normal hit points, and its AC is 20 (+4 size, +6 natural).
It makes saving throws using your total save bonuses and takes damage from spells and attacks as normal.
Focus: A soft glove.

BIGBY'S STRIKING FIST

Evocation [Force]
Level: Duskblade 2, sorcerer/wizard 2
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex partial
Spell Resistance: Yes

A large glowing fist, the size of a human torso, appears in front of the creature and slams into it with great force.
The attack bonus of this striking fist equals your caster level + your key ability modifier + 2 for the hand's Strength score (14).
The fist deals 1d6 points of nonlethal damage per two caster levels (maximum 5d6) and attempts a bull rush (PH 154).
The fist has a bonus of +4 plus +1 per two caster levels on the bull rush attempt, and if successful it knocks the subject back in a direction of your choice.
This movement does not provoke attacks of opportunity.
A subject that succeeds on its Reflex save takes half damage and is not subject to the bull rush attempt.
Material Components: Three glass beads.

BIGBY'S TRIPPING HAND

Evocation [Force]
Level: Duskblade 1, sorcerer/wizard 1
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex negates
Spell Resistance: Yes
A large glowing hand, the size of a human torso, appears in front of the creature and sweeps at its legs.
The large hand sweeps at the target creature's legs in a tripping maneuver (PH 158).
This trip attempt does not provoke attacks of opportunity.
Its attack bonus equals your caster level + your key ability modifier + 2 for the hand's Strength score (14).
The hand has a bonus of +1 on the trip attempt for every three caster levels, to a maximum of +5 at 15th level.
Material Components: Three glass beads.

BIGBY'S WARDING HAND

Evocation [Force]
Level: Sorcerer/wizard 2
Components: V, S, F
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: One hand of force
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: Yes
A spectral human hand springs into existence. It pushes into the target, forcing him back as he attempts to move.
This spell creates a hand of pure force that hinders the subject's ability to move.
You designate a target when casting this spell.
You can change the spell's target by taking a move action to do so.
This spell has no effect on Huge or larger creatures.
If the target of the spell attempts to move, it must make a Strength check (DC 12 + your key ability modifier).
If this check fails, the creature moves at half speed.
The target must make a new check each round to overcome the hand's hindering force.
The hand is about 1 foot long.
It has hit points equal to half your full normal hit points, and its AC is 20 (+4 size, +6 natural).

It makes saving throws using your total save bonuses and takes damage from spells and attacks as normal.
Focus: A soft glove.

BLEAKNESS

Evocation [Darkness, Evil]

Level: Cleric 4, sorcerer/wizard 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius emanation centered on a point in space

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

A pulsing darkness bleeds from your body.

You conjure up a cloud of inky darkness laced with life-sucking energy from the Negative Energy Plane.

Living creatures in the area take 1d6 points of damage each round, starting in the round when they enter the area and at the beginning of their turns each round they remain in the area.

The damage can be prevented by any effect that protects against negative energy, such as *death ward*.

In addition, undead gain turn resistance +4 and fast healing 3 for as long as they remain in the area of the spell.

Bleakness counters or dispels any light spell of equal or lower level.

BLESSING OF THE RIGHTEOUS

Evocation [Good]

Level: Cleric 4, paladin 4

Components: V, S, DF

Casting Time: 1 standard action

Range: 40 ft.

Area: All allies in a 40-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A sudden burst of warm, radiant light engulfs you and your allies.

The light fades quickly but lingers on the weapons of those affected.

You bless yourself and your allies.

You and your allies' melee and ranged attacks deal an extra 1d6 points of holy damage and are considered good-aligned for the purpose of overcoming damage reduction.

CHANNELED PYROBURST

Evocation [Fire]

Level: Duskblade 4, sorcerer/wizard 4

Components: V, S

Casting Time: See text

Range: Medium (100 ft. + 10 ft./level)

Area: See text

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A sphere of fiery energy comes into being before you.

You channel energy into it, causing it to bubble and seethe with power.

When you have poured enough energy into the sphere, you send it flying into your foes.

This spell creates a bolt of fiery energy that blasts your enemies.

The spell's strength depends on the amount of time you spend channeling energy into it.

If you cast this spell as a swift action, it deals 1d4 points of fire damage per two caster levels (maximum 10d4) against a single target of your choice.

If you cast this spell as a standard action, it deals 1d6 points of fire damage per caster level (maximum 10d6) to all creatures in a 10-foot-radius spread.

If you cast this spell as a full-round action, it deals 1d8 points of fire damage per caster level (maximum 10d8) to all creatures in a 15-foot-radius spread.

If you spend 2 rounds casting this spell, it deals 1d10 points of fire damage per caster level (maximum 10d10) to all creatures in a 20-foot-radius spread.

You do not need to declare ahead of time how long you want to spend casting the spell.

When you begin casting this spell, you decide that you are finished casting after the appropriate time has passed.

CROWN OF SMITING

Evocation

Level: Cleric 3, paladin 2

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D) or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A crown of divine energy appears upon the target's brow.

The holy symbol of the caster's faith is set at the front of the crown.

You create a magic crown infused with divine energy harmful to enemies of your faith.

Choose a single alignment (chaotic, evil, good, or lawful) when you cast this spell.

Once per minute, the crown's wearer gains a +2 divine bonus on damage rolls on his next melee or ranged attack if his target has the designated alignment.

The crown's wearer must decide to use this extra damage before making his attack.

If he misses, the extra damage is lost.

As an immediate action, the creature wearing a *crown of smiting* can discharge its magic to gain a +8 divine bonus on damage on a single attack.

The spell ends after the wearer uses the crown in this manner.

The crown occupies space on the body as a headband, hat, or helm.

If the crown is removed, the spell immediately ends.

Focus: A silver hoop 6 inches in diameter costing 25 gp.

CRUSHING GRIP

Evocation

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 3 rounds

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

You conjure a band of energy that slowly squeezes your opponent. As the band tightens, it restricts his movement and eventually holds him in place, rigid with paralysis.

This spell has one effect on an opponent when you begin casting it.

At the beginning of your next turn, when you finish casting the spell, it has a second effect.

When you start casting this spell, your target takes a –2 penalty on attacks, checks, saves, and AC.

He also takes a 20-foot penalty to speed.

This effect does not allow a saving throw, but spell resistance applies.

If you fail to overcome the target's spell resistance, you immediately stop casting the spell, and the secondary effect does not take place.

When you complete the casting of this spell, your target must make a Fortitude saving throw or be paralyzed.

Even if the target makes this saving throw, this spell's initial effect continues to affect him for the spell's duration.

This spell's duration begins after you have completed casting it.

DETONATE

Evocation [Death, Fire]

Level: Sorcerer/wizard 9

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

The creature you point at explodes in a massive spray of fire.

If the target fails its saving throw, this spell slays the creature, and the explosion extends out to a 20-foot-radius burst around it.

Creatures in this area take 1d6 points of fire damage per caster level (maximum 20d6), though they can attempt Reflex saves for half damage.

The exploded creature's remains are scattered and vaporized, leaving nothing but dry ash.

If the target succeeds on its saving throw, it is wracked by a series of small explosions and takes 7d6 points of fire damage.

If this damage kills the creature, it explodes as described above.

Detonate has no effect on creatures that have immunity to fire.

Material Component: A tindertwig and a piece of string.

DIVINE RETALIATION

Evocation [Force]

Level: Cleric 3, paladin 4

Components: V, S, DF

Casting Time: 1 swift action

Range: 0 ft.

Effect: Magic weapon of force

Duration: 1 round

Saving Throw: None

Spell Resistance: No

A spectral weapon composed of pure force energy springs into existence next to you.

Each time a foe strikes you, the weapon springs into action, chopping into your foe and dealing a grievous wound.

This spell creates a divine weapon that mimics your deity's favored weapon.

Any time you are struck for damage by a melee attack, this weapon strikes at your foe.

It has a base attack bonus equal to your caster level + your Str modifier or Wis modifier (your choice).

It deals damage as per your deity's favored weapon, and is of a size equal to your current size.

The weapon gains a bonus on damage rolls equal to 1-1/2 times your Str modifier or Wis modifier (your choice).

There is no limit to the number of attacks that this weapon can make.

If a hydra bites at and hits you six times, this weapon in turn strikes at the hydra six times.

The weapon has reach or range appropriate to its type.

It shares a space with you.

If you are Large or larger, it counts as occupying each square of the space you fill.

DRIFTS OF THE SHALM

Evocation

Level: Druid 2

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: One 5-ft. square/level (S)

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You call upon the power of Obad-Hai and conjure forth a great drift of snow, leaves, or smoldering ash.

Druids of Obad-Hai routinely evoke the drifts of their lord to delay their enemies, to buy themselves time in the face of a sudden threat, and simply to decorate their groves.

You create drifts of snow, leaves, or ash 3 feet thick.

It costs 2 squares of movement to enter a drift-covered square.

Additional effects apply based on the type of drift.

A snow drift ripples with freezing energy.

Anyone moving through or located in a snow drift takes 3 points of cold damage each round.

If any part of a leaf drift comes in contact with fire (anything from a torch to a fireball will do), the whole drift instantly ignites.

The heat from the burning leaves deals 2d6 points of fire damage to anyone in the inferno.

An ash drift smolders with dying embers.

Anyone moving through or located in an ash drift takes 3 points of fire damage each round.

ELECTRIC VENGEANCE

Evocation [Electricity]

Level: Sorcerer/wizard 2

Components: V, S

Casting Time: 1 immediate action

Range: 5 ft.

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

As the creature strikes you, an arc of lightning springs from your body and blasts the creature in return.

You can cast this spell only when another creature has just dealt hit point damage to you with a melee attack.

When you cast *electric vengeance*, a blast of lightning arcs from your body into the subject's; the arc deals 2d8 points of electricity damage +1 point per caster level (maximum +10).

ELECTRIC VENGEANCE, GREATER

Evocation [Electricity]

Level: Sorcerer/wizard 5

Saving Throw: Fortitude partial

This spell functions like *electric vengeance*, except as noted here.

This spell deals 5d8 points of damage +1 per caster level (maximum +15), and the target of the spell must succeed on a Fortitude save or be dazed until the end of your next turn.

PRISMATIC MIST

Evocation

Level: Sorcerer/wizard 3

Components: V

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 30-ft.-radius spread

Duration: 1 minute/level

Saving Throw: See text

Spell Resistance: No

You call forth a thin, multihued mist that fills the area.

Small incandescent lights, no brighter than candles, drift lazily throughout the mist.

The mist is too thin to obscure vision or provide concealment, but walking through it is hazardous.

Each round, a creature that begins its turn in the area of the spell, or that enters the mist during its turn, is subject to one or more of the following effects based on the (randomly determined) color of the mist in the area around the creature.

Consult the table below to determine the color of the mist and its effect.

d8	Color	Effect
1	Red	1d4 points fire damage
2	Orange	1d6 points acid damage
3	Yellow	1d8 points electricity damage
4	Green	Poison; 1d4 points Str damage (Fort negates)
5	Blue	Slowed for 1 round (Will negates)
6	Indigo	Lesser confusion for 1 round (Will negates, mind-affecting)
7	Violet	Dazed for 1 round (Will negates)
8	At the junction of two colors; roll twice more, ignoring any "8" results	

RADIANCE

Evocation [Good, Light]

Level: Cleric 5, druid 5, sorcerer/wizard 5

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: 60-ft.-radius emanation centered on you

Duration: 1 round/level (D); see text

Saving Throw: None

Spell Resistance: No

A bright, scintillating light shines from your body.

For the duration of this spell, you emanate a bright light that undead find uncomfortable.

The illumination within the area is bright, the equivalent of a *daylight* spell.

Undead in the area are dazzled for as long as they remain in the radius and for 1d6 rounds thereafter.

Radiance counters or dispels any darkness spell of equal or lower level.

RAY OF THE PYTHON

Evocation

Level: Bard 2, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 minute

Saving Throw: Reflex negates; see below

Spell Resistance: Yes

A ray of pulsing yellow light springs from your hand.

It strikes your target and wraps around him like a snake, hampering his ability to move and attack.

This spell creates a ropey strand of arcane energy that restricts a creature's movements. A creature struck by this ray can only make one attack per round and cannot make attacks of opportunity. In addition, the creature's speed is reduced by 10 feet. After the spell has been in effect for 1 round, at the start of its turn in each round thereafter, the subject is allowed a Reflex save to resist the spell's effects. If the save succeeds, the creature ignores the spell's effects for that round. It must make a new save each round, regardless of the result of a previous save.

RIGHTEOUS BURST

Evocation [Good]

Level: Cleric 7

Components: V, S, M, DF

Casting Time: 1 standard action

Range: 30 ft.

Area: 30-ft.-radius burst centered on you

Duration: Instantaneous

Saving Throw: None or Will half; see text

Spell Resistance: Yes

Holy light blasts from your upraised fist.

This spell heals every ally in the area of 1d8 points of damage +1 per caster level (maximum +35).

Every enemy in the area takes 1d8 points of damage +1 per caster level (maximum +35).

Enemies are allowed Will saves to halve the damage.

Material Component: A handful of silver dust (worth 15 gp).

SEEKING RAY

Evocation

Level: Duskblade 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: Instantaneous; see text

Saving Throw: None

Spell Resistance: Yes

A ray of electricity springs from your hand.

It snakes around obstacles, cover, and other impediments on its way toward your target.

You create a ray that deals 4d6 points of electricity damage if it strikes your target.

While this ray requires a ranged touch attack to strike an opponent, it ignores concealment and cover (but not total concealment or total cover), and it does not take the standard penalty for firing into melee.

In addition to the damage it deals, the ray creates a link of energy between you and the subject.

If this ray struck the target and dealt damage, you gain a +4 bonus on attacks you make with ray spells (including another casting of this one, if desired) against the subject for 1 round per caster level.

If you cast *seeking ray* a second time on a creature that is still linked to you from a previous casting, the duration of the new link overlaps (does not stack with) the remaining duration of the previous one.

SONIC SHIELD

Evocation

Level: Bard 3, duskblade 5, sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

The air around you shifts and shimmers as a field of pure sonic energy forms before you.

This shield repels all attacks with a blast of energy that sends the attacker stumbling backward.

This spell grants you a +4 deflection bonus to AC.

In addition, anyone who successfully hits you with a melee attack takes 1d8 points of sonic damage and must make a Fortitude saving throw or be knocked 5 feet away from you into an unoccupied space of your choice.

If no space of sufficient size is available for it to enter, it instead takes an extra 1d8 points of sonic damage.

THUNDER FIELD

Evocation

Level: Bard 4, druid 6, sorcerer/wizard 6

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius spread

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: Yes

The air around you crackles with the distant boom of thunder.

A dome of translucent golden energy surrounds the spell's area.

The dome shakes and rattles, while the muffled sounds of explosive blasts echoes from it.

Any creature within the dome is knocked into the air by the powerful, ear-splitting blasts.

This spell creates an area of turbulent, sonic energy.

For the duration of the spell, any creature that starts its turn in the spell's area must make a Fortitude save or take 1d8 points of sonic damage.

In addition, affected creatures must make a Reflex save or be knocked prone.

If a creature is already prone, failing this save has no effect on it.

WRACK EARTH

Evocation [Earth]

Level: Druid 7

Components: V, S, DF

Casting Time: 1 standard action

Range: 30 ft.

Area: 30-ft. line

Duration: Instantaneous

Saving Throw: Reflex half; see text

Spell Resistance: No

You stomp your foot, causing a shockwave to shoot out from you.

When you cast this spell, earth and stone blast upward along a 30-foot line, smashing creatures and knocking them out of the way.

This spell deals 1d6 points of bludgeoning damage per caster level (maximum 15d6) to every creature it contacts

and creates a 5-foot-wide mound of stone and rubble along the path of the line.
Creatures within the area that fail their Reflex saves are moved to a random side of the rubble.
The rubble created is difficult terrain that requires 2 squares of movement to enter.
Creatures that succeed on their saving throws take half damage and are not moved by the mound of rubble.

ILLUSION

BLINDING COLOR SURGE

Illusion (Glamer)

Level: Beguiler 2, sorcerer/wizard 2

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: You and one creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You point at the target of this spell.

The colors of your clothing, skin, and hair shine for a brief moment before they surge away from you, forming a multicolored ray that strikes your target.

You disappear as the colors of your body and items leap from you into the beam.

The target clutches his eyes and staggers.

You strip the color from your body and gear, turn it into a lance of energy, and hurl it at a target.

When you cast this spell, you target a creature with the colors stripped from your form.

The target must make a Will save or be blinded for 1 round.

You also gain the benefit of invisibility, for the duration of this spell, even if the target creature succeeds on its save or if its spell resistance protects it.

Focus: A small prism.

CROWN OF VEILS

Illusion (Figment)

Level: Bard 2, beguiler 3, sorcerer/wizard 3

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D) or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A shimmering halo of energy surrounds the target's head like a crown.

It flashes a spectrum of colors before fading away.

This spell creates a magic crown infused with illusion magic.

The spell's recipient gains a +2 competence bonus on Disguise and Hide checks.

As an immediate action, the creature wearing the crown of veils can discharge its magic to gain a +8 competence bonus on a single Disguise or Hide check.

The spell ends after the wearer uses the crown in this manner.

The crown occupies space on the body as a headband, hat, or helm.

If the crown is removed, the spell immediately ends.

Focus: A brass hoop 6 inches in diameter.

FRIEND TO FOE

Illusion (Phantasm) [Mind-Affecting]

Level: Bard 5, beguiler 5, sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: One living creature/level, none of which are more than 30 ft. apart

Duration: 1 round/level (D); see text

Saving Throw: Will negates

Spell Resistance: Yes

Your enemies transform into what they each hate the most, suddenly turning against each other.

You overlay phantasmal images over your enemies, making them appear to each other as loathsome and despicable, implanting an urge to kill and destroy the object of their ire.

Orcs might see each other as elves or dwarves, demons might see angels, and so on.

All subjects receive a Will save to see through the phantasm.

Each individual failing its save turns on the closest ally and attacks until the first time it deals damage, which causes the spell to end for that attacker.

Material Component: A swatch of white silk.

LEGION OF SENTINELS

Illusion (Shadow)

Level: Beguiler 3, sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 10-ft.-radius emanation centered on a point in space

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

A phalanx of spectral swordfighters appears.

Their blades are drawn, and they stand ready to strike.

A ghostly, incorporeal swordfighter appears in each square covered by this spell's area.

A swordfighter can share a space with another creature or object.

Each swordfighter threatens the squares adjacent to it and can make one attack of opportunity per round.

The swordfighters do not hinder movement, block terrain, or block line of effect.

They can flank an opponent with each other and with your allies.

Each swordfighter has hit points equal to twice your caster level and an Armor Class of 25.

It makes saving throws or checks with a bonus equal to your caster level.

Material Component: A pewter swordfighter miniature figure.

MIRROR IMAGE, GREATER

Illusion (Figment)

Level: Bard 4, beguiler 4, sorcerer/wizard 4

Components: V, S

Casting Time: 1 immediate action

Range: Personal; see text for *mirror image* (PH 254)

Target: You

Duration: 1 minute/level (D)

Several illusory duplicates of you pop into being.

This spell functions like *mirror image*, except that an additional image is created in each round after the first, up to a maximum of eight concurrent images.

If all images are destroyed, the spell ends.

This spell also differs from *mirror image* in that you can cast this spell even when it's not your turn.

PHANTOM BATTLE

Illusion (Figment)

Level: Bard 3, beguiler 4, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius spread

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You create an illusory horde of snarling ogres, fierce orcs, and proud knights in armor, all locked in battle.

Creatures in the area move cautiously as they are caught up in the phantom melee.

This spell creates the illusion of a fierce battle.

Your enemies move cautiously and pass up the opportunity to strike their foes, since the roar and confusion of the battle distracts them.

All creatures within the area of the spell that fail their saving throws cannot make attacks of opportunity.

In addition, all creatures within the area are considered flanked.

A creature ignores these effects when it leaves the spell's area.

If a creature reenters the spell's area after leaving it, the creature can attempt another save to resist the spell if its initial save failed.

A creature that enters the area for the first time after the spell is cast must also make a saving throw to resist the effect.

A *phantom battle* spell produces noise appropriate to a mob of creatures locked in battle.

Anyone in the battle can plainly see that the conjured fighters are no threat, since they strike solely at other phantom warriors, but the din, tumult, and confusion make it difficult to focus on the true foes at hand.

A creature that succeeds on its save can still see the spectral outline of the illusion, but is able to block out the distraction and fight as normal.

When you cast this spell, you can choose for it not to affect a number of allies you designate less than or equal to your caster level.

VERTIGO FIELD

Illusion (Pattern)

Level: Beguiler 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius spread

Duration: 1 round/level

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

You create a field of swirling patterns of color, light, and motion.

Creatures in the area stagger as the barrage of sensations overloads their senses and leaves them overcome with vertigo.

This spell creates a field of illusory magic that hampers the movement and senses of any creature that enters it.

The area within the field counts as difficult terrain.

Attacks made through or from inside the field have a 20% miss chance.

A creature that begins its turn inside the field must make a Fortitude save or become nauseated for 1 round.

Once a creature fails this save, it does not need to make another save against this effect.

When you cast this spell, you can choose for this nauseating effect not to apply to a number of allies you designate less than or equal to your caster level.

Those allies still treat the *vertigo field* as difficult terrain and have the 20% miss chance on attacks.

VERTIGO

Illusion (Phantasm) [Fear, Mind-Affecting]

Level: Bard 2, beguiler 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round/level (D)

Saving Throw: Will disbelief

Spell Resistance: No

You cripple a target with sensations of falling.

The subject of this spell becomes dizzy as the ground seems to drop away beneath its feet.

The subject must succeed on a DC 10 Balance check at the start of each turn to take a move action.

If it fails, it cannot move.

If it fails the check by 5 or more, it falls prone.

While affected, the subject also takes a -2 penalty on attack rolls and saving throws.

Airborne creatures receive a +4 bonus on saves against this spell and do not need to make the Balance checks.

NECROMANCY

BLADE OF BLOOD

Necromancy

Level: Assassin 1, blackguard 1, cleric 1, duskblade 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 swift action

Range: Touch

Target: Weapon touched

Duration: 1 round/level or until discharged

Saving Throw: None

Spell Resistance: No

Red blood erupts along the weapon's blade, bludgeon, or point. The blood drips to spatter in thick, viscous drops upon the ground. This spell infuses the weapon touched with baleful energy. The next time this weapon strikes a living creature, blade of blood discharges.

The spell deals an extra 1d6 points of damage against the target of the attack.

You can voluntarily take 5 hit points of damage to empower the weapon to deal an extra 2d6 points of damage (for a total of 3d6 points of extra damage).

The weapon loses this property if its wielder drops it or otherwise loses contact with it.

CROWN OF THE GRAVE

Necromancy

Level: Cleric 3, sorcerer/wizard 3

Components: V, S, M, F

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D) or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A ring of ghostly fog surrounds the target's head.

With a swirl, the fog dissipates, leaving behind a crown made of human bones.

This spell creates a magic crown that grants its wearer the power to command undead.

Once per minute, the crown's wearer can issue a one-word order to an undead creature, as per the *command* spell.

The undead creature must make a Will save to resist this effect.

Even though *command* is normally a mind-affecting spell, the crown channels holy or unholy energy (depending on your alignment; neutral casters choose one or the other) to compel obedience.

In addition, a cleric who wears the crown can expend a use of his turn or rebuke undead ability to increase this ability's save DC by 4.

As an immediate action, the creature wearing a *crown of the grave* can discharge its magic to gain a +4 bonus on a single turn or rebuke undead attempt.

The spell ends after the wearer uses the crown in this manner.

The crown occupies space on the body as a headband, hat, or helm.

If the crown is removed, the spell immediately ends.

Material Component: A pinch of grave dirt.

Focus: A wooden hoop 6 inches in diameter.

MARK OF DOOM

Necromancy

Level: Cleric 3, paladin 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

With a mighty invocation to your deity, you mark a creature as a target of your holy judgment.

The ground shakes, the air grows still, and all wild animals in the air become suddenly quiet and fearful as your deity passes judgment upon the target.

This spell marks an opponent as an enemy of your faith, one who must pay for his transgressions.

As long as the subject insists on fighting, it suffers divine punishment from your deity.

The subject of this spell takes 1d6 points of damage each time it casts a spell that causes damage or disables a creature, makes a melee or ranged attack, or uses spell-like or supernatural abilities to harm other creatures.

The subject of this spell must have an alignment that opposes yours on at least one axis—evil if you are good, lawful if you are chaotic, and so on.

For example, a chaotic good cleric can place a *mark of doom* upon a lawful good, lawful evil, or neutral evil opponent.

A neutral caster can use this spell against any good, evil, lawful, or chaotic foe.

MARK OF JUDGMENT

Necromancy

Level: Cleric 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: One creature/3 levels, no two of which are more than 30 ft. apart

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You call upon your deity to mark your foes as enemies of the faith. Divine energy surges through the area, and for a brief moment a holy symbol of your deity shines from the forehead of each targeted creature.

You and your allies see the *mark of judgment* on a creature and know to strike it in preference over other unmarked targets.

Whenever a creature succeeds on a melee or ranged attack against any subject of a *mark of judgment* spell, that attacker heals 2 points of damage.

The targets of this spell must have an alignment that opposes yours on at least one axis—evil if you are good, lawful if you are chaotic, and so on.

For example, a lawful good cleric can place a *mark of judgment* upon a chaotic good, chaotic neutral, lawful evil, neutral evil, or chaotic evil opponent.

A neutral caster can use this spell against any good, evil, lawful, or chaotic foe.

PLAGUE

Necromancy [Evil]

Level: Cleric 7, druid 7, sorcerer/wizard 8

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One living creature/level, no two of which are more than 30 ft. apart

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

Your skin crawls as you utter the words and complete the gestures of this spell.

Suddenly, one or more of the target creatures seem overcome by a dreadful malady.

The subjects contract a disease selected from the table below, which strikes immediately (no incubation period). The disease progresses rapidly; the subjects must attempt additional saves each round, instead of each day.

Use *plague*'s DC for all saves.

See page 292 of the *Dungeon Master's Guide* for more information on these diseases.

Disease	Damage
Blinding sickness	1d4 Str*
Cackle fever	1d6 Wis
Filth fever	1d3 Dex, 1d3 Con
Mindfire	1d4 Int
Red ache	1d6 Str
Shakes	1d8 Dex
Slimy doom	1d4 Con

*Each time a victim takes 2 or more points of Strength damage from blinding sickness, he or she must make another Fortitude save (using the *plague* spell's save DC) or be permanently blinded.

PULSE OF HATE

Necromancy [Evil]

Level: Cleric 7, sorcerer/wizard 7

Components: V, S, M/DF

Casting Time: 1 standard action

Range: 20 ft.

Area: 20-ft.-radius emanation centered on you

Duration: 1 round/level

Saving Throw: Will half

Spell Resistance: Yes

A red light pulses at your feet, sending malign waves of energy through the area that damage your enemies.

Starting in the round you cast it, *pulse of hate* deals 2d6 points of unholy damage per round, on your turn, to all enemies in the area.

Arcane Material Component: A heart-shaped locket and a pin.

TRANSMUTATION

ANIMALISTIC POWER

Transmutation

Level: Cleric 2, druid 2, duskblade 2, ranger 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A sparkling nimbus of green light appears around the creature.

As the light fades, the creature seems a shade larger and assumes a more animalistic, even feral countenance.

You imbue the subject with an aspect of the natural world.

The subject gains a +2 enhancement bonus to Strength, Dexterity, and Constitution.

Material Component: A bit of animal fur, feathers, or skin.

ANIMALISTIC POWER, MASS

Transmutation

Level: Cleric 7, druid 7, sorcerer/wizard 7

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which are more than 30 ft. apart

This spell functions like *animalistic power*, except that it affects multiple creature.

AS THE FROST

Transmutation [Cold]

Level: Druid 7, sorcerer/wizard 7

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

With a crystalline tinkling, your body transforms into a figure of ice and cold, your equipment melding into your new form.

Your skin becomes brilliant blue and transparent, with glimpses of liquid beneath.

Frost forms across your hands and arms, dripping down to form knifelike icicles.

Your breath hisses white in the bitterly cold air surrounding you.

Snow swirls about you as your presence freezes the air's moisture.

Ice crystals spread from your footprints.

Your creature type changes to outsider.

Unlike other outsiders, you can be brought back to life if you die in this form.

You gain the following qualities and abilities:

- Immunity to cold.
- Damage reduction 10/magic and piercing.
- At the beginning of your action, creatures within 15 feet of you take 2d6 points of cold damage per round.

A creature that takes damage from this effect must make a Fortitude save (DC 17 + your key ability modifier) or be slowed, as the *slow* spell, for the remaining duration of *as the frost*.

Spell resistance applies to this effect.

Material Component: A chunk of ice or crystal.

BALEFUL BLINK

Transmutation

Level: Bard 4, sorcerer/wizard 4

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: No

You cause the creature to wink in and out of existence erratically, much to its chagrin.

You curse one creature to a frustrating existence on the edge of the Ethereal Plane.

The subject shimmers between the Ethereal Plane and the Material Plane, has a 50% miss chance on any melee or ranged attacks (as if the target of the attack had total concealment), and there is a 50% chance that any spell she casts does not have an effect on the desired plane while she blinks between the planes.

Because the magic of the spell only causes the subject to blink when attacking or casting, attackers have no miss chance against her, and spells cast against her affect her normally.

Because the blinking is so rapid, she cannot attempt to blink through walls or move in the Ethereal Plane.

The subject of a *baleful blink* spell can cast spells on itself with impunity; in this case, it has no miss chance because the target of its spell (itself) travels along with the spell.

The subject can also target creatures on the Ethereal Plane, but still has a 50% chance of failure on attacks and spells.

Spells with the force descriptor are unaffected by the effect of *baleful blink*.

BURNING RAGE

Transmutation

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

As you imbue an ally with this spell, a nimbus of shimmering blue flame surrounds him.

He winces in pain as the flames scorch his flesh, but when the eldritch power flows into him, his muscles surge with might.

This spell imbues a creature with burning magical energy that enhances the subject's strength and endurance.

The searing energy also burns and injures the subject.

The subject of this spell gains a +1 bonus on attack rolls, a +2 bonus on damage rolls, and damage reduction 2/magic.

This spell's burning energy deals 4 points of fire damage to the subject at the start of each of its turns until the spell's duration expires or you dismiss the effect.

CALL OF STONE

Transmutation

Level: Druid 4, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round/2 levels

Saving Throw: Fortitude partial

Spell Resistance: Yes

A beam of sickly gray energy strikes the target of this spell.

He acquires an ashen tone to his skin.

With each passing moment, the grayish tone becomes deeper in color as the target transforms into a stone statue.

This spell slowly transforms a creature into an inanimate stone statue.

The target must make a Fortitude save each round for the duration of spell at the start of its turn or take a cumulative 10-foot penalty to speed and a -2 penalty to Dexterity.

If the target's speed drops to 0 feet, it cannot move.

If the target fails four or more saves, it permanently transforms into a statue as if affected by *flesh to stone*.

Any effect or spell that reverses *flesh to stone* also cures this condition.

CELERITY

Transmutation

Level: Bard 4, sorcerer/wizard 4

This spell works like *lesser celerity*, except that you pull even more time into the present.

When you cast this spell, you can immediately take a standard action, as if you had readied an action.

You can even interrupt another creature's turn when you cast this spell.

However, after you take the standard action granted by this spell, you are dazed until the end of your next turn.

CELERITY, GREATER

Transmutation

Level: Sorcerer/wizard 8

This spell works like *celerity*, except upon casting this spell you can immediately take a full-round action (or a standard action plus a move action, or two move actions).

After performing this action, you are dazed until the end of your next turn.

CELERITY, LESSER

Transmutation

Level: Bard 2, sorcerer/wizard 2

Components: V

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

You borrow a slice of time from the future, pulling it into the present so that you can act.

Upon casting this spell, you can immediately take a move action.

After performing this action, you are dazed until the end of your next turn.

CHASING PERFECTION

Transmutation

Level: Cleric 6, druid 6, sorcerer/wizard 6

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Energy courses through the creature touched.

Its muscles grow and become more defined, it starts to move with greater alacrity and grace, and its bearing increases.

The subject improves in all ways.

It gains a +4 enhancement bonus to each of its ability scores.

Material Component: A statuette of a celestial or fiend worth 50 gp.

CROWN OF MIGHT

Transmutation

Level: Cleric 3, duskblade 3, sorcerer/wizard 3

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D) or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A crown of plain copper appears upon the recipient's head.

The crown has a front piece fashioned to resemble a bull's head.

This spell creates a crown of magical energy that grants the spell's recipient a +2 enhancement bonus to Strength.

As an immediate action, the creature wearing a crown of might can discharge its magic to gain a +8 enhancement bonus to Strength for 1 round.

The spell ends after the wearer uses the crown in this manner.

The crown occupies space on the body as a headband, hat, or helm.

If the crown is removed, the spell immediately ends.

Focus: A copper hoop 6 inches in diameter.

CROWN OF PROTECTION

Transmutation

Level: Cleric 3, duskblade 3, sorcerer/wizard 3

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D) or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A shimmering crown of force appears upon the recipient's head.

A barely visible shield of force projects forward from it, warding off attacks aimed at its wearer.

This spell creates a crown of magical energy that grants the spell's recipient a +1 deflection bonus to AC and a +1 resistance bonus on all saves.

As an immediate action, the creature wearing a crown of protection can discharge its magic to gain a +4 deflection bonus to AC or a +4 resistance bonus on saves for 1 round.

The spell ends after the wearer uses the crown in this manner.

The crown occupies space on the body as a headband, hat, or helm.

If the crown is removed, the spell immediately ends.

Focus: An iron hoop 6 inches in diameter.

CURSE OF ARROW ATTRACTION

Transmutation

Level: Cleric 3, ranger 2, sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You surround a creature in a nimbus of emerald light that seems to draw missiles toward it.

The subject is cursed so that missile weapons veer toward him and strike with extreme force.

The subject takes a –5 penalty to Armor Class against any ranged attack, including projectile weapons, thrown weapons, and ranged touch attacks.

In addition, any critical threats on such attacks are automatically confirmed.

DANCING BLADE

Transmutation

Level: Bard 5, sorcerer/wizard 5

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

With a word and a gesture, the sword in your hand leaps to life with a swooping salute.

This spell animates a melee weapon currently in your possession, causing it to fight your foes as you direct it. Once each round as a free action, you can direct the blade to attack an adjacent foe (a weapon with reach can attack a foe 10 feet away).

The weapon's bonus on attack rolls is equal to your caster level + your key ability modifier, plus any enhancement bonus the weapon might have.

It deals damage equal to the normal damage of the weapon, plus your key ability modifier and any enhancement bonus or other bonus on damage inherent in the weapon.

The weapon attacks once per round.

Despite the spell's name, it works on any melee weapon (not just blades).

While your weapon is dancing, it cannot make attacks of opportunity, and you are not considered armed with the weapon.

It remains in your space and accompanies you everywhere, whether you move by physical or magical means.

The weapon cannot be disarmed.

Focus: The melee weapon that serves as the target of the spell.

DRAGONSHAPE

Transmutation (Polymorph)

Level: Sorcerer/wizard 9

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level (D)

You feel a fire burning deep within you.

Crimson scales quickly grow over your body, a pair of great wings sprouts from your shoulders, and your body expands in size until you stand as tall as a house!

You take on the form and abilities of a mature adult red dragon (see below for your new statistics).

You gain 150 temporary hit points, which disappear at the end of the spell's duration.

You do not gain the normal spellcasting ability of your new form.

See the description of the new polymorph subschool on page 95 for more details.

MATURE ADULT RED DRAGON

Init +0; **Senses** blindsense 60 ft., darkvision 120 ft., quadruple-strength low-light vision; **Listen** +32, **Spot** +32

Languages as normal form

AC 32, touch 8, flat-footed 32

hp as normal form (+150 temporary hp); **DR** 10/magic

Resist SR 23

Immune fire

Fort +20, **Ref** +14, **Will** +18

Weakness vulnerability to cold

Speed 40 ft., fly 150 ft. (poor); **Flyby Attack**

Melee bite +34 (2d8+11/19–20) and 2 claws +32 (2d6+5/19–20) and 2 wings +32 (1d8+5/19–20) and tail slap +32 (2d6+16/19–20)

Space 15 ft.

Reach 10 ft. (15 ft. with bite)

Base Atk +25; **Grp** +44

Atk Options Cleave, Power Attack

Special Actions breath weapon, crush

Spell-Like Abilities (CL 9th): 7/day—*locate object*

Abilities Str 33, Dex 10, Con 23, Int 18, Wis 19, Cha 18

Feats Cleave, Combat Reflexes, Flyby Attack, Improved Critical (bite, claw, tail slap, wing), Multiattack, Power Attack

Skills Appraise +32, Bluff +32, Concentration +34, Diplomacy +34, Intimidate +34, Jump +39, Knowledge (arcana) +32, Listen +32, Search +32, Spot +32

Breath Weapon (Su) 50-ft. cone, 14d10 fire, Reflex DC 30 half.

Crush (Ex) Area 15 ft. by 15 ft.; Small or smaller opponents take 2d8+16 points of bludgeoning damage, and must succeed on a DC 28 Reflex save or be pinned.

ENERGY SURGE

Transmutation [see text for *lesser energy surge*]

Level: Duskblade 3, sorcerer/wizard 3

This spell functions like *lesser energy surge*, except that the attack deals an extra 2d6 points of energy damage.

ENERGY SURGE, GREATER

Transmutation [see text for *lesser energy surge*]

Level: Sorcerer/wizard 6

This spell functions like *lesser energy surge*, except that the attack deals an extra 3d6 points of energy damage.

ENERGY SURGE, LESSER

Transmutation [see text]

Level: Sorcerer/wizard 2

Components: V

Casting Time: 1 swift action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One weapon

Duration: 1 round

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With a single utterance, you sheath the weapon in elemental energy—dripping acid, vaporous ice, crackling electricity, smoking flame, or thunderous air.

You temporarily imbue a weapon with elemental energy.

When you cast this spell, specify an energy type (acid, cold, electricity, fire, or sonic).

This spell is a spell of that type, and the target weapon is sheathed in that energy.

If the attack is successful, it deals an extra 1d6 points of damage of the specified energy type.

ETHEREALNESS, SWIFT

Transmutation

Level: Beguiler 5, cleric 5, sorcerer/wizard 5

Components: V, S

Casting Time: 1 swift action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One willing creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

With a single word and a quick wave of your hand, the creature disappears.

The subject becomes ethereal until the end of its next turn.

If, at the end of the spell's duration, the subject creature rematerializes within a solid object or in an occupied space, it is shunted off to the nearest open space and takes 1d6 points of damage per 5 feet so traveled.

EVARD'S MENACING TENTACLES

Transmutation

Level: Druid 3, sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Two black tentacles sprout from your shoulder blades and arch over your shoulders.

The tentacles have 10-foot reach and are animate.

Each round as a free action, starting on the turn when you cast the spell, you can direct each tentacle to attack one opponent within reach.

The tentacles use your base attack bonus and Strength score, and each deals bludgeoning damage equal to 1d8 points + your Str modifier.

The tentacles threaten the area within their reach, and each can make one attack of opportunity per round.

The tentacles also grant you a +4 bonus on Climb checks.

Material Component: A piece of octopus, squid, or carrion crawler tentacle.

HALT

Transmutation

Level: Bard 3, beguiler 3, duskblade 3, sorcerer/wizard 3

Components: V

Casting Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

You utter the word "Halt!" and, in that instant, the creature's feet stick to the floor.

The subject creature's feet (or whatever pass for its feet) become momentarily stuck to the floor.

The creature must stop moving, and cannot move farther in its current turn.

This spell has no effect on creatures that are not touching the ground (such as flying creatures), and the subject can still use a standard action (if it has one available in this round) to move by means of teleportation magic.

You can cast this spell even when it's not your turn; however, you must cast it before your opponent finishes its movement on its current turn to gain the benefit.

INCREASE VIRULENCE

Transmutation

Level: Assassin 2, bard 2, blackguard 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: Vial of poison or creature touched

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

Ribbons of green and black energy engulf your hand and pass into the vial or creature you touch.

You make the poison in a vial or a creature more lethal.

The DCs for all saving throws against the poison increase by 2.

Material Component: Licorice root.

LONGSTRIDER, MASS

Transmutation

Level: Druid 5, ranger 4

Components: V

Casting Time: 1 swift action

Range: 60 ft.

Area: 60-ft.-radius emanation centered on you

Duration: 1 hour/level (D)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Reality bends at your behest, speeding up your allies.

All allies in the area gain a +10-foot enhancement bonus to their speed scores.

METEORIC STRIKE

Transmutation [Fire]

Level: Cleric 5, druid 4, paladin 4

Components: V, S

Casting Time: 1 swift action

Range: 0 ft.

Target: Your melee weapon

Duration: 1 round or until discharged

Saving Throw: None or Reflex half; see text

Spell Resistance: See text

Your melee weapon bursts into orange, red, and gold flames, and shining sparks trail in its wake.

Your next successful melee attack deals extra fire damage equal to 1d6 points + 1d6 points per four caster levels.

In addition, the flames splash into all squares adjacent to the target.

Any creatures standing in these squares take half damage from the explosion, with a Reflex save allowed to halve this again.

If a creature has spell resistance, it applies to this splash effect.

You are not harmed by your own *meteoric strike*.

You can cast *meteoric strike* before you make an unarmed attack.

If you do, your unarmed attack is considered armed.

RENEWED VIGOR

Transmutation

Level: Bard 5, cleric 4, druid 4

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Effect: 30-ft.-radius burst centered on you

Duration: Instantaneous; see text

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

With a word and a gesture, you suffuse an area with a soft golden light, bestowing a second wind to creatures within.

When you cast this spell, you remove the fatigued condition from any creature in the area and cause exhausted creatures to become fatigued.

In addition, affected creatures gain a +2 bonus to Constitution for 1 round per caster level.

SHARE TALENTS

Transmutation

Level: Bard 1, cleric 2, ranger 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 round

Range: Touch

Targets: Two willing creatures touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You touch two allies, and for a moment their features change so that they seem to blend their appearances into one new creature.

When you cast this spell on two subjects, you create a mystical link between them.

For the duration of the spell, the subjects gain a +2 bonus on any skill checks they make, as long as at least one of the characters has 1 rank or more in the skill.

In addition, if either character has ranks in a skill that is not normally usable by untrained characters (such as Tumble), the other character can make untrained checks using that skill.

Material Component: A knotted rope.

STRETCH WEAPON

Transmutation

Level: Bard 2, cleric 2, duskblade 2, sorcerer/wizard 2

Components: V

Casting Time: 1 swift action

Range: 0 ft.

Target: Melee weapon wielded

Duration: One attack

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

With a single utterance, the weapon in your hand elongates without becoming awkward or weighty.

The affected weapon stretches, extending toward its target, though it can be wielded normally.

The spell adds an additional 5 feet of reach to a melee weapon for a single attack.

TROLLSHAPE

Transmutation (Polymorph)

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level (D)

Your muscles ripple, and you hear bones crackling underneath your now mottled green skin as your form reshapes to that of a horrid troll.

You take on the form and abilities of a troll (MM 247).

You gain 30 temporary hit points, which disappear at the end of the spell's duration.

See the description of the new polymorph subschool on page 95 for more details.

UNIVERSAL

MYSTIC SURGE

Universal

Level: Sorcerer/wizard 4

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You utter a phrase, and magical power begins to swell within you.

The subject of *mystic surge* is able to channel a greater amount of magical energy into the next spell it casts before this spell's duration expires.

That spell's save DC increases by 2, and its effective caster level increases by 1.

TRANSFERENCE

Universal

Level: Bard 1, Cleric 1, Druid 1, Sorcerer/wizard 1

Components: V, S, F

Casting Time: 10 minutes

Range: 10 ft.

Target: 10-ft.-radius burst centered on you

Duration: Permanent; see text

Saving Throw: Will negates (harmless)

Spell Resistance: No

Wisps of ethereal light rise off the targeted creatures, consolidate into glowing orbs, and then streak toward the spellcaster, fusing with their body.

This spell allows you to store a transfer of XP from one or more creatures (maximum five), but only for the purpose of constructing an agreed upon magic item.

The XP gained from other creatures through this spell is not counted toward attaining a new level.

Targeted creatures must agree to the focus component that will be used in creating the magic item before allowing this spell to be cast on them.

Once the spell is cast, targeted creatures control how much XP to transfer.

You cannot accept a transfer of more XP than is needed to construct the agreed upon magic item.

All the requirements for transferring XP, compensating for XP, and sharing XP costs apply to the casting of this spell.

If allowable changes are made that require more XP, you must provide that XP yourself or cast this spell again to store a transfer of more XP as needed.

If allowable changes are made that require less XP, the difference is returned to the targeted creatures in proportionate amounts (as per their original contributions). If you start making a magic item that is not allowed by even one of the targeted creatures, all the transferred XP is immediately returned to those creatures.

If you spend at least one day making the agreed upon magic item, the XP is consumed regardless of whether the magic item is completed or not.

If you start working on a new magic item after spending at least one day making the agreed upon magic item, the XP is consumed and lost (as per the normal rules for creating magic items).

Focus: The raw material of agreed upon magic item (for example, a cloak, sword, or wand).

POWER OF FAERÛN (3.5)

ILLUSION

FOOL'S GOLD

Illusion [Glamer]

Level: Bard 2, merchant prince 3, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: Metal objects of up to 10 cu. in. in volume/level

Duration: 1 hour/level

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

This spell makes metal objects, such as a bronze statue or a handful of copper coins, appear to be made of gold.

You can affect 10 cubic inches of metal—the equivalent of about 150 coins or 3 pounds—per level.

If you want to affect multiple objects, such as a chest full of coins, you only need to touch one of the objects, providing

that all of the other objects to be affected are in contact with one another.

Material Component: A powdered gem of at least 5 gp in value sprinkled over the object(s).

RACES OF DESTINY (3.5)

ABJURATION

INSIGNIA OF ALARM

Abjuration

Level: Bard 2, cleric 2, paladin 2

Components: V, S, F

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 400 ft. + 40 ft./level spread, centered on you

Target: All wearers of special insignia within range

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell alerts all wearers of a specific insignia (see below) within range.

Such creatures hear a single mental “ping” (as the *alarm* spell, page 197 of the *Player's Handbook*) when this spell is cast.

This spell requires significant preparation.

Before using this spell you must forge specially crafted insignias.

These can be crafted in the form of amulets, badges, rings, or any similar object, but each one must bear the same logo, crest, or symbol.

Each insignia costs 10 gp.

Militias, guilds, or churches within a city use this spell to call all its members together.

Focus: A specially prepared insignia (see above).

INSIGNIA OF WARDING

Abjuration

Level: Cleric 3, paladin 3

Components: V, S, F

Casting Time: 1 standard action

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell works just like *insignia of alarm* except the insignia wearers also gain a +1 divine bonus to AC and on Fortitude saves.

URBAN SHIELD

Abjuration

Level: City 7

Components: V, S, M, DF

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round/level

The city itself shields you from harm, leaning in to protect you with its walls, lampposts, and other structures.

You gain cover (+4 bonus to AC, +2 bonus on Reflex saves) against all attacks and spells.

At the same time, the city reshapes itself to accommodate your attacks.

Against your attacks and spells, enemies within the city never benefit from cover that would be gained from the walls, objects, or other parts of the city and its structures. You must be within a community no smaller than a small city to cast this spell.

Material Component: A chip of stone or brick.

CONJURATION

CITY STRIDE

Conjuration (Teleportation)

Level: Bard 6, City 6

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: You and touched objects or touched willing creatures

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Spell Resistance: No and Yes (object)

This spell instantly transports you from one community to a second designated community.

Each community must be at least as large as a small city (see page 137 of the *Dungeon Master's Guide*).

The destination city may be as distant as 100 miles per caster level.

Interplanar travel is not possible.

You can bring along objects as long as their weight doesn't exceed your maximum load.

You may also bring along one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent (see below) per three caster levels.

A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth.

All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

Only objects held or in use (attended) by another person receive saving throws and spell resistance.

You must have visited the destination city at some point in the past.

You do not have precise control over your arrival point; you appear at a randomly determined safe location within the borders of the city (not within a building).

Material Component: A chip of city stone or brick from the selected destination.

INSIGNIA OF HEALING

Conjuration (Healing)

Level: Bard 3, cleric 3

Components: V, S, F

Casting Time: 1 standard action

Duration: Instantaneous

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless); see text

This spell works just like *insignia of alarm* except the insignia wearers are instead healed by positive energy. The spell cures 1d8 points of damage +1 point per caster level (maximum +10) to all wearers of the insignia. Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. Any undead creature can apply spell resistance and attempt a Will save to take half damage.

UNSEEN SERVANT, MASS

Conjuration (Creation)

Level: Sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One invisible, mindless, shapeless servant/level

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

This spell functions as *unseen servant*, except that it creates multiple servants.

It is most often used by arcane spellcasters to entertain large numbers of guests, or by adventuring spellcasters to gather up large treasure hoards in a short period of time.

Material Component: A ball of twine and wooden splinters.

DIVINATION

CHOOSE DESTINY

Divination

Level: Destiny 9

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level

You gain a limited ability to discern a successful path for your actions.

For the duration of the spell, any time you make an attack roll, skill check, ability check, or saving throw, you may roll twice and select which die roll to use.

COMMUNE WITH CITY

Divination

Level: City 4

Components: V, S

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: Instantaneous

You become one with a community that you are in, attaining knowledge of the surrounding community.

You instantly gain knowledge of as many as three facts from among the following subjects: the population of the community, the dominant race within the community and the percentage of the population it encompasses, any given race's percentage of the total population, the level of the highest-level character in a given class, the type and alignment of one of the community's power centers (if the community has more than one, roll randomly), a significant

economic factor affecting trade within the city, or a major news item within the city (see Gather Information, page 74 of the *Player's Handbook*).

DISCERN BLOODLINE

Divination

Level: Bard 1, sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature per round

Duration: Concentration, up to 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

The caster can instantly tell the race of the targeted individual, plus any inherited templates possessed by the target (such as celestial or half-dragon).

Each round that the caster remains concentrating he can determine the race and inherited templates of another target.

Material Component: A drop of blood.

LOCATE CITY

Divination

Level: Bard 1, ranger 1, sorcerer/wizard 1

Components: V

Casting Time: 1 round

Range: 10 miles/level

Area: 10 miles/level radius circle, centered on you

Duration: Instantaneous

You sense the distance and direction to the nearest community of a minimum size designated by you at the time of casting.

For instance, you could choose to find the nearest community at least as large as a village, or you could choose to locate only the nearest metropolis.

This spell measures the distance to the "nearest" community as the minimum distance one would have to travel to reach the city without moving through solid objects.

Thus, a caster on the surface isn't likely to locate a subterranean city half a mile beneath his feet, even if the next closest community is 5 miles away overland.

OMEN OF PERIL

Divination

Level: Cleric 1, Destiny 1, druid 1

Components: V, F

Casting Time: 1 round

Range: Personal

Target: You

Duration: Instantaneous

A brief supplication grants you a vision that hints at how dangerous the immediate future is likely to be.

Based on an assessment of the caster's immediate surroundings and likely path of travel, the caster receives one of three visions: safety, peril, or great danger.

The base chance for receiving an accurate reply is 70% + 1% per caster level, to a maximum of 90%; the DM makes the roll secretly.

If the *omen of peril* is successful, you receive one of three fleeting visions:

- **Safety:** The caster isn't in any immediate danger.

If he continues on his present course (or remains where he is if he's been stationary for some time before casting the spell), he'll face no significant monsters, traps, or challenges for the next hour or so.

- **Peril:** The caster will face challenges typical of an adventure: challenging but not overwhelming monsters, dangerous traps, and other hazards for the next hour or so.

- **Great danger:** The caster's very life is at grave risk. He will likely face powerful NPCs or deadly traps in the next hour.

If the roll fails, you receive one of the other two results, determined randomly by the DM, and you don't necessarily know you failed because the DM rolls secretly.

Choosing which vision is "correct" takes some educated guesswork on the part of the DM, who should assess the party's likely courses of action and what dangers they're likely to face.

The form that an *omen of peril* takes depends on whether the caster worships a specific deity, venerates nature as a druid, or simply upholds abstract principles.

A druid might see a white dove for safety, a dark cloud obscuring the sun for peril, and a forest fire for great danger.

A cleric of Fharlanghn might see a vision of a straight road for safety, a crossroads for peril, and a washed-out bridge for great danger.

Unlike the more powerful *augury*, an *omen of peril* doesn't respond to a specific question.

It only indicates the level of danger likely for the next hour, not what form the danger will take.

Focus: A set of marked sticks, bones, or similar tokens of at least 25 gp value.

SCHOLAR'S TOUCH

Divination

Level: Bard 1, cleric 1, sorcerer/wizard 1

Components: V, S, M, F

Casting Time: 1 standard action

Range: Personal

Target: One book/round

Duration: Concentration, up to 1 round/level

With this spell you can touch a book or scroll and absorb the knowledge contained within as if you had just read it. This is equivalent to a solid reading but not deep study—the character does not gain perfect recall of the information, just whatever he would have gotten from reading it completely once.

If you can't read the language of the source, the spell has no effect.

This spell cannot be used to prepare spells or to cast magical scrolls, nor does it have any effect when reading a magical book (such as a *tome of understanding*).

Material Component: A scrap of parchment and a pinch of tinder.

Focus: A thin crystal disc.

ENCHANTMENT

CHARM PERSON, MASS

Enchantment (Charm) [Mind-Affecting]

Level: Bard 4, sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One or more creatures, no two of which can be more than 30 ft. apart

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell functions like *charm person*, except that *mass charm person* affects a number of creatures whose combined HD do not exceed twice your level, or at least one creature regardless of HD.

If there are more potential targets than you can affect, you choose them one at a time until you choose a creature with too many HD.

INSIGNIA OF BLESSING

Enchantment (Compulsion) [Mind-Affecting]

Level: Cleric 3, paladin 3

Components: V, S, F

Casting Time: 1 standard action

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell functions just like *insignia of alarm* except that the insignia wearers are also filled with courage.

Each insignia wearer gains a +1 morale bonus on attack rolls and on saving throws against fear effects.

PROUD ARROGANCE

Enchantment (Charm)

Level: Bard 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature/level, no two of which can be more than 30 ft. apart

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell lets a group of creatures resist effects that convince them they should not be following their present course of action.

The creatures affected gain a +4 resistance bonus on saves against charm, compulsion, and fear effects.

The *proud arrogance* spell only functions for creatures of the same race as the caster.

In other words, a human wizard casting the spell can target only humans with it.

Material Component: A piece of polished brass.

EVOCATION

CITY LIGHTS

Evocation [Light]

Level: City 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: 60 ft.

Area: 60-ft.-radius burst

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You temporarily absorb all nearby artificial light and release it as a flare.

Any artificial light (including magical and mundane sources) flickers out momentarily, then a burst of light flares from you.

All creatures within the area (except you) are blinded for 1 round if they fail a Fortitude save; regardless of the saving throws success, all creatures in the area are dazzled for 1 minute.

Afterward, the lights return to normal.

Sightless creatures are unaffected.

The spell only functions if at least four active artificial light sources (torches, lanterns, light spells, and so forth) are within 60 feet of the caster.

The spell's name refers to its most common use (in well-lit city streets), but it can function in any area with sufficient lighting.

City lights counters or dispels any darkness spell of equal or lower level, such as *darkness*.

Material Component: A pinch of tinder.

STALWART PACT

Evocation

Level: Cleric 5, Destiny 5 Components; V, S, DF, XP

Casting Time: 10 minutes

Range: Touch

Target: Willing living creature touched

Duration: Permanent until triggered, then 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell allows the target to enter a binding agreement with a deity, who provides a measure of protection when the need is dire.

Once this spell is cast, the pact remains dormant until the target is reduced to fewer than half of her full normal hit points.

The target immediately gains 5 temporary hit points per caster level, damage reduction 5/magic, and a +4 luck bonus on saving throws.

The hit points, damage reduction, and saving throw bonus disappear when the spell ends.

XP Cost: 250 XP.

ILLUSION

FRIENDLY FACE

Illusion (Glamer)

Level: Bard 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

You subtly change your appearance so that it seems particularly friendly to the viewer.

You gain a +5 circumstance bonus on Diplomacy and Gather Information checks made to influence or gain information from creatures with Intelligence scores of 3 or higher, as long as those creatures aren't already hostile toward you.

This spell does not alter your appearance in any significant way, and thus provides no bonus on Disguise checks.

PHANTOM GUARDIANS

Illusion (Figment)

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: One illusory figure/level

Duration: 1 hour/level

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

This spell creates the illusion of one or more Small or Medium figures of a chosen humanoid race.

Each figure is effectively a *minor image*, and can appear dressed in any way the caster chooses.

When the spell is cast, each figure is given a brief set of orders to follow for the spell's duration, such as "walk back and forth along that wall" or "stand by this gate".

The orders can be different for each figure.

These instructions can't be changed later.

The illusory figures can't speak or react to their surroundings—they are typically used to scare off would-be intruders (as the spell's name suggests).

Material Component: A piece of charcoal.

SHADOW GUARDIANS

Illusion (Shadow)

Level: Sorcerer/wizard 5

Saving Throw: Will disbelief (if interacted with)

As *phantom guardians*, except that the figures are partially real.

Each guardian has the statistics noted below (regardless of its actual size or appearance).

In addition to the brief orders given to each new shadow guardian, the caster can give each guardian a simple trigger that causes it to attack, such as "attack anyone approaching within 30 feet" or "attack anyone not wearing these colors".

The shadow guardians have no special visual acuity—invisibility, disguises, and the like can easily fool them.

The *shadow guardians* deal normal damage.

Against a creature that recognizes a *shadow guardian* as an illusion, it deals only 50% normal damage.

☛ **Shadow Guardian:** Medium construct; HD 4d8; hp 18; Init +1; Spd 30 ft.; AC 17, touch 17, flat-footed 15; Base Atk +2; Grp +4; Atk +4 melee (1d8+2, weapon); AL N; SV Fort +2, Ref +4, Will +4; Str 14, Dex 14, Con —, Int —, Wis 14, Cha 1.

WINDING ALLEYS

Illusion (Phantasm) [Mind-Affecting]

Level: Bard 3, City 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

The subject suddenly feels as if the walls of the city are closing in around him.

If the subject fails a Will save, he believes he is trapped in a maze of narrow city alleys that twist and turn in circles.

The subject remains in his current location, but is effectively stunned as long as the spell lasts.

Each round at the end of his turn, the subject may attempt a DC 15 Intelligence check to escape the maze and end the effect.

If the subject takes any damage, the spell immediately ends.

The spell must be cast in a community no smaller than a small town, otherwise it has no effect.

NECROMANCY

DELAY DEATH

Necromancy

Level: Cleric 3, Destiny 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject of this powerful spell is unable to die from hit point damage.

While under the protection of this spell, the normal limit of -9 hit points before a character dies is extended without limit.

A condition or spell that destroys enough of the subject's body to prohibit *raise dead* (such as a *disintegrate* effect) still kills the creature, as does death brought about by ability score damage or drain, level drain, or a death effect.

The spell does not prevent the subject from entering the dying state by dropping to -1 hit points.

It merely prevents death as a result of hit point loss.

If the subject has fewer than -9 hit points when the spell's duration expires, he or she dies instantly.

TRANSMUTATION

ANIMATE CITY

Transmutation

Level: City 9

Components: V, S, DF

Casting Time: 1 round

Range: 60 ft.

Area: 60-ft.-radius emanation, centered on you

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

The buildings and other structures of the city attack your enemies.

Every round on your turn, every enemy within the spell's area is subject to one melee attack as if from a Gargantuan animated object (slam +15 melee, 2d8+10 damage).

The animated city's attacks disregard cover and concealment (even invisibility is useless).

In addition, all enemies within the area of the spell move at half normal speed (regardless of their mode of movement).

Damage dealt to the animated city structures has no effect.

You may cast this spell only when within a community at least as large as a small city (see page 137 of the *Dungeon Master's Guide*).

BESTOW CURSE, GREATER

Transmutation

Level: Bard 6, cleric 7, Destiny 7, sorcerer/wizard 8

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

The spellcaster places a curse on the creature touched, choosing one of the three following effects:

- One ability score is reduced to 1, or two ability scores take –6 penalties (minimum 1).
- –8 penalty on attack rolls, saving throws, ability checks, and skill checks.
- Each turn, the subject has a 25% chance to act normally; otherwise, he takes no action.

You may also invent your own curse, but it should be no more powerful than those described above, and the DM has final say on the curse's effect.

A *greater curse* cannot be dispelled, nor can it be removed with a *break enchantment*, *limited wish*, or *remove curse* spell.

A *miracle* or *wish* spell removes the *greater curse*, but each *greater curse* also must have a single means of removing it with some deed that the spellcaster designates.

The deed must be something that the subject can accomplish within one year (assuming he undertakes it immediately).

For example, the deed might be “slay the dragon under Castle Bluecraft”, or “climb the tallest mountain in the world”.

The cursed victim can have help accomplishing the task.

CITY'S MIGHT

Transmutation

Level: City 8

Components: V, S, M, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level; see text

You draw upon a city and its inhabitants for additional strength.

You gain an enhancement bonus to Strength and Constitution, as well as damage reduction, based on the size of the community you are in (see page 137 of the *Dungeon Master's Guide*).

Community Size	Str/Con Bonus	DR
Large town or smaller	+2	2/adamantine
Small city	+4	4/adamantine
Large city	+6	6/adamantine
Metropolis	+10	10/adamantine

If you are not within 100 feet of a community when the spell is cast, the spell has no effect.

If you move more than 100 feet from the community before the duration elapses, the spell's effect ends immediately.

For example, you could retain the effect while adventuring within the city's sewers, but heading to a dungeon a mile away would end the effect.

Material Component: A chip of city stone or brick.

ROOFTOP STRIDER

Transmutation

Level: Assassin 1, City 1

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

You can run across rooftops or similar uneven surfaces much more easily than normal.

You gain a +5 competence bonus on Balance and Jump checks.

You automatically succeed on all Jump checks to clear a horizontal distance of 5 feet or less.

You do not need to make Balance checks for running or charging across a sloped surface.

Material Component: A chip of roof tile.

SKYLINE RUNNER

Transmutation

Level: City 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level

You can walk normally on any city surface as if it were level ground.

This includes perfectly vertical walls, glass windows, and even clothes-drying lines.

Your movement speed remains unchanged, even when walking straight up a wall.

WARP DESTINY

Transmutation

Level: Destiny 6

Components: V, S

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

You reshape your personal fate to potentially avoid some tragic action, but the ripples caused in your destiny have unpleasant side effects for a brief period.

After learning the result of a saving throw that you have rolled, you may cast this spell to reroll the save, but with an insight bonus equal to your caster level (maximum +20). Alternatively, if you are struck in combat you can apply the insight bonus to your AC against the attack (even if flat-footed); if your new AC exceeds the attack roll, the attack misses you.

Casting this spell has a side effect: until the start of your next turn, you take a -4 penalty on all saving throws and to your AC.

RACES OF FAERÛN (3.0)

ABJURATION

STONE BODY

Abjuration

Level: Clr 6 (gnome), Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

As *iron body*, except as follows.

You gain damage reduction 20/+2.

You are vulnerable to all special attacks that affect stone golems.

You gain a +4 enhancement bonus to Strength and a -4 penalty to Dexterity (to a minimum Dexterity score of 1).

Your speed is reduced to half normal.

Your weight increases by a factor of three.

Arcane Material Component: A small piece of stone that was once part of either a stone golem, a greater earth elemental, or a castle's outer wall.

CONJURATION

AERIAL SUMMONING DANCE

Conjuration (Summoning)

Level: Clr 4

Components: V, S, DF

Casting Time: 3 rounds

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned Large air elemental

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

As *summon monster VI*, except as noted above and that casting the spell requires a flying dance by the caster and at least four aarakocra, all of whom are treated as participating

in the spellcasting for the purpose of provoking attacks of opportunity and maintaining concentration.

SPORE CLOAK

Conjuration (Creation)

Level: Drd 5, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level

You become shrouded in a dense cloud of yellow mold spores.

You can see through the cloud with ease and are not affected by it in any way, but it provides you one-half concealment (20% miss chance).

The cloak of swirling yellow spores travels with you and does not leave a trail as you move.

Anyone who passes through your square, or anyone whom you successfully overrun, bull rush, grapple, or who otherwise shares your area must make a Fortitude saving throw or suffer 1d6 points of temporary Constitution damage; another Fortitude saving throw is required 1 minute later to avoid taking 2d6 points of temporary Constitution damage.

As long as the spore cloak is active, you are immune to fungal infestations such as the spores of brown or yellow mold and the rotting touch of violet fungi.

If you fail a saving throw against a fire spell or effect, the spores are instantly burnt away and the spell ends.

If you are in direct sunlight, the spell continues but the spores become inert until you reach shelter.

Inert spores continue to provide one-half concealment but cannot infest others and do not provide protection from fungal attacks.

DIVINATION

COMMUNE WITH EARTH

Divination

Level: Clr 5, Drd 5 (dwarf)

As *commune with nature*, except you instantly gain knowledge of the ground, minerals, bodies of water, people, general animal population, burrowing or subterranean creatures, fungi, and so on.

The spell is only effective in hills, mountains, or underground (including mines).

The spell operates in a radius of one-half mile per level of the caster and to a depth of one-quarter mile per level.

DETECT METAL AND MINERALS

Divination

Level: Clr 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: 60 ft.

Area: Quarter-circle emanating from you to the extreme of the range

Duration: Concentration, up to 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You can detect large accumulations of metals and other minerals, whether worked or unworked.

The spell will detect everything from a vein of iron ore to a pile of gold coins, even through solid stone or other barriers.

When you cast this spell, you must concentrate on at least 10 pounds of the metal or mineral you're searching for. If an accumulation of that metal 10 pounds or larger is within the spell area, you will unerringly sense it (most coins are 50 to the pound).

The amount of information revealed depends on how long you study a particular area:

1st Round: Presence or absence of the particular metal or mineral.

2nd Round: Approximate weight of the metal or mineral.

3rd Round: Distance and direction (measured in a straight line) to the metal or mineral.

As long as the spell is active, you can change the metal or mineral you're trying to detect by simply concentrating on a different sample (it takes a standard action to refocus on the new sample).

Thus you could search for gold, then switch to adamantite, then seek out sources of iron.

If you stop concentrating on a sample, the spell ends.

If your sample is unworked, you will detect only unworked accumulations of the metal, such as ore deposits and mineral veins.

You will only detect worked metal, such as gold coins or mithral armor, if your sample is likewise refined.

Note: Each round you can turn to detect things in a new area.

The spell can penetrate any nonmagical solid barrier.

Material Component: A 10-pound sample of the metal or mineral to be detected.

ENCHANTMENT

VERRAKETH'S SHADOW CROWN

Enchantment (Charm) [Mind-Affecting]

Level: Brd 3

Components: V

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

Created by the legendary Shadowking of the Talfir, Verraketh's shadow crown cloaks the top of your head in a crown of magical shadow.

For the duration of this spell, your bardic music abilities tap the Shadow Weave instead of the Weave.

You receive a +4 competence bonus on Perform checks while under the effects of this spell.

The effects of this spell do not stack with the Shadow Weave Magic feat.

EVOCATION

LAWFUL SWORD

Evocation

Level: Pal 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Weapon touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell allows you to channel the power of law into your sword, or any weapon you choose.

The weapon acts as a +5 magic weapon and deals double damage against chaotic opponents.

It emits a *magic circle against chaos* (as the spell).

If the *magic circle* is broken before the spell's duration ends, the sword creates a new one on your turn as a free action.

The spell is automatically canceled 1 round after the weapon leaves your hand.

You cannot have more than one *lawful sword* at a time.

If this spell is cast on a magic weapon, the powers of the spell supersede any that the weapon normally has, rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the spell.

This spell is not cumulative with *bless weapon* or any other spell that might modify the weapon in any way.

This spell does not work on artifacts.

SHADOW CANOPY

Evocation [Darkness]

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 full round

Range: Medium (100 ft. + 10 ft./level)

Effect: Cylinder 25 ft. high with diameter 100 ft. + 50 ft./level

Duration: 1 hour/level

Saving Throw: Will negates or none (object)

Spell Resistance: Yes or no (object)

You create a field of shadow.

The outer surface of the field is impenetrable to normal vision and darkvision, granting 100% concealment to creatures and objects within the spell's area.

A creature under the effect of *blacklight* cannot see through the field.

The interior of the field casts a deep shadow on everything within, reducing normal vision to 5 feet; creatures with darkvision can see normally within the field.

Light, including sunlight, cannot penetrate the field.

Creatures that would normally be adversely affected by sunlight, such as shades and vampires, are able to function normally within the field.

You can cast the spell on a point in space, but the effect is stationary unless you cast it on a mobile object.

You can cast the spell on a creature, and the effect radiates from the creature and moves as it moves.

Unattended objects and points in space do not get saving throws or benefit from spell resistance to resist this spell.

Shadow canopy counters or dispels any light spell of equal or lower level.

Light spells of equal level have no effect on *shadow canopy*, but light spells of higher level counter or dispel *shadow canopy*.

Material Component: A handful of coal dust and the dried eyeball of any diurnal creature.

NECROMANCY

HANDFANG

Necromancy [Evil]

Level: Clr 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: No

You create a fanged, biting mouth in the palm of your hand.

When you lay your hand upon a creature, the mouth deals 1d6 points of damage.

If the target makes a successful Reflex save, she suffers only half damage.

If the target fails her Reflex save, you may start a grapple as a free action without provoking an attack of opportunity.

If you establish a hold, the fanged mouth sinks its teeth into the target's flesh and continues to bite for an additional 1d6 points of damage each round until the hold is broken or the spell ends.

Additionally, the fanged mouth delivers venom to a grappled foe when you achieve a hold, dealing 1d6 points of temporary Constitution damage (initial and secondary). A Fortitude save negates each instance of the poison damage.

MASS CONTAGION

Necromancy

Level: Clr 5, Drd 5, Sor/Wiz 6

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more creatures, no two of whom can be more than 30 ft. apart

As *contagion*, except as noted above.

PLAGUE CARRIER

Necromancy

Level: Clr 3, Drd 3, Sor/Wiz 4

Duration: See text

As *contagion*, except that the target is not stricken immediately; there is an incubation period.

During the incubation period the target can transmit the disease to others but shows no symptoms until his incubation period has ended.

TRANSMUTATION

BURROW

Transmutation

Level: Clr 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Your hands sprout claws as hard as stone.

You can use these claws to burrow through earth, sand, clay, and gravel (but not solid rock), excavating with enough speed to move through the earth at a speed of 10 feet, much like a badger.

You can use the claws as weapons that deal 1d6 points of damage.

If your normal unarmed damage is greater than 1d6, the damage does not change.

You are considered armed while this spell is in effect.

Arcane Material Component: A tuft of fur from a burrowing animal, and a tiny replica of a shovel.

SHAPE METAL

Transmutation

Level: Clr 4, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Metal or metal object touched, up to 10 cu. ft. + 1 cu. ft./level

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

As *stone shape*, except as noted above and that you affect metal instead of stone.

You may employ this spell in combat with a successful melee touch attack.

Shape metal successfully used in this way against a target's armor reduces the armor's protection by 1d6 points of Armor Class (armor such as studded leather that mostly made of nonmetal materials take half damage from this spell).

If used against a shield, weapon, or metallic creature, the spell deals 1d6 points of damage per 2 caster levels, bypassing the target's hardness (or damage reduction in the case of a creature).

Touching an unwilling creature or an item held by an unwilling creature requires a melee touch attack and provokes an attack of opportunity from the defender.

You may ready an action to touch a creature, its armor, its shield, or its weapon when it attempts to strike you; this does not provoke an attack of opportunity (you are using the creature's movement to come into contact with it).

Arcane Material Component: A piece of wire, bent approximately into the desired shape and touched to the metal while the verbal component is uttered.

RACES OF STONE (3.5)

DIVINATION

EYE OF STONE

Divination (Scrying)

Level: Sorcerer/wizard 6

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

You create an invisible magical sensor that can move through solid stone and send you visual information. This spell functions like the *arcane eye* spell (see page 200 of the *Player's Handbook*), except that you can move the sensor through stone.

TRANSMUTATION

EARTH GLIDE

Transmutation

Level: Druid 8, sorcerer/wizard 8

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You give the subject the ability to glide through earth and stone as easily as an earth elemental does.

The affected creature can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water.

Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence.

A *move earth* spell cast on an area containing the affected creature flings the creature back 30 feet and stuns the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

EARTH HAMMER

Transmutation

Level: Cleric 5, paladin 3

Components: V

Casting Time: 1 swift action

Range: Touch

Target: Weapon touched

Duration: 1 round/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You infuse one melee weapon with the power of the earth. The base damage of the weapon improves by one step (as if the weapon were one size category larger).

Regardless of the weapon's normal material and damage type, the weapon deals bludgeoning damage and overcomes damage reduction as if it were made of adamantine.

If this spell is cast on a weapon made of a different special material (such as alchemical silver), the properties of that material are replaced with those of adamantine for the duration of the spell.

HARMONIZE

Transmutation

Level: Bard 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

You blend magic and music seamlessly.

While this spell is in effect, starting a bardic music effect requires only a move action.

Concentrating on a bardic music effect that requires concentration still requires a standard action.

HARMONIZE, GREATER

Transmutation

Level: Bard 4

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

You blend magic and music seamlessly.

While this spell is in effect, starting a bardic music effect requires only a move action.

In addition, concentrating on a bardic music effect that requires concentration only requires a move action.

For example, this benefit means that you can maintain concentration on a bardic music effect and cast a spell, make an attack, or begin (or maintain) another bardic music effect.

STONE FIST

Transmutation

Level: Cleric 2, paladin 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Your fists turn into menacing, rocky lumps capable of inflicting deadly wounds.

While this spell is in effect, your unarmed attacks do not provoke attacks of opportunity, and they deal lethal bludgeoning damage.

The damage that your unarmed attacks deal increases as well, according to your size as given on the table below.

Size	Unarmed Damage	Size	Unarmed Damage
Fine	1d3	Large	3d6
Diminutive	1d4	Huge	4d6
Tiny	1d6	Gargantuan	6d6
Small	1d8	Colossal	8d6
Medium	2d6		

If your unarmed strike already deals more damage than the indicated amount, you always use the higher value.

In addition, if you are a dwarf or a goliath under the effects of this spell, your unarmed attacks overcome damage reduction as if they were cold iron weapons.

WALK THE MOUNTAIN'S PATH

Transmutation

Level: Druid 3, sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You infuse the subject with the strength and power of the earth, granting it great ability to climb, jump, and maneuver through mountain pathways.

While under the effect of this spell, a creature is not slowed by slopes (see page 89 of the *Dungeon Master's Guide* for information on terrain effects), gains a climb speed equal to its base land speed, and gains a +10 enhancement bonus on Jump checks and Balance checks.

Material Component: A small rock or pebble taken from the top of a mountain.

RACES OF THE DRAGON (3.5)

ABJURATION

PEACEFUL SERENITY OF IO

Abjuration

Level: Bard 2, cleric 2, druid 2

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature plus one additional creature/four levels, no two of which are more than 30 ft. apart

Duration: 10 minutes

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You croon an ancient, wordless melody, and a sense of calm settles about those around you.

You fill the subject with the peacefulness and balance of Io's great Song, granting it a +4 morale bonus on Concentration checks, and saves against compulsions and fear effects for 10 minutes.

If the subject is under the influence of compulsion or fear effects when receiving the spell, those effects are suppressed for the duration of the spell.

CONJURATION

CREATE TRAP

Conjuration

Level: Sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 full round

Range: Medium (100 ft. + 10 ft./level)

Effect: One trap; see text

Duration: 12 hours

Saving Throw: No

Spell Resistance: No

You throw a small gear, and when it hits the ground a trap springs up at the place you designate.

You create a CR 1 trap selected from the following list: basic arrow trap, fusillade of darts, scything blade trap, or spear trap (DMG 70–71).

You can locate the 5-foot-by-5-foot trigger in any square of your choice within the range of this spell.

Once *create trap* is cast, the trap is active and ready to be sprung, with every design feature installed.

Material Component: A miniature bronze gear.

GNOME BLIGHT

Conjuration (Creation)

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Cloud spreads in 20-ft. radius, 20 ft. high

Duration: 1 round/level (D)

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

You blow a mixture of pollen and ground mandrake root from your palm toward the targeted area.

The granules are carried by a directed wind and explode into a cloud of yellow dust and seed.

Gnome blight creates a thick cloud of agonizingly itchy pollen similar to that created by *fog cloud*, except that the pollen is sickening.

Living creatures in the cloud become sickened.

This condition lasts as long as a creature is in the cloud and for 1d4+1 rounds after it leaves.

(Roll separately for each sickened individual).

Any creature that succeeds on its save but remains in the cloud must continue to save each round on your turn.

Creatures with sensitive olfactory senses (such as gnomes or creatures with the scent ability) take a –4 penalty on their saving throws.

Material Component: Flower pollen and ground mandrake root.

HOARD LIFE

Conjuration (Healing)

Level: Sorcerer 4

Components: V, S, F

Casting Time: 1 minute

Range: Personal and touch

Target: You

Duration: 1 hour/level (D)

You clasp your hands around a gem.

A flash goes off, and then a feeling of deep weariness passes through you.

The gem now bears a spark of light within it.

Although true healing magic is usually the province of the divine, dragon sorcerers have devised an arcane method of creating a "reserve" of health for use in emergencies.

This spell siphons off hit points from the caster and temporarily stores them in a gem for later retrieval. When you cast this spell, you deal nonlethal damage equal to twice your caster level to yourself, and you become fatigued.

(If you are immune to nonlethal damage, this spell automatically fails).

At any point during the spell's duration, you can use a standard action while holding the gem to heal yourself of an amount of damage equal to the nonlethal damage the spell dealt to you.

This healing can't cause you to exceed your full normal hit points; any healing in excess of this amount is lost.

Triggering this effect ends the spell's duration (so you can't portion out the healing over multiple uses). Triggering the healing does not provoke attacks of opportunity.

If the spell's duration elapses before you have triggered the healing, you gain no benefit from the spell.

Casting this spell a second time automatically ends the duration of any previous casting of the spell that you have performed.

Focus: A gem worth at least 50 gp.

Special: A dragonblooded character, or a character with the dragon type, casts this spell at +1 caster level.

MANIFEST DRAGON HERITAGE

Conjuration (Creation)

Level: Sorcerer 5

Components: V, S

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One wyvern

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

With a shuddering gasp, you dig your nails into your flesh as though pulling the skin from your bones.

A glistening wyvern appears before you.

This spell creates a wyvern that springs forth from your body.

It appears where you designate and acts immediately, on your turn.

It attacks your opponents to the best of its ability.

You must be able to speak Draconic to communicate with the wyvern, or have some form of telepathic communication that does not require a shared language.

If you can communicate with the wyvern, you can direct it not to attack, to attack particular enemies, or to perform other actions.

The conjured creature gains bonus hit points equal to twice your caster level.

If it is killed, the caster takes 2d6 points of damage.

MANIFEST DRAGON HERITAGE, GREATER

Conjuration (Creation)

Level: Sorcerer 8

Effect: One dragon turtle

As *manifest dragon heritage*, except that you create a dragon turtle.

STICKY FLOOR

Conjuration (Creation)

Level: Sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 10-ft.-by-10-ft. square

Duration: 1 hour/level

Saving Throw: Reflex partial

Spell Resistance: No

For an instant, a translucent sheen that only you can see falls across the area you designate.

Creatures that are within or that enter the area of a *sticky floor* spell are immediately stuck in place and entangled. A successful Reflex save means the creature can move from its space but is still considered entangled as long as it remains in the area.

A creature stuck in place can break loose by using a standard action to make a DC 15 Strength check or Escape Artist check.

Each round at the beginning of your turn, any creature within the area must succeed on another Reflex save to avoid becoming stuck in place again.

The effect of this spell even extends through footwear, so merely removing your boots doesn't free you from the effect.

Creatures not in contact with the surface of the ground (such as flying, burrowing or incorporeal creatures) are unaffected by *sticky floor*.

Kobold sorcerers often use this spell to protect their lairs, and some theorize that they learned it from dragons.

Material Component: A drop of hardened tree sap, which must be eaten by the caster.

SUMMON ASPECT OF BAHAMUT

Conjuration (Summoning, Good)

Level: Cleric 7, sorcerer 7/wizard 7

Components: V, S, F/DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One aspect of Bahamut

Duration: Concentration (maximum of 1 round/level) + 1 round

Saving Throw: None

Spell Resistance: No

You send a plea to Bahamut and are answered by the appearance of a long, sinuous dragon covered in silver-white scales that sparkle and gleam.

If you are a nongood spellcaster, you cannot cast this spell.

By casting this spell, you request Bahamut to send you one of his aspects.

Otherwise, the aspect appears where you designate and acts immediately, on your turn.

It attacks your opponents to the best of its ability.

If you can communicate with the aspect (it understands Celestial, Common, and Draconic), you can direct it not to attack, to attack particular enemies, or to perform other actions before the duration elapses.

More information on the aspect of Bahamut can be found on page 152 of this book.

Arcane Focus: A silver dragon scale.

WALL OF SCALES

Conjuration (Creation)

Level: Sorcerer 4

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Dragonhide wall whose area is up to one 5-ft. square per level (S)

Duration: 1 minute/level

Saving Throw: See text

Spell Resistance: No

You blow a dragon scale from your palm, and before you sprouts a wall of glittering scales, pulsing like living flesh.

You create a barrier of living dragonhide that is anchored to the ground or floor, or between two vertical surfaces.

A wall of scales is 1 inch thick per two caster levels and composed of up to one 5-foot square per level.

You can double the wall's area by halving its thickness.

The wall cannot be conjured so that it occupies the same space as a creature or another object.

You can create a wall of scales in almost any shape you desire, provided it is anchored in some fashion.

It need not be vertical, and you can shape it into a circular or dome-shaped enclosure about yourself or another creature.

The wall can be destroyed by normal means of dealing damage, as well as by *disintegrate* spells and so forth.

It is immune to acid and fire.

In addition, the wall of scales has damage reduction 5/magic. For every five caster levels above 5th, this damage reduction increases by 5, reaching a maximum of 20/magic at 20th level.

Each 5-foot square of wall has 10 hit points per inch of thickness.

A section of wall whose hit points are reduced to 0 is breached.

It is not possible to break a wall of scales with a Strength check.

It is possible, but difficult, to trap mobile opponents within or under a wall of scales, provided the wall is shaped so it can hold the creatures.

Creatures can avoid entrapment with successful Reflex saves.

Material Component: A pristine dragon scale.

ENCHANTMENT

POWER WORD DEAFEN

Enchantment (Compulsion) [Mind-Affecting]

Level: Sorcerer/wizard 3

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature with 100 hp or less

Duration: See text

Saving Throw: None

Spell Resistance: Yes

A single word from your lips overwhelms your foe's hearing.

You utter a single word of power that instantly causes one creature of your choice to become deafened, whether the creature can hear the word or not.

The duration of the spell depends on the target's current hit point total, as shown below.

Any creature that currently has 101 or more hit points is unaffected by *power word deafen*.

Hit Points	Duration
25 or less	Permanent
26–50	1d4+1 minutes
51–100	1d4+1 rounds

POWER WORD DISABLE

Enchantment (Compulsion) [Mind-Affecting]

Level: Sorcerer/wizard 5

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature with 50 hp or less

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A word you speak puts your target on the brink of collapse.

You utter a single word of power that instantly reduces the hit points of one creature of your choice to 0.

Any creature that currently has 51 or more hit points is unaffected by *power word disable*.

POWER WORD DISTRACT

Enchantment (Compulsion) [Mind-Affecting]

Level: Sorcerer/wizard 4

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature with 150 hp or less

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A single word from your lips renders your foe vulnerable and distracted.

You utter a single word of power that instantly causes one creature of your choice to become briefly distracted, whether the creature can hear the word or not.

The creature is treated as flat-footed until its next turn.

Any creature that currently has 151 or more hit points is unaffected by *power word distract*.

POWER WORD FATIGUE

Enchantment (Compulsion) [Mind-Affecting]

Level: Sorcerer/wizard 1

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature with 100 hp or less

Duration: See text

Saving Throw: None

Spell Resistance: Yes

With a syllable, you sap vigor from your target.

You utter a single word of power that instantly causes one creature of your choice to become fatigued, whether the creature can hear the word or not.

(A fatigued creature instead becomes exhausted for the spell's duration, then reverts to being fatigued).

The duration of the spell depends on the target's current hit point total, as shown below.

Any creature that currently has 101 or more hit points is unaffected by *power word fatigue*.

Hit Points	Duration
25 or less	1d4+1 hours
26–50	1d4+1 minutes
51–100	1d4+1 rounds

POWER WORD MALADROIT

Enchantment (Compulsion) [Mind-Affecting]

Level: Sorcerer/wizard 3

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature with 75 hp or less

Duration: See text

Saving Throw: None

Spell Resistance: Yes

You speak a word to make your target ungainly and awkward.

You utter a single word of power that instantly causes one creature of your choice to become clumsier, dealing 2 points of damage to its Dexterity, whether the creature can hear the word or not.

The specific effect and duration of the spell depend on the target's current hit point total, as shown below.

Any creature that currently has 75 or more hit points is unaffected by *power word maladroit*.

Hit Points	Effect/Duration
25 or less	The Dexterity damage is ability drain instead
26–50	Dexterity damage lasts 1d4+1 minutes
51–75	Dexterity damage lasts 1d4+1 rounds

POWER WORD NAUSEATE

Enchantment (Compulsion) [Mind-Affecting]

Level: Sorcerer/wizard 6

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature with 150 hp or less

Duration: See text

Saving Throw: None

Spell Resistance: Yes

You speak a word of power so disgusting that your target retches.

You utter a single word of power that instantly causes one creature of your choice to become nauseated, whether the creature can hear the word or not.

The duration of the spell depends on the target's current hit point total, as shown below.

Any creature that currently has 151 or more hit points is unaffected by *power word nauseate*.

Hit Points	Duration
50 or less	2d4+2 rounds
51–100	1d4+1 rounds
101–150	1 round

POWER WORD PAIN

Enchantment (Compulsion) [Mind-Affecting]

Level: Sorcerer/wizard 1

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature with 100 hp or less

Duration: See text

Saving Throw: None

Spell Resistance: Yes

A word you speak causes continuing pain to your target.

You utter a single word of power that instantly deals 1d6 points of damage to one creature of your choice, and another 1d6 points in every round thereafter for as long as the spell lasts.

The duration of the spell depends on the target's current hit point total, as shown below.

Any creature that currently has 101 or more hit points is unaffected by *power word pain*.

Hit Points	Duration
50 or less	4d4 rounds
51–75	2d4 rounds
76–100	1d4 rounds

POWER WORD PETRIFY

Enchantment (Compulsion) [Mind-Affecting]

Level: Sorcerer/wizard 8

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature with 100 hp or less

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

With a mere word, you turn your target to stone.

You utter a single word of power that instantly causes one creature of your choice to become petrified, whether the creature can hear the word or not.

Any creature that currently has 101 or more hit points is unaffected by *power word petrify*.

POWER WORD SICKEN

Enchantment (Compulsion) [Mind-Affecting]

Level: Sorcerer/wizard 2

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature with 100 hp or less

Duration: See text

Saving Throw: None

Spell Resistance: Yes

You speak a mildly revolting word of power.

You utter a single word of power that instantly causes one creature of your choice to become sickened, whether the creature can hear the word or not.

The duration of the spell depends on the target's current hit point total, as shown below.

Any creature that currently has 101 or more hit points is unaffected by *power word sicken*.

Hit Points	Duration
25 or less	1d4+1 hours
26–50	1d4+1 minutes
51–100	1d4+1 rounds

POWER WORD WEAKEN

Enchantment (Compulsion) [Mind-Affecting]

Level: Sorcerer/wizard 3

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature with 75 hp or less

Duration: See text

Saving Throw: None

Spell Resistance: Yes

With a word, you sap strength from your target.

You utter a single word of power that instantly causes one creature of your choice to become weaker, dealing 2 points of damage to its Strength, whether the creature can hear the word or not.

The specific effect and duration of the spell depend on the target's current hit point total, as shown below.

Any creature that currently has 75 or more hit points is unaffected by *power word weaken*.

Hit Points	Effect/Duration
25 or less	The Strength damage is ability drain instead
26–50	Strength damage lasts 1d4+1 minutes
51–75	Strength damage lasts 1d4+1 rounds

UNFETTERED GRASP

Enchantment (Compulsion) [Mind-Affecting]

Level: Sorcerer/wizard 2

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One grappling or pinned creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You speak a word of emancipation.

Upon casting this spell, you force the target creature to immediately attempt a grapple check.

If it succeeds on that check, the creature immediately ends and escapes from any grapple or pin that it is currently subject to (even if it isn't the creature's turn).

Typically, this spell is used to free an ally from the grasp of a creature that is larger and/or stronger than the ally.

This spell was developed by dragonborn sorcerers to better face the threat of their enormous dragon enemies (many of which have the ability to snatch up smaller foes).

EVOCATION

GHOSTLY TAIL

Evocation [Force]

Level: Sorcerer 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Effect: Evoked tail

Duration: 1 hour/level

A partially translucent, scaled tail uncoils from behind you, as if it had always been there, and slaps at foes that leave themselves open to attack.

You evoke a partially translucent, scaled tail that can attack foes that are vulnerable to attacks of opportunity.

If your foe takes an action that would provoke an attack of opportunity from you, even if you are not holding a melee weapon that would normally threaten your foe, your evoked dragon's tail attacks the target with a melee touch attack, dealing 2d6 points of damage on a successful hit.

You can only strike with a *ghostly tail* if you have not already taken your allowed number of attacks of opportunity in the round.

Special: A dragonblooded character, or a character with the dragon type, deals an extra 1 point of damage per level with a *ghostly tail* (maximum 20 points).

LOCAL TREMOR

Evocation [Earth]

Level: Cleric 2, druid 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Area: 30-ft. line

Duration: 1 minute/level or until expended; see text

Saving Throw: Reflex negates

Spell Resistance: No

The earth around your feet begins to ripple, and a directed shock wave of tectonic force is released that shoots through the ground.

Immediately upon completion of the casting of this spell and as often as once per round thereafter, you can cause the ground to shake along a 30-foot line.

You can produce a number of these tremors equal to your caster level (maximum five).

The tremors begin at your location and extend in the direction you indicate; any creature caught standing within the area must make a Reflex save or fall prone.

A spellcaster caught standing on one of these squares must make a Concentration check (DC 20 + spell level) or lose any spell that was being attempted.

You need not produce a tremor immediately upon finishing the casting of this spell.

You can perform other actions, even the casting of other spells, between producing new tremors.

Calling up a new tremor in any round after the spell has been cast requires a standard action (as you refocus your concentration on the spell).

TAIL SLAP

Evocation [Force]

Level: Sorcerer 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Effect: Evoked tail

Duration: 1 round/level

A partially translucent, scaled tail uncoils from behind you and savagely slaps at your foe.

You evoke a dragon's tail that you can use to strike at a target once per round as a standard action (including the round in which you evoke it) that deals 1d6 points of damage per two levels (to a maximum of 10d6 points of damage) if you hit your foe with a melee touch attack. In addition, if a subject of up to one size category larger than you fails a Strength check (DC equal to your caster level + 12) against your first attack, the driving force of the *tail slap* pushes your foe back 5 feet plus another 5 feet for every 5 points of damage your foe takes.

If a wall or other solid object prevents the subject from being pushed back, the subject instead slams into the object and takes an extra 2d6 points of damage from the impact (no save).

The movement of your foe caused by a tail slap does not provoke attacks of opportunity.

The chance to push your foe back is only gained on the attack you make in the round when you initially cast the spell.

Special: A dragonblooded character, or a character with the dragon type, has a chance to push back a foe with every attack it makes during the spell's duration, instead of just the first attack made in the round when the spell is cast.

TAIL SWEEP

Evocation [Force]

Level: Sorcerer 4

Components: V, S

Casting Time: 1 standard action

Range: 10 feet

Area: 10-foot-radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A partially translucent, scaled tail uncoils from behind you and sweeps through the area, then vanishes as quickly as it appeared. You evoke a dragon's tail that savagely sweeps through the space around you in a 10-foot radius, dealing 1d6 points of damage per level to all creatures that fail a Reflex saving throw and half that damage to creatures that succeed on the save.

Creatures that fail the Reflex save are also knocked prone.

Special: A dragonblooded character, or a character with the dragon type, casts this spell at +1 caster level.

WINGS OF BOUNDING

Evocation [Force]

Level: Sorcerer 1

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: Instantaneous

Immense, partially translucent wings unfurl from behind you for an instant just before you jump, helping you achieve incredible distance or height.

You evoke immense, partially translucent wings that grant you a +20 circumstance bonus on a Jump check you make in the same round when you cast the spell.

In addition, if you are intentionally jumping down from a height and you succeed on the DC 15 Jump check to do so, you take falling damage as if you had dropped 30 fewer feet than you actually did.

Special: A dragonblooded character, or a character with the dragon type, gains an additional +1 bonus on the Jump check for every two caster levels (maximum +10).

WINGS OF COVER

Evocation [Force]

Level: Sorcerer 2

Components: V, S

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

Immense, partially translucent wings unfurl from behind you and completely shield you from the sight of your enemies for a single heartbeat.

Your evoked wings grant cover against a specific attack. If your foe is about to attack you with a melee, ranged, spell, or psionic attack, you can cast this spell immediately, creating a hemispherical barrier (or a spherical barrier if you are not standing on solid ground) of force shaped like dragon wings.

The wings of force last just long enough to disrupt your foe's line of effect to you, providing you total cover against a single attack with a weapon, spell, or psionic power.

Your foe's first attack in this round cannot be made and is wasted against you, though he could decide to take any other action, including choosing to attack one of your allies instead, or take a full attack action that grants him additional melee attacks against you in this round (if your foe is of high enough level to have additional attacks). The wings unfurl and then dissipate an instant later.

Your foe could choose to attack the area in which you have taken cover with an area attack (such as a *fireball* spell).

In this case, you gain a +8 bonus to AC (if applicable) and a +4 bonus on Reflex saves.

Special: A dragonblooded character, or a character with the dragon type, can provide cover for one additional adjacent ally for every three caster levels.

WINGS OF FLURRY

Evocation [Force]

Level: Sorcerer 4

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Area: 30-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Immense, scaled wings unfurl from behind you and beat at nearby foes in a savage flurry before vanishing as quickly as they appeared.

You evoke flickering dragon's wings that strike at every target in range, dealing 1d6 points of damage per caster level to all designated targets within 30 feet that fail a Reflex saving throw and half that damage to creatures that succeed on the save.

Creatures that fail the Reflex save are also dazed for 1 round.

Special: A dragonblooded character, or a character with the dragon type, casts this spell at +1 caster level.

WINGS OF SWIFT FLYING

Evocation [Force]

Level: Sorcerer 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level or until underlying flight effect lapses; see text

Immense, partially translucent wings unfurl from behind you and begin to beat expertly against the air, accelerating your flight.

After you have already cast fly or overland flight or are enjoying some other temporary power or magical flight effect, you can cast wings of swift flying to increase your speed.

This spell evokes ghostly, translucent wings that add 30 feet to your fly speed granted by the underlying spell for that spell's duration.

When the underlying flight effect's duration elapses, the wings of swift flying spell also immediately ends.

Only characters who are already enjoying the effect of flight granted by a spell, power, or other temporary magical or psionic effect can make use of this spell.

Characters who are flying through some other means (such as natural wings of their own) gain no benefit from casting this spell.

Special: A dragonblooded character, or a character with the dragon type, adds an additional 10 feet to her fly speed when this spell is cast (total 40-foot bonus to fly speed).

ILLUSION

INSTANT DIVERSION

Illusion (Figment)

Level: Bard 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 swift action

Range: Personal; see text

Target: You

Duration: 1 round

As you spin around, you produce residual images of yourself, each of which splits off from your body and moves away.

One or more illusory doubles of you appear, spinning off from your original location as you turn in a circle.

You create one double plus one for every four caster levels you have (minimum one, maximum five).

You are then free to go elsewhere while your doubles move away in a manner of your choosing.

The doubles move at your speed and can emit minor sounds such as footsteps or metal clanking, but they can only be made to move, withdraw, or run.

Any successful attack against an illusory double destroys it. A double's Armor Class is equal to 10 + your size modifier + your Dex modifier.

Figments seem to react normally to area spells (such as looking as though they are burned or dead after being hit by a fireball).

TRANSMUTATION

ESSENCE OF THE DRAGON

Transmutation

Level: Sorcerer 2

Components: S, M

Casting Time: 1 standard action

Range: Touch

Target: Willing living creature touched

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

With the touch of your bloodied hand, your ally's appearance shifts.

Her eyes become slitted, and a shimmer of scales ghosts momentarily across her skin.

You confer the dragon type on the touched creature.

For the duration of the spell, that creature counts as a dragon for the purpose of spell effects, magic item wielder requirements, favored enemy bonuses, and other factors that depend on a creature's type.

The subject of the spell is immune to magic sleep and paralysis effects and ignores the frightful presence of dragons.

The recipient also receives darkvision out to 60 feet and low-light vision.

It is also now vulnerable to harmful effects that specify dragons, such as dragon bane weapons.

Material Component: A drop of blood from a dragon or dragon-descended creature.

GHOSTLY RELOAD

Transmutation

Level: Sorcerer/wizard 1

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Hand, light, or heavy crossbow

Duration: 1 hour or until expended; see text

Saving Throw: No

Spell Resistance: No

Shimmering ghostly hands pull your crossbow's string back into the catch as you prepare to fire another bolt.

After the wielder shoots a projectile from the crossbow affected by this spell, the magic immediately cocks the crossbow so that the weapon can be loaded again.

Ghostly reload pulls the string of a hand crossbow or light crossbow into place once per caster level (maximum ten times at caster level 10th) and the string of a heavy crossbow into place once per two caster levels (maximum five times at caster level 10th).

Cumulative castings of *ghostly reload* do not stack.

This spell allows the crossbow's wielder to fire a light crossbow or heavy crossbow as a standard action and move in the same round.

If the character benefits from a high base attack bonus, the crossbow can be fired multiple times as a full attack, but only if *ghostly reload* can be applied to each attack in that round.

Focus: A crossbow.

MIGHTY WALLOP

Transmutation

Level: Sorcerer/wizard 1

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: One bludgeoning melee weapon

Duration: 1 minute/level

Saving Throw: None (object)

Spell Resistance: No (object)

The head of the weapon you touch is suddenly encased in a filmy halo that only you can see, extending out from the weapon to a distance of several inches.

Mighty wallop increases the damage of a bludgeoning melee weapon by one size category without increasing the dimensions or weight of the weapon.

For a Small weapon, find the weapon's damage value on the table below and adjust it to the value in the right-hand column for the duration of the spell.

Original Damage	Adjusted Damage
1	1d2
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8	1d10
1d10	1d12

For a Medium or larger weapon, refer to Table 2–2: Increasing Damage by Weapon Size (DMG 28).

Focus: A melee weapon.

MIGHTY WALLOP, GREATER

Transmutation

Level: Sorcerer/wizard 3

Duration: 1 hour/level

As *mighty wallop*, except that the bludgeoning melee weapon damage increases by one size category for every four caster levels you have, to a maximum of five size categories or up to an effective size of Colossal.

For a Small weapon that increases by more than one size category, begin by referring to the table in the *mighty wallop* spell description.

Once the weapon has been adjusted to an effective size of Medium, or if it was already a Medium or larger weapon, refer to Table 2–2: Increasing Damage by Weapon Size (DMG 28).

SENSE OF THE DRAGON

Transmutation

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As you finish casting the spell on yourself, a mild ringing arises inside your head that changes pitch depending on the locations of objects and creatures around you.

The subject gains augmented nonvisual senses out to a distance of 30 feet.

The subject does not need to make Spot or Listen checks to pinpoint the location of a creature within 30 feet, provided that it has line of effect to that creature.

Any opponent the subject cannot see still has total concealment against the recipient of this spell, and the subject still has the normal miss chance when attacking foes that have concealment.

Visibility still affects the movement of the subject, and the recipient of this spell is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Sense of the dragon can be made permanent with a *permanency* spell in regard to yourself for a cost of 1,500 XP.

Material Component: A worn dragon scale.

STEAL SIZE

Transmutation

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid creature larger than you

Duration: 1 minute/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

You throw the powdered iron toward your target, and the creature shrinks before your eyes—just as you simultaneously grow larger. You eclipse, balance, or minimize the size advantage of another creature.

A target that fails a Fortitude save shrinks by one size category, halving its height, length, and width and dividing its weight by eight, as the *reduce person* spell, while you grow by one size category, doubling your height, length, and width and multiplying your weight by eight, as the *enlarge person* spell.

If the spell ends for either of you, the spell ends for both of you.

Material Component: A dash of powdered iron.

RACES OF THE WILD (3.5)

CONJURATION

SUMMON DEVOTED ROC

Conjuration (Summoning)

Level: Sky 9

Components: V, S, DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned roc

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

This spell summons a particularly powerful roc. It appears where you designate (assuming the space is large enough to hold a Gargantuan creature) and acts immediately, on your turn.

You may command the roc telepathically as a free action, allowing you to direct its actions as you desire.

The roc has normal statistics for a creature of its kind (see page 215 of the *Monster Manual*), with the addition of a +5 enhancement bonus on its attack rolls, damage rolls, and saving throws.

Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

SUMMON DIRE HAWK

Conjuration (Summoning)

Level: Druid 2, Sky 2

Components: V, S, DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned dire hawk

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

This spell summons a dire hawk (see page 189).

It appears where you designate and acts immediately, on your turn.

You may command the dire hawk telepathically as a free action, allowing you to direct its actions as you desire.

ILLUSION

WOODLAND VEIL

Illusion (Glamer)

Level: Druid 2, ranger 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more creatures, no two of which can be more than 30 feet apart

Duration: 10 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell makes its subjects blend in with natural surroundings, hiding them and quieting the sounds they make.

All targets gain a +5 competence bonus on Hide and Move Silently checks while outdoors in a natural setting.

The spell has no effect in urban settings or indoors (including dungeons).

Those affected by this spell can see and hear each other and themselves as if unaffected by the spell.

Any affected creature moving more than 30 feet from another target loses the bonuses the spell provides.

TRANSMUTATION

AERIAL ALACRITY

Transmutation

Level: Sky 4, sorcerer/wizard 4

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 minute/level (D)

You become quicker and more maneuverable while airborne.

Your fly speed increases by 30 feet, and your maneuverability when flying improves by one category, to a maximum of perfect (see page 20 of the *Dungeon Master's Guide*).

While airborne, you gain a +1 dodge bonus to Armor Class and on Reflex saves.

DUST TO DUST

Transmutation

Level: Cleric 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

A golden ray springs from your pointing finger.

You must make a successful ranged touch attack to hit your intended target.

A corpse or undead creature struck by the ray takes 1d8 points of damage per two caster levels (maximum 10d8).

Any Large or smaller creature reduced to 0 or fewer hit points by this spell is disintegrated, leaving behind only a trace of fine dust.

The ray has no effect on objects that are not corpses; thus, the creature's equipment is unaffected.

A creature that makes a successful Fortitude takes half damage.

ENDURING FLIGHT

Transmutation

Level: Sky 3, sorcerer/wizard 4

Components: V

Casting Time: 1 full round

Range: Personal

Target: You

Duration: See text

You can carry more weight aloft while flying, and your flight lasts longer than normal.

You can fly at normal speed when wearing medium armor or carrying up to a medium load.

If your ability to fly (whether natural or magical) has a limited duration, that duration is doubled.

This spell lasts as long as you remain airborne; it ends the moment you land.

MASTERY OF THE SKY

Transmutation [Air]

Level: Sky 8

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

The air around you shapes itself to assist you and interfere with your foes' attacks.

While airborne, you gain a +2 competence bonus on attack rolls and damage rolls.

Your maneuverability becomes perfect, and your movement (whether airborne or not) is unaffected by winds of less than hurricane strength (see page 95 of the *Dungeon Master's Guide*).

The winds whipping around you (the equivalent of a windstorm) cause ranged weapon attacks made against you to automatically miss, and even siege weapons take a -4 penalty on attack rolls.

Melee attacks made against you by Huge or smaller creatures have a 50% miss chance.

Medium or smaller creatures cannot enter your space (such as to bull rush you or tumble through your space).

This spell has no effect if cast underwater or in an airless environment.

RAPTOR'S SIGHT

Transmutation

Level: Druid 1, ranger 1, Sky 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Your visual acuity improves dramatically.

You gain a +5 competence bonus on Spot checks.

If you have 5 or more ranks in Spot, you take only half the normal range increment penalty for ranged attacks (-1 per range increment instead of -2).

RETURNING WEAPON

Transmutation

Level: Assassin 2, sorcerer/wizard 2

Components: V

Casting Time: 1 swift action

Range: Touch

Target: One thrown weapon

Duration: 1 round/level (D)

Saving Throw: None (harmless)

Spell Resistance: No (harmless)

The weapon targeted by this spell gains the ability to return to the hand of its thrower (as the returning special ability described on page 225 of the *Dungeon Master's Guide*).

SANDSTORM (3.5)

ABJURATION

ANTIFIRE SPHERE

Abjuration

Level: Sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Area: 10-ft.-radius emanation from touched creature

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: No; see text

You bring into being a mobile, spherical energy field that protects against fire.

All creatures within the area of the spell gain immunity to fire damage.

In addition, the sphere prevents the entrance of any creature with the fire subtype and hedges out such creatures that are in the area when the spell is cast.

You must overcome a creature's spell resistance to keep it at bay.

CLOAK OF SHADE

Abjuration

Level: Cleric 1, druid 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: Yes (harmless)

The subject is wrapped in an envelope of perfect shade.

Inside the cloak, the temperature is one band lower than the actual temperature (see *Heat Dangers*, page 12), but the spell has no effect on unearthly or hotter heat, nor does it offer any protection against fire damage.

The target is treated as though it is in shade, thereby protected from sunburn, able to begin recovering from sun glare, and able to begin healing nonlethal damage taken from exposure to heat.

Cloak of shade has no effect on *light*, *daylight*, *sunburst*, and similar magical light effects, and it offers no protection from damage that creatures vulnerable to sunlight might take from the sun.

DISPEL WATER

Abjuration

Level: Bard 4, cleric 5, druid 4, sorcerer/wizard 5, Thirst 4

Components: V, S

Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target or Area: See text
Duration: Instantaneous
Saving Throw: See text

Spell Resistance: See text

You call on the power of the waste to counter and dismiss water creatures, spells, and effects.

However, *dispel water* cannot counter an instantaneous spell or effect.

You choose to use *dispel water* in one of three ways: to dry up a body of water, to counter a water-based spell or effect, or to dismiss an extraplanar creature of the water subtype.

Dry Up Water: This effect instantly destroys 200 cubic feet of water per level.

Remaining water rushes in to fill the void.

Cast in a large body of water, such as an ocean, the destruction of 1,000 or more cubic feet of water produces a strong current that pulls boats and creatures down.

Creatures caught in the current must make a DC 20 Swim check to avoid going under.

A creature that fails the Swim check is pulled down to a depth of 10 feet per caster level and must hold its breath or begin to drown (see page 304 of the *Dungeon Master's Guide*). The current might capsize vessels: The chance is 95% for a craft shorter than 20 feet long, 50% for one from 20 to 60 feet long, and 20% for one over 60 feet long.

Counterspell: Used in this way, *dispel water* targets a spellcaster and is cast as a counterspell (see page 170 of the *Player's Handbook*).

It only counters spells and spell-like abilities that have the water descriptor, or appear on the Water domain spell list, or clearly involve water (such as *create food and water*, *sleet storm*, and *wall of ice*).

To successfully counter the other spell, you must make a dispel check (1d20 + your caster level, maximum +20) against a DC equal to 11 + the spell's caster level.

Dismiss Water Creature: Cast in this way, *dispel water* targets a single extraplanar creature of the water subtype within range.

The creature can negate the effect with a successful Will save (and its spell resistance, if any, applies).

If it fails to save or resist the spell, the creature is forced back to its home plane.

FREEDOM OF BREATH

Abjuration

Level: Cleric 2, druid 2, paladin 2, ranger 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject can breathe freely in conditions that ordinarily inhibit respiration, such as sandstorms.

While *freedom of breath* is in effect, the subject does not make Constitution checks to avoid the onset of suffocation unless no breathable substance is available (such as for a human underwater or buried under sand).

The spell also protects against stench, such as those produced by a troglodyte or a *stinking cloud* spell.

The subject does not have to make saves or checks against nausea and similar effects from strong odors.

Freedom of breath also grants a +2 bonus on Fortitude saves and Constitution checks to resist poisonous vapors, such as those from a volcanic caldera or a *cloudkill* spell, for the duration of the spell.

Material Component: A sliver of mica.

HALO OF SAND

Abjuration [Earth]

Level: Druid 2, ranger 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

Halo of sand creates a thin band of sand that swirls and twists around your body, helping to deflect incoming attacks.

The sand does not make it difficult for others to see you, but it grants a +1 deflection bonus to AC.

This deflection bonus increases by 1 for every three caster levels above 3rd, to a maximum of +4 at caster level 12th.

IMPEDE SUN'S BRILLIANCE

Abjuration

Level: Druid 1, ranger 1, Summer 1

Components: S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Cylinder (10-ft. radius, 20 ft. high)

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

This spell reduces the sun's light to a comfortable glow in a stationary area, dropping the temperature by 20 degrees.

Creatures inside the effect gain a one-step improvement in protection against heat, are not subject to sunburn, and can begin to recover from sun glare and nonlethal damage due to heat (see Chapter 1).

Impede sun's brilliance has no effect on *light*, *daylight*, *sunburst*, and similar magical light effects, and it offers no protection from damage that creatures vulnerable to sunlight might take from the sun.

PROTECTION FROM DESSICATION

Abjuration

Level: Cleric 3, druid 2, ranger 2, sorcerer/wizard 3, Summer 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 min./level or until discharged

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The warded creature gains temporary immunity to dehydration of any kind.

While protected by the spell, the subject cannot become dehydrated even if it takes dessication damage.

Once the spell has prevented a total of 10 points of damage from dehydration per caster level (maximum 100 points), whether that damage is dessication damage or nonlethal damage, it is discharged.

SKIN OF THE CACTUS

Abjuration

Level: Druid 4, ranger 3, Summoner 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 min./level

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell grants a living creature the toughness, resilience, and needles of a cactus.

The effect grants a +3 enhancement bonus to the creature's existing natural armor bonus.

This enhancement bonus increases to +4 at caster level 10th and to a maximum of +5 at caster level 13th.

In addition to the enhancement bonus, *skin of the cactus* causes the subject to grow needles from its skin, clothing, or armor.

Any creature grappling the subject or striking it with natural weapons takes 1d6 points of piercing damage from the needles.

Finally, the subject of this spell is protected from nonlethal damage due to dehydration.

Skin of the cactus provides the subject with a +4 bonus on saves to resist becoming dehydrated from heat or exposure, but it offers no protection against dessication damage or spells that cause a target to become dehydrated.

The enhancement bonus provided by *skin of the cactus* stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor.

A creature without natural armor has an effective natural armor bonus of +0, much as a character wearing only normal clothing has an armor bonus of +0.

Material Component: A cactus spine.

SURELIFE

Abjuration

Level: Repose 8

Components: V, S, M

Casting Time: 1 round

Range: Personal

Target: You

Duration: 1 min./level

This spell protects you against some condition—such as being immersed in boiling oil or buried under an avalanche—that would ordinarily cause certain death.

You can protect yourself only against a natural occurrence or nonmagical condition, not against a spell or the action of a creature (such as the breath of a dragon or the swords of a group of bandits).

At the time of the casting, you must specify the condition against which you wish to protect yourself, and the spell is effective against only that condition.

Should you be subjected to that condition during the duration of the spell, you feel no discomfort and take no

damage from the condition, though the spell does not protect any items you carry.

If you are still subject to the condition at the end of the spell's duration, you experience its full normal effects.

Material Component: An ointment of peach syrup and cinnamon.

TRANSCRIBE SYMBOL

Abjuration

Level: Rune 8, sorcerer/wizard 8

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Magic symbol touched

Duration: 10 minutes or until discharged

Saving Throw: None

Spell Resistance: No

You place a protective spell upon your hand that allows you to touch an untriggered magic sigil (such as a *glyph of warding* or *symbol of death*), and even move it, without triggering it.

To pick up the symbol in this manner, you must make a successful caster level check (DC 20 + spell level).

Failure indicates that you trigger the magic sigil.

If the check is successful, you transfer the sigil to your hand.

You can then use a standard action to place it upon a surface of the sort on which it can normally be inscribed.

The transferred sigil works normally thereafter and retains its original triggering conditions, although its new location might make those conditions difficult or impossible to achieve.

You can maintain the magic sigil on your hand as long as you concentrate, up to the duration of the spell.

If your concentration lapses or the spell duration expires while the sigil is stored, it immediately triggers upon you (and only you), even if you would normally not meet its trigger conditions.

The effect has the same saving throw and spell resistance aspects as the original sigil did.

The only safe way to rid yourself of a stored sigil is to place it upon a suitable surface.

Focus: A piece of slate that is smooth on one side.

CONJURATION

ASHSTAR

Conjuration (Creation) [Evil]

Level: Sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft. level)

Effect: One ashstar; see text

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: No

You create a magical construct called an ashstar.

It shoots from your hand and hovers in the air anywhere within the limit of the range.

Each round, you can move the ashstar anywhere within range by spending a move action to concentrate on the new position.

The ashstar gives off a reddish light, akin to the hazy light within a sandstorm, providing shadowy illumination in a 20-foot radius.

A creature you designate within 10 feet of the ashstar that takes damage from any source must make a Fortitude saving throw.

On a failed save, the damage is considered dessication damage, and the victim becomes dehydrated.

An ashstar can be attacked as if it were an object.

It has hardness 10 and 20 hit points.

BLAST OF SAND

Conjuration (Creation) [Earth]

Level: Druid 4, Sand 4, sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

Sand sprays from your outstretched palm with enough force to strip flesh from bone and scour surfaces.

The spell deals 1d6 points of damage per caster level (maximum 10d6).

Do not divide damage from *sand scour* by four when applying it to objects.

Material Component: A pinch of sand.

DESERT DIVERSION

Conjuration (Teleportation)

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes

A gray ray flecked with red springs from your outstretched hand.

You must make a ranged touch attack to hit the target.

A target struck is covered with a glittering red field that usurps some forms of planar travel.

Forms of travel taken over by *desert diversion* include *dimension door*, *ethereal jaunt*, *etherealness*, *gate*, *greater teleport*, *plane shift*, *shadow walk*, *teleport*, *teleport object*, *teleportation circle*, and similar spells and spell-like abilities.

If the subject of *desert diversion* casts one of the above spells, he and those traveling with him (or anyone using the *gate* or *teleportation circle*) are diverted.

This spell can also be cast upon a *gate* or *teleportation circle*, thereafter diverting all who use the affected spell for the duration of *desert diversion*.

Subjects are diverted to a wasteland location, chosen by the caster or randomly determined.

Until *desert diversion* ends or is dispelled, the subjects of the spell cannot use any of the abovementioned spells to travel from the area.

If they try, the casting simply returns them to the same spot in the middle of the waste.

When the duration expires, the diversion ends, and subjects return to their point of origin.

FLASHFLOOD

Conjuration (Creation) [Water]

Level: Cleric 8, druid 8

Components: V, S, DF

Casting Time: 1 standard action

Range: 120 ft.

Area: Cone-shaped spread

Duration: 1 round

Saving Throw: See text

Spell Resistance: No

You create a roaring, frothing wall of water 10 feet high that erupts from where you stand and surges forward, sweeping away or smashing down nearly everything in its path.

The effect lasts for 1 round, although the water created by the spell does not disappear after 1 round, during which time creatures on the ground within the area cannot move or attack.

A spellcaster on the ground must make a Concentration check (DC 20 + spell level) to successfully cast a spell. The force of the water and debris deals those caught in the area 1d6 points of nonlethal damage plus another 1d6 points per five caster levels (maximum 4d6).

Any creature or object that is not soundly secured is pushed violently to the outer edge of the area.

If this forces the creature or object into a solid surface, it takes 8d6 points of damage.

A creature holding onto a sturdy object can make a DC 20 Strength check to avoid being moved.

A creature not already holding onto such an object can make a DC 20 Reflex save or Swim check to grab one.

A creature of Huge size or larger can make a DC 30 Strength check to dig in its feet and simply withstand the oncoming wave.

A creature that fails any of these checks falls prone in addition to being swept away.

The specific effect and aftereffects of a *flashflood* spell on the environment depend on the nature of the terrain where it is cast.

When the spell is completed, a total volume of 100,000 cubic feet of water (400 5-foot squares, in a 120-ft. cone, 10 feet deep) is left behind.

This water behaves like ordinary water—draining away and leaving puddles in most cases, or perhaps forming a shallow lake or pond.

Unless the caster has taken care to create the *flashflood* in a cleared area, however, the water left behind is full of debris, dirt, and perhaps a few corpses.

Such water is unfit to drink.

Cave, Cavern, or Tunnel: The sudden surge of water knocks down support beams, but otherwise has no real effect, aside from filling the tunnel with water to a depth of 10 feet.

If the area is insufficient to support 100,000 cubic feet of water, the water level rises above 10 feet until the entire volume is filled, or it spills outward from the confines of the original 400 squares.

What happens is based on the layout of the area.

In the case of level terrain, the water simply drains away over the course of a minute or so, leaving pools in depressions from which it cannot drain.

When the ground in a tunnel is not level, the water might flood sections of the tunnel.

In such cases, determine whether the flooded area is sufficient to contain the entire volume of water created—and, if not, how deeply the water floods the next level up. Any creatures caught in water over their heads might drown.

For example, Miyish casts *flashflood* in the dungeon of a ruined castle.

The dungeon's total volume is only 40,000 cubic feet (160 squares, with a 10-foot ceiling).

The remaining 60,000 cubic feet of water has to go somewhere, so it rushes up and out the entrance to the dungeon.

Since the terrain above the dungeon is another level of the castle, and is basically watertight, the water collects up here.

The total volume of this level is 80,000 cubic feet (320 squares, with a 10-foot ceiling), leaving 20,000 cubic feet of air.

Since the water has nowhere to go but up, and it has gone as high as it can, the water on this level is 7-1/2 feet deep (60,000 cubic feet divided by 8,000—the square footage of 320 5-foot squares).

If Miyish can't swim or breathe water, he has made a grave tactical error by casting *flashflood* in an area too small to contain it.

Cliffs: Casting *flashflood* at the base of a cliff has no effect on the cliff.

Casting *flashflood* from the top of a cliff can force creatures and objects over the edge, so that they take falling damage.

Open Ground: Creatures on open ground are safest from the worst effects of *flashflood*.

They might be knocked prone by the force of the water, or even swept 120 feet (24 squares) away, but they are not in any particular danger of drowning or being crushed.

Structure(s): Any structure standing on open ground takes 60 points of damage, enough to collapse a typical wooden building, but not a structure built of stone, masonry, or reinforced masonry.

Hardness reduces this damage, but it isn't halved as damage dealt to objects normally is.

Any creature caught inside a collapsing structure takes 8d6 points of bludgeoning damage (Reflex DC 15 half).

The debris is swept away by the *flashflood*.

River, Lake, or Marsh: The river, lake, or marsh overflows its banks, though with rivers the effect is transitory.

In the case of lakes and marshes, determine how much the body of water overflows, given the 100,000 cubic feet of water added to it.

Only calculate this amount if the total surface area of the lake or marsh is less than 40,000 square feet—and even then, it's only academic unless it is important to determine whether something on the shore gets wet.

HABOOB

Conjuration (Creation) [Air, Earth]

Level: Cleric 3, druid 3, ranger 3, Sand 3, sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Abrasive dust spreads in 20-ft. radius, 20 ft. high

Duration: 1 min./level

Saving Throw: None or Reflex half; see text

Spell Resistance: No

A thick haze of swirling dust and sand swirls out from the point you designate.

The effect obscures all sight, including darkvision, beyond 5 feet.

A creature within 5 feet has concealment.

Creatures farther away have total concealment.

Unprotected, nonmagical flames are automatically extinguished, and there is a 50% chance that protected flames will be snuffed.

In addition to obscuring sight, the swirling dust abrades any creature within it or attempting to move through it. Any creature passing through the haze takes 1d4 points of damage per two caster levels (maximum 5d4), with no save allowed.

If you conjure *haboob* so that it appears where creatures are located, each creature takes damage as if passing through the haze.

Such creatures take half damage with a successful Reflex save, but if these creatures do not leave the affected area at their next opportunity, they take full damage from the abrading sands (no save) as if they had voluntarily entered the area.

Any creature that remains within the affected area for more than 1 round likewise takes damage automatically (no save).

A moderate wind (11+ mph) disperses the dust in 8 rounds; a strong wind (21+ mph) disperses it in 4 rounds.

This spell does not function underwater.

Material Component: A pinch of ash, dust, or sand.

HYDRATE

Conjuration (Healing)

Level: Bard 2, cleric 2, druid 2, paladin 2, ranger 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Will half; see text

Spell Resistance: Yes; see text

This spell allows you to create moisture within the body of a living creature, healing damage from dehydration.

Hydrate heals 2d8 points +1 point per caster level

(maximum +10) of dessication damage, removes all

nonlethal damage from dehydration, and clears up any lingering effects of the dehydrated condition.

When cast on a creature of the fire subtype, *hydrate* deals damage instead of healing.

Such a creature can apply spell resistance and attempt a Will save to take half damage.

MEPHIT MOB

Conjuration (Summoning) [see text]

Level: Bard 6, druid 6, Thirst 7

Components: V, S

Casting Time: 1 minute

Range: Medium (100 ft. + 10 ft./level)

Effect: Two or more summoned creatures, no two of which can be more than 30 ft. apart

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

This spell summons 2d6 mephits of a kind you designate. These are average mephits, as described in the *Monster Manual* and in Chapter 6 of this book.

The mephits appear where you choose and act immediately, on your turn.

They attack your opponents to the best of their ability.

If you can communicate with the mephits, you can direct them not to attack, to attack particular enemies, or to perform other actions.

You can dismiss them singly, or in groups, at any time.

Summoned mephits cannot summon or otherwise conjure another creature, nor can they use any teleportation or planar travel abilities.

Mephits cannot be summoned into an environment that cannot support them.

When you use a summoning spell to summon an air, earth, fire, or water creature, it is a spell of that type.

For example, *mephit mob* is an earth spell when you cast it to summon salt mephits.

SANDSTORM

Conjuration (Creation) [Air, Earth]

Level: Druid 6

Components: V, S

Casting Time: 1 standard action

Range: 40 ft./level

Area: 40 ft./level radius cylinder 40 ft. high

Duration: 10 min./level

Saving Throw: Fortitude negates

Spell Resistance: No

You create a duststorm or sandstorm.

Sandstorm uses the parameters of *control winds* (see page 214 of the *Player's Handbook*), differing from that spell as shown above and as follows.

A spellcaster who knows *sandstorm* need not be in an area of exposed, sandy soil to create the effects described below—this spell conjures both sand and wind.

Duststorm Strength: For every three caster levels, you can increase or decrease wind strength by one level.

Wind speeds of less than severe are insufficient to carry suspended sand.

(Wind strength and related duststorm effects are briefly summarized below, with more detail found on page 16). Each round on your turn, creatures in the area must make Fortitude saves or suffer the effects of being in the wind, as well as the effects of suspended grit.

A severe wind (31+ mph) causes minor ship and building damage, and creates a duststorm with fine grains of sand that reduces visibility, smothers unprotected flames, and even chokes protected flames.

A windstorm (51+ mph) drives most flying creatures from the skies, uproots small trees, knocks down light wooden structures, tears off roofs, and endangers ships.

Wind of this speed creates a sandstorm that badly reduces visibility and deals 1d3 points of nonlethal damage each round to anyone caught out in the open.

Hurricane force winds (75+ mph) destroy wooden buildings, sometimes uproot even large trees, and cause most ships to founder.

Wind of this speed creates a flensing sandstorm that severely reduces visibility and deals 1d3 points of lethal damage each round to anyone caught out in the open.

A tornado (175+ mph) destroys all nonfortified buildings and often uproots large trees.

Tornado-force sandstorms are of the flensing variety.

SUMMON DESERT ALLY I

Conjuration [Summoning]

Level: Druid 1, ranger 1

Components: V, S, DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell summons a dustform creature (see page 161).

It appears where you designate and acts immediately on your turn.

It attacks your opponents to the best of its ability.

If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

A summoned creature cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities.

Creatures cannot be summoned into an environment that cannot support them.

This spell conjures one of the creatures from the 1st-level list on the accompanying Summon Desert Ally table.

You choose which kind of creature to summon, and you can change that choice each time you cast the spell.

All the creatures on the table are neutral unless otherwise noted.

SUMMON DESERT ALLY II

Conjuration [Summoning]

Level: Druid 2, ranger 2

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon desert ally I*, except that you can summon one 2nd-level creature or 1d3 1st-level creatures of the same kind.

SUMMON DESERT ALLY III

Conjuration [Summoning]

Level: Druid 3, ranger 3

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon desert ally I*, except that you can summon one 3rd-level creature, 1d3 2nd-level creatures of the same kind, or 1d4+1 1st-level creatures of the same kind.

SUMMON DESERT ALLY IV

Conjuration [Summoning]

Level: Druid 4, ranger 4

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon desert ally I*, except that you can summon one 4th-level creature, 1d3 3rd-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

SUMMON DESERT ALLY V

Conjuration [Summoning]

Level: Druid 5

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon desert ally I*, except that you can summon one 5th-level creature, 1d3 4th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

SUMMON DESERT ALLY VI

Conjuration [Summoning]

Level: Druid 6

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon desert ally I*, except that you can summon one 6th-level creature, 1d3 5th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

SUMMON DESERT ALLY VII

Conjuration [Summoning]

Level: Druid 7

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon desert ally I*, except that you can summon one 7th-level creature, 1d3 6th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

SUMMON DESERT ALLY VIII

Conjuration [Summoning]

Level: Druid 8

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon desert ally I*, except that you can summon one 8th-level creature, 1d3 7th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

SUMMON DESERT ALLY IX

Conjuration [Summoning]

Level: Druid 9, Sand 9

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon desert ally I*, except that you can summon one 9th-level creature, 1d3 8th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

SUMMON DESERT ALLY

1st Level

Baboon
Badger
Dire rat
Dog
Giant fire beetle
Hawk
Jackal†
Monstrous centipede, Medium
Monstrous scorpion, Small
Monstrous spider, Small
Owl
Raven
Serval†
Snake, Small viper

2nd Level

Donkey
Eagle
Formian worker
Giant ant, worker
Hyena
Monstrous scorpion, Medium
Monstrous spider, Medium
Riding dog
Snake, Medium viper
Vulture†

3rd Level

Ashworm†
Bat swarm
Camel
Cheetah
Dire badger
Dire bat
Giant ant, soldier
Monstrous centipede, Large
Snake, Large viper

4th Level

Ankheg
Deinonychus
Dire jackal†
Giant ant, queen
Giant eagle
Giant owl
Monstrous spider, Large
Protoceratops†

5th Level

Dire vulture†
Formian, warrior
Lion
Locust swarm
Monstrous centipede, Huge
Monstrous scorpion, Large
Snake, Huge viper

6th Level

Diprotodon†
Dire lion
Giant stag beetle
Hippopotamus†
Megaraptor
Monstrous centipede, Gargantuan
Monstrous spider, Huge
Rhinceros

7th Level

Elephant
Formian, taskmaster
Giant banded lizard†
Monstrous scorpion, Huge

8th Level

Dire tortoise†
Dunewinder†
Monstrous centipede, Colossal
Monstrous spider, Gargantuan
Triceratops
Tyrannosaurus

9th Level

Monstrous scorpion, Gargantuan
Monstrous spider, Colossal

† New monster described in Chapter 6.

WALL OF MAGMA

Conjuration (Creation) [Earth, Fire]

Level: Cleric 5, druid 6, sorcerer/wizard 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Wall of molten stone whose area is up to one 5-ft. square/level (S)

Duration: 1 min./level

Saving Throw: See text

Spell Resistance: Yes

This spell creates a wall of thick magma that glows with a dull red heat.

It merges into adjoining rock surfaces, melting the rock at the point of connection to form a smooth bond.

The wall can seal off a passage or breach, but the intense heat causes flammable materials in contact with the *wall of magma* to catch fire instantly.

A *wall of magma* is 1 inch thick per four caster levels.

You can double the wall's area by halving its thickness.

The wall cannot be conjured so that it occupies the same space as a creature or another object.

You can shape a *wall of magma* into sheets and curves, but the molten wall cannot form domes or unsupported horizontal surfaces more than 5 feet across.

The wall need not be vertical but must rest upon a firm foundation; it must merge with and be solidly supported by existing stone.

The wall cannot hold complex forms such as crenellations. It is possible (though difficult) to form the wall into a ring to enclose creatures, but they can avoid this with successful Reflex saves.

The wall sends forth waves of heat, dealing 2d6 points of fire damage to creatures within 10 feet and 1d6 points of fire damage to those past 10 feet but within 20 feet.

Unlike a *wall of fire*, both sides of a *wall of magma* radiate heat.

Since it is molten, the wall cannot be broken as such, but an object or creature could force its way through.

It costs 4 squares of movement to move through a square containing a *wall of magma*, but creatures of the earth subtype can pass through the wall at normal speed.

A *wall of magma* deals 5d6 points of fire damage +1 point of fire damage per caster level (maximum +20) to creatures passing through it, the same amount each round to any creature within it, and 2d6 points of fire damage per round for 1d3 rounds after a creature leaves the area of the wall. It deals double damage to undead and creatures with the water subtype.

The wall can be destroyed normally by a *disintegrate* spell.

If any 5-foot section of the wall takes 40 points of cold damage or more in a round, that section hardens into normal stone (hardness 8, 15 hit points per inch of thickness), which can then be chipped or broken as normal (DC 20 Strength check, +2 per inch of thickness).

Do not divide cold damage by four, as normal for objects.

Casting *create water* on the surface of a *wall of magma* creates a cloud of steamy fog that fills a cube with the dimensions of the length of wall affected.

The fog dissipates after 10 minutes.

Only the surface of the stone hardens; the wall is not cooled completely.

Wall of magma can be made permanent with a *permanency* spell.

A permanent *wall of magma* that is chilled by cold damage stays solid for 10 minutes, then returns to its molten state.

Arcane Material Component: A small piece of pumice, obsidian, or other volcanic rock.

WALL OF SALT

Conjuration (Creation) [Earth]

Level: Cleric 4, druid 4, sorcerer/wizard 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Salt wall whose area is up to one 5-ft. square/level (S)

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

This spell creates a gleaming wall of salt crystal that merges into adjoining rock surfaces.

The wall can seal off a passage or breach, or be used to construct new walls.

A *wall of salt* is 1 inch thick per caster level.

You can double the wall's area by halving its thickness.

The wall cannot be conjured so that it occupies the same space as a creature or another object.

You can form a *wall of salt* into nearly any shape desired.

The wall need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone.

It can be used to bridge a chasm or as a ramp.

If such a span is more than 20 feet long, the wall must be arched and buttressed, reducing the spell's area by half.

For example, a 10th-level caster could create a salt span with a surface area of five 5-foot squares.

The wall can be crudely shaped to allow crenellations, battlements, and so forth, by likewise reducing the area.

The wall can be destroyed normally by a *disintegrate* spell or by chipping and breaking.

Each 5-foot square of the wall has 3 hit points per inch and hardness 2.

A section of wall whose hit points drop to 0 is breached.

If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15 + 1 per inch of thickness.

Directing a constant blast of water at a *wall of salt* (for example, a geyser from a *decanter of endless water*) dissolves the mineral, dealing 10 points of damage per minute (which hardness does not reduce).

It is possible, but difficult, to trap mobile opponents within or under a *wall of salt*, provided the wall is shaped so it can hold the creatures.

Creatures can avoid entrapment with successful Reflex saves.

Arcane Material Component: A crystal of rock salt.

WALL OF SAND

Conjuration (Creation) [Earth]

Level: Cleric 4, druid 4, sorcerer/wizard 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Sand wall whose area is up to one 10-ft. square/level (S)

Duration: 1 min./level (D)

Saving Throw: See text

Spell Resistance: No

You cause a flat, vertical wall of churning sand to spring up.

The wall is 1 inch thick per caster level and covers up to a 10-foot square area per caster level.

You can double the wall's area by halving its thickness.

The wall cannot be conjured so that it occupies the same space as a creature or another object.

No form of physical attack can harm a *wall of sand* directly, but each 10-foot section has 2 hit points per inch of thickness for determining whether an attack passes through it.

The wall reduces damage dealt by attacks that pass through it.

It essentially absorbs damage, so attacks must deal more damage than the wall has hit points to have any effect on a target on the other side of the *wall of sand*.

Breaches in the wall close immediately after the attack that made them pass through.

The sand blocks line of effect for any fire spell.

Creatures on the opposite side of the wall from an attack's origin have total concealment against that attack.

Moving through a *wall of sand* requires a Strength check (DC 10 + 1 per inch of thickness).

Those who fail must stop in the space from which they attempted to enter the wall.

Any creature that attempts to pass through a *wall of sand* must also make a Fortitude save or be blinded for 1d4+1 rounds.

(Creatures without eyes are not subject to this effect).

A creature passing through the roiling wall does not leave a usable breach for others.

All nonmagical flames are extinguished if carried through a *wall of sand*.

The spells *control sand* and *move earth* can breach and hold open a break in a *wall of sand*.

It is possible, but difficult, to trap mobile opponents within a *wall of sand*, provided the wall is shaped so it can hold the creatures.

Creatures can avoid entrapment with successful Reflex saves.

A *wall of sand* is treated like normal sand for the duration of the spell, so it can be affected by any spell or effect that affects sand, such as *transmute sand to stone* or *transmute sand to glass*.

The wall still lasts only for its normal duration, even if its consistency changes.

A *wall of sand* can be made permanent with a *permanency* spell.

Arcane Material Component: A handful of sand.

WALL OF WATER

Conjuration (Creation) [Water]

Level: Cleric 4, druid 4, sorcerer/wizard 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Wall of water 1 ft. thick whose area is up to one 10-ft. square/level (S)

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

You cause a vertical wall of swirling water to appear.

You can double the area of the wall's effect by halving its thickness.

Any creature attempting to pass through a square occupied by a *wall of water* must make a Swim check (DC 14 + your spellcasting ability modifier) or become trapped in the water, unable to move.

A creature trapped in this fashion can attempt another Swim check each round and might drown (see Drowning, page 304 of the *Dungeon Master's Guide*).

If you conjure the wall so that it appears where creatures are, each creature must make a Swim check or become trapped; those that succeed can choose on which side they wish to emerge from the water.

Any nonmagical flame is extinguished if carried through a *wall of water*.

Few forms of physical attack can harm a *wall of water* directly.

Thrown weapons are ineffective through it, and attacks with other ranged weapons are made with a -2 penalty for every 5 feet of wall through which they must pass (in addition to normal range penalties; minimum penalty -2). A breach in the wall closes immediately after the attack that made it go through.

The water blocks line of effect for any fire spell.

Creatures on one side of the wall have cover against those on the other side unless the creature making the attack is under the effect of *freedom of movement*.

If any 5-foot section of water takes 20 or more points of fire damage in a single round, that section evaporates into steamy fog that lasts for 1 minute.

If any 5-foot section of wall takes 20 or more points of cold damage in 1 round, that length freezes for 10 minutes.

Treat a frozen section as a *wall of ice* instead.

In either instance, do not divide damage by four, as is normal for objects.

Control water can open and hold open a breach in a *wall of water*, so long as that spell can affect enough of the wall.

A *wall of water* can be made permanent with a *permanency* spell.

Arcane Material Component: A vial of water.

DIVINATION

LOCATE WATER

Divination

Level: Cleric 1, druid 1, ranger 1, sorcerer/wizard 1

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Cone-shaped emanation

Duration: Concentration, up to 10 min./level

Saving Throw: None

Spell Resistance: No

You sense the direction of a substantial body of water.

The amount of information revealed depends on how long you search a particular area.

1st Round: Presence or absence of water.

2nd Round: Number of water sources in the area and the rough size of the largest one present.

3rd Round: The size (see below) and location of each source of water.

If a water source is outside your line of sight, then you discern its direction but not its exact location.

Size: For the purpose of this spell, the size categories of bodies of water are as follows.

Small: A small pond or pool (200 cubic feet or less) or a brook (5 feet across or smaller).

Medium: A large pond or small lake (up to 20,000 cubic feet) or a good-sized stream (up to 30 feet across).

Large: A large lake (up to 10 million cubic feet) or a broad river.

Vast: An ocean or an inland sea.

Creatures cannot be found by this spell.

The spell ignores small quantities of water, such as filled bottles and skins.

The spell reveals nothing about the quality of the water or how easy it is to reach.

The presence of fire or magma within the spell's area blocks it.

Arcane Focus: A forked hazel wand.

ENCHANTMENT

DESERT BINDING

Enchantment (Compulsion) [Mind-Affecting]

Level: Sand 8, sorcerer/wizard 8

Components: V, S, M

Casting Time: 1 minute

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: See text (D)

Saving Throw: Will negates; see text

Spell Resistance: Yes

This spell functions like *binding* (see page 204 of the *Player's Handbook*), except as noted here.

Sand in the Hourglass: The subject assumes the form of a minute portion of sand, each grain of which looks like its head.

Held in a clear glass container, usually an hourglass, the subject remains aware of its surroundings (from multiple viewpoints) and can speak (from multiple, tiny mouths), but cannot leave the hourglass, attack, or use any other abilities.

The subject does not need to breathe, eat, or drink while subject to *sand in the hourglass*, nor does it age.

Shattering the hourglass before the spell ends slays the bound creature, and its body remains sand (effectively destroyed).

The duration is one year per caster level, after which time the victim reforms into its original shape, destroying the hourglass.

Reduce the save DC by 4.

Wind in the Waste: The subject is transformed into a howling wind blowing across the waste.

The victim retains knowledge of its prior existence, but has no abilities other than to howl with the wind.

Because of its insubstantial nature, the subject is nearly impossible to define or specifically locate.

The DM might allow the victim to be found through special means or through powerful magic (such as *limited wish*).

The duration is one year per caster level, after which time the subject returns to its original shape in the location where it was first subjected to *wind in the waste*.

Reduce the save DC by 4.

Material Component: As the *binding* spell; see page 204 of the *Player's Handbook*.

SLEEP MOTE

Enchantment (Compulsion) [Mind-Affecting]

Level: Druid 5, sorcerer/wizard 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: 5-ft.-diameter sphere

Duration: 1 round/level; see text

Saving Throw: Will partial

Spell Resistance: Yes

You create a dust devil composed of slumber-inducing particles.

It flies at a speed of 30 feet per round (perfect maneuverability), and you can concentrate on controlling its every movement or specify a simple program.

Directing the vortex's movement is a move action, while changing its programmed movement is a standard action. If you don't move or program the vortex, it merely stays at rest, spinning and howling.

The vortex dissipates if it exceeds the spell's range.

If the *sleep mote* enters a space with a creature, it stops moving for the round and causes a magical slumber to come upon any creature whose space it completely engulfs that fails a Will saving throw (thus, creatures larger than Medium size have immunity to a *sleep mote*).

Even on a successful Will saving throw, affected creatures are sleepy, and take a –2 penalty on all Wisdom, Intelligence, and Charisma checks for the spell's duration. Sleeping creatures are helpless.

Slapping or wounding awakens an affected creature, but normal noise does not.

Awakening a creature is a standard action (an application of the aid another action).

Sleep mote has no effect on unconscious creatures.

Arcane Material Component: A pinch of fine sand and a live cricket.

SYMBOL OF THIRST

Enchantment (Compulsion) [Mind-Affecting]

Level: Cleric 6, sorcerer/wizard 6, Thirst 6

Components: V, S, M

Casting Time: 10 minutes

Range: 0 ft.; see text

Target: One symbol

Duration: See text

Saving Throw: Will negates

Spell Resistance: Yes

This spell functions like *symbol of death* (see page 289 of the *Player's Handbook*), except that all creatures within 60 feet of a *symbol of thirst* are consumed by a terrible sense of thirst (as the *tormenting thirst* spell; see below) for 10 minutes per caster level.

Note: Magic traps, such as *symbol of thirst*, are hard to detect and disable.

A rogue (only) can use the Search skill to find a *symbol of thirst* and Disable Device to thwart it.

The DC in each case is 25 + spell level, or 32 for *symbol of thirst*.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp.

TORMENTING THIRST

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 3, sorcerer/wizard 3, Thirst 3

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell fills the subject with a terrible sense of thirst. Desperate and unable to focus on any other goal, it must drink as deeply as it can.

The affected creature runs to the nearest body of water in sight, grabs and empties the closest container of water or liquor (even those carried by allies), or runs toward the nearest known source of water.

No matter how much the subject drinks, the sensation of thirst is not quenched.

If denied the opportunity to quench its thirst, an affected creature flies into a rage similar to the barbarian class feature (see page 25 of the *Player's Handbook*).

The subject attacks friend and foe alike in its quest to find water, though not necessarily with lethal force.

EVOCATION

BODY BLAZE

Evocation [Fire]

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Personal; see text

Target: You

Duration: 1 round/level (D)

You are surrounded in flame, which does not harm you or your equipment.

When you move, you leave a vertical trail of flame in your wake.

The sheet of flame left behind you is up to 20 feet high, 2 inches wide, and lengthens as you move, exactly following the path you take across a horizontal surface—you leave no trail on vertical surfaces or through the air because the sheet of flame must be anchored on a horizontal surface.

The blazing wall deals 2d6 points of fire damage +1 point of fire damage per caster level (maximum +20) to any creature passing through it.

If you pass through a square more than once, the damage dealt by the wall to creatures moving through that square does not increase.

You take no damage from your own blazing wall.

If you overrun a creature or otherwise manage to pass through its square, each creature takes damage as if passing through the wall.

If any 5-foot length of wall takes 20 points of cold damage or more in 1 round, that section goes out.

Material Component: A small piece of phosphorus.

FLAYWIND BURST

Evocation [Air, Earth]

Level: Cleric 5, druid 5, Sand 5, sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 round

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

This spell produces a brief windstorm (approximately 70 mph), filled with scouring, supernatural grit that literally strips flesh.

In addition to the possible effects of the wind, creatures within the area of a *flaywind burst* spell take 1d6 points of damage per caster level (maximum 10d6) from the scouring sands.

A successful Reflex save halves this damage.

A creature within the area of *flaywind burst* must make a Fortitude save or experience the effects of the wind's force.

A Small or smaller creature is knocked down and rolled 1d4×10 feet, taking 1d4 points of nonlethal damage per 10 feet.

If flying, a Small or smaller creature is blown back 2d6×10 feet and takes 2d6 points of nonlethal damage.

Medium creatures are knocked prone, or if flying are blown back 1d6×10 feet.

Large or Huge creatures are unable to move forward against the force of the blast, or if flying are blown back 1d6×5 feet. Gargantuan or larger creatures can move normally within a *flaywind burst*.

Flaywind burst can't move a creature beyond its range.

In addition to the effects noted, *flaywind burst* can do anything else that a windstorm-force sandstorm would be expected to do, such as briefly obscure vision, heel over a boat, or blow gases and vapors to the limit of its area.

Material Component: A pinch of sand and the wing feather of a vulture.

PARBOIL

Evocation [Fire]

Level: Cleric 5, sorcerer/wizard 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

You flash-heat the air in an area, boiling the blood and baking the brains of creatures caught inside.

The hot air deals 6d6 points of fire damage and 2d4 points of Intelligence damage.

Creatures that make successful Fortitude saves take half fire damage and no Intelligence damage.

Arcane Material Component: Water and a pinch of sulfur.

SCIMITAR OF SAND

Evocation [Earth]

Level: Druid 2, sorcerer/wizard 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: 0 ft.

Effect: Scimitar of grinding sand

Duration: 1 min./level (D)

Saving Throw: Fortitude partial

Spell Resistance: Yes

A curved, 3-foot-long blade of sand springs forth from your hand, screaming and churning like a caged sandstorm.

Attacks with a *scimitar of sand* are melee touch attacks.

The blade deals 1d6 points of damage, +1 point per two caster levels (maximum +10).

The blade is not solid, so your Strength modifier does not apply to the damage.

You can use a *scimitar of sand* without penalty even if you lack proficiency with a normal scimitar.

In addition to being dealt damage, a creature struck by your weapon must succeed on a Fortitude save or become dehydrated.

Arcane Material Component: A pinch of sand, salt, and iron filings.

SEARING EXPOSURE

Evocation [Fire, Light]

Level: Druid 4, sorcerer/wizard 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

You expose the target to the effect of hours of exposure to severe heat and the desert sun in only a moment.

The subject must make a Fortitude saving throw or take 1d4 points of nonlethal damage per caster level (maximum 15d4).

Nonlethal damage that exceeds the subject's hit points is considered lethal damage.

In addition, the subject is dazzled (as if by sun glare), dehydrated, and sunburned (see Chapter 1).

Protection from heat and exposure (such as keeppool salve or a hydration suit; see Chapter 4) helps mitigate these effects, providing the target with a +4 bonus on the Fortitude save.

A creature wearing heavy clothing or armor takes a -4 penalty on the Fortitude saving throw, but is not sunburned.

Those that succeed on their Fortitude saves take half damage, are dehydrated, and are dazzled for 1d4+1 rounds.

Arcane Material Component: A shard of thick glass.

STORM MOTE

Evocation [Air, Earth]

Level: Druid 3, sorcerer/wizard 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Cylinder (5-ft. radius, 10 ft. high)

Duration: 1 round/level

Saving Throw: Fortitude half

Spell Resistance: Yes

You create a whirling vortex of sand.

It flies at speed of 60 feet per round (perfect maneuverability), and you can concentrate on controlling its every movement or specify a simple program.

Directing the vortex's movement is a move action, while changing its programmed movement is a standard action.

If you don't move or program the vortex, it merely stays at rest, spinning and howling.

The vortex dissipates if it exceeds the spell's range.

If a *storm mote* enters a space with a creature, it stops moving for the round and deals 2d8 points of damage to the creature.

A successful Fortitude save reduces damage by half.

Those outside the vortex have concealment against those inside.

The vortex extinguishes all nonmagical flame.

Arcane Material Component: A pinch of sand.

NECROMANCY

ASHEN UNION

Necromancy

Level: Sorcerer/wizard 6

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude half and Fortitude partial; see text

Spell Resistance: Yes

You drain all the moisture from the body of a living creature, dealing it 1d6 points of dessication damage per two caster levels (maximum 10d6).

A creature that makes a successful Fortitude save takes half damage.

If the subject takes damage from the spell (whether its first save was successful or not) equal to more than half of its current hit points, it must make another Fortitude saving throw or die as its body expels all remaining fluid, leaving behind only a fragile husk that powders to ash at the least touch.

A victim's equipment is unaffected.

A creature that is affected but not slain by the spell is dehydrated (see page 15).

Material Component: A piece of dried fruit and a pinch of dust.

BLACK SAND

Necromancy [Darkness, Evil]

Level: Cleric 3, Sand 2

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius spread

Duration: 1 min./level

Saving Throw: Reflex negates; see text

Spell Resistance: Yes

This spell creates an area of black sand (see page 20), infused with shadowstuff and negative energy.

A region of black sand literally swallows light, emitting magical darkness rising to a height of 20 feet over the surface.

Creatures that come in contact with the sand take 1d4 points of damage per round from negative energy (no save). Those reduced to 0 hit points crumble into black sand themselves.

Creatures can make Reflex saves to avoid being caught in the area upon which the spell is first cast.

Only the surface of the sand is affected by the spell, so creatures burrowing beneath an area of black sand are unaffected unless they break its surface.

Creatures that do so immediately take damage from the spell.

Black sand can be made permanent with a *permanency* spell.

CHOKING SANDS

Necromancy

Level: Cleric 5, druid 5, sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous; see text

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

You coat the target's lungs with dust and sand.

The target can cough up the sand by taking a full-round action and making a Fortitude save.

If it chooses not to do so, it must make Constitution checks to avoid suffocation (see page 304 of the *Dungeon Master's Guide*).

Material Component: A tiny stuffed animal filled with sand.

DESICCATE

Necromancy

Level: Cleric 2, druid 2, sorcerer/wizard 2, Thirst 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You evaporate moisture from the body of a living creature, dealing it 1d6 points of dessication damage per two caster levels (maximum 5d6) and making it dehydrated (see page 15).

A successful Fortitude save results in half damage and negates the dehydration.

A plant or elemental of the water subtype takes 1d8 points of damage per caster level (maximum 10d8).

An elemental of the earth subtype takes only 1d4 points of damage per two caster levels (maximum 5d4).

Material Component: A pinch of dust.

DESICCATE, MASS

Necromancy

Level: Cleric 6, druid 6, sorcerer/wizard 6, Thirst 5

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature/level, no two of which can be more than 30 ft. apart

This spell functions like *desiccate*, except that it affects multiple creatures.

MUMMIFY

Necromancy

Level: Cleric 6, druid 6, sorcerer/wizard 6

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

You flash-dry a creature, killing it and preserving it in an instantaneous mummification process.

A creature that makes a successful Fortitude saving throw instead takes 6d6 points of dessication damage and is dehydrated.

If the damage kills the target, it is still mummified.

Arcane Material Component: A strip of salted cloth.

PARCHING TOUCH

Necromancy

Level: Sorcerer/wizard 1, Thirst 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature or creatures touched (up to one/level)

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

Your hand glows with a dull, ruby light, and your touch drains moisture from the body of a living creature, dealing 1d6 points of dessication damage.

A plant or elemental of the water subtype instead takes 1d8 points of dessication damage.

A touched creature also takes 1 point of Constitution damage and is dehydrated unless it makes a successful Fortitude saving throw.

You can use this melee touch attack up to once per caster level.

SUNSTROKE

Necromancy

Level: Druid 1, sorcerer/wizard 1, Summer 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

You cause a living creature to experience the effects of heatstroke.

The target takes 2d6 points of nonlethal damage.

If the target fails a Fortitude save, it immediately becomes fatigued, or exhausted if already fatigued.

Since this spell causes heatstroke, the damage and fatigue dealt can only be healed after that condition is treated properly (see page 13).

WITHER

Necromancy

Level: Sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

This spell drains moisture from the body of a living creature.

The target takes 1d6 points of dessication damage per caster level (maximum 10d6) and is dehydrated (see page 15).

A creature that makes a successful Fortitude save takes half damage and is not dehydrated.

A plant or elemental of the water subtype instead takes 1d8 points of dessication damage per caster level (maximum 15d8).

Material Component: A pinch of powdered bone.

TRANSMUTATION

AWAKEN SAND

Transmutation

Level: Druid 6, Sand 6

Components: V, S, DF, XP

Casting Time: 24 hours

Range: Touch

Target: 15-ft. area of sand touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You awaken a region of sand, or similar material, to humanlike sentience.

To succeed, you must make a DC 18 Will save.

The *awakened* sand is friendly toward you.

You have no special empathy or connection with sand you awaken, although it serves you in specific tasks or endeavors if you communicate your desire to it.

The sand creature you awaken has the same statistics as a Huge animated object with a base land speed of 40 feet and a burrow speed of 20 feet.

Unlike normal animated objects, *awakened* sand beings have the earth subtype, and their Intelligence, Wisdom, and Charisma scores are each 3d6.

A sand being has immunity to polymorphing.

The awakened sand can speak one language you know, plus one additional language that you know per point of Intelligence bonus (if any) it has.

A sand creature can engulf Large or smaller creatures as a standard action.

It cannot make a slam attack during a round in which it engulfs.

The sand creature merely has to move over the opponents, affecting as many as it can cover.

Opponents can make attacks of opportunity against the creature, but if they do so they are not entitled to a saving throw.

Those who do not attempt attacks of opportunity must succeed on a DC 19 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the creature moves forward.

Engulfed opponents are considered grappled and are trapped within the sand creature's body.

The sand creature deals 1d6+3 points of damage to trapped opponents each round after the one in which it engulfed them.

Opponents that need to breathe risk suffocation (see page 304 of the *Dungeon Master's Guide*).

The save DC is Strength-based.

Sand creatures are amorphous and can do anything sand would be expected to do—hide perfectly atop other sand, form into dunes and drifts, and pour through small openings (although passing through an opening two size categories smaller than the creature takes a full-round action).

XP Cost: 500 XP.

CONTROL SAND

Transmutation

Level: Cleric 3, druid 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Dust or sand in a volume of 10 ft./level wide by 10 ft./level long by 2 ft./level deep (S)

Duration: 10 min./level (D)

Saving Throw: None; see text

Spell Resistance: No

Depending on the version you choose, *control sand* raises or lowers fine particles of material, such as dust or sand.

For either version, the caster can reduce one horizontal dimension by half and double the other horizontal dimension.

Lower Sand: This effect causes sand to reduce its depth by as much as 2 feet per caster level, to a minimum depth of 1 inch.

The dust and sand is lowered within a square-shaped depression whose sides are up to 10 feet long per caster level.

In extremely large and deep sand piles, such as a sand dune, the spell creates a pit that sweeps creatures downward (without dealing damage), putting them at risk and rendering them unable to leave by normal movement for the duration of the spell.

When cast on earth elementals, dust paraelementals, and other earth- or dust-based creatures, this spell acts as a *slow* spell (Will negates).

The spell has no effect on other creatures.

Raise Sand: This effect causes dust and sand to rise in height, just as the *lower sand* version causes it to lower.

Creatures and objects on top of the dust or sand are raised along with the top level of sand.

FLESH TO SALT

Transmutation

Level: Druid 5, sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

You call the essence of salt forth in the target, dealing 1d6 points of damage per two caster levels (maximum 10d6). If the target takes more than half of its current hit points in damage from the spell, it must make a Fortitude saving throw or its body completely crystallizes.

The subject, but not its carried gear, turns into a mindless, inert statue.

If a statue resulting from this spell is broken or damaged, the subject has similar damage or deformities if ever returned to its original state.

The creature is not dead, but it does not seem to be alive either when viewed with spells such as *deathwatch*.

The transformed creature takes on the consistency of rock salt (hardness 2, 5 hp per inch of thickness).

Salt statues are extremely susceptible to dissolution by water—if exposed to flooding or heavy rain, they take damage that is not reduced by hardness.

A constant blast of water (for example, a geyser from a *decanter of endless water*) deals 10 points of damage per minute.

A steady rain deals 1 point of damage per minute.

A *stone to flesh* spell affects salt as if it were stone, returning an affected creature to its original state.

Material Component: A lump of rock salt.

FLESH TO SALT, MASS

Transmutation

Level: Druid 7, sorcerer/wizard 7

Target: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *flesh to salt*, except that it affects multiple creatures.

You can transform one additional creature for every four caster levels, to a maximum of five creatures at 20th level.

FUSE SAND

Transmutation [Earth]

Level: Druid 5, sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Up to two 10-ft. cubes per level (S)

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

This spell causes normal sand to melt slightly and stick, forming a relatively soft and porous building material (see *Dungeon Waste Terrains*, page 31).

Any creature in the sand is allowed a Reflex save to escape before the area hardens.

Creatures that are unable to escape become trapped and must be broken out.

A creature trapped beneath the surface begins to suffocate (see page 304 of the *Dungeon Master's Guide*).

The fused sand has hardness 3 and 5 hp per inch of thickness, and a break DC of 22.

Material Component: A glass marble.

MANTLE OF THE FIERY SPIRIT

Transmutation

Level: Cleric 9, druid 8

Components: V, S, M, XP

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Mantle of the fiery spirit permanently grants the target the fire subtype.

Material Component: A burning lump of coal and a fire opal worth 5,000 gp.

XP Cost: 2,000 XP.

SANDFORM

Transmutation

Level: Druid 4, sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

This spell transforms your body, along with all equipment worn or carried, into living sand.

You take the form of an ooze, and you gain immunity to poison, sleep effects, paralysis, polymorphing, and stunning for the duration of the spell.

You are not subject to extra damage from critical hits or flanking.

Since, unlike an ooze, you are not mindless and retain your Intelligence, Wisdom, and Charisma scores, you can still be affected by mind-affecting spells and abilities.

While in *sandform*, you don't experience the environmental effects of heat or dehydration, but you can still take fire or dessication damage.

You become blind, but you gain blindsight out to 60 feet.

Your base attack bonus, base saves, alignment, level, class, hit points, type (and subtype), extraordinary abilities, spells, and spell-like abilities remain unchanged, but your supernatural abilities are suppressed in *sandform*.

You can cast spells for which you have components.

The new form can be disorienting.

Any time you are in a demanding situation (such as combat), you must succeed on a DC 19 Will save or take a –2 penalty on all attack rolls, saves, skill checks, and ability checks until the situation passes.

While in *sandform*, you have a base land speed of 20 feet.

You can pass through openings as small as a quarter of an inch in diameter, although passing through a space two or more size categories smaller than yours takes a full-round action.

You also gain a natural attack—an abrasive slam with a gritty pseudopod that grants 5 additional feet of reach.

A successful hit deals bludgeoning damage according to your size:

Caster Size	Slam Damage
Fine	—
Diminutive	1
Tiny	1d4
Small	1d6
Medium	1d8
Large	2d6
Huge	3d6
Gargantuan	4d6
Colossal	5d6

The number of times you can attack with this pseudopod each round is determined by your base attack bonus, and you apply $1\frac{1}{2}$ times your Strength bonus on damage as though attacking with a two-handed weapon.

However, you cannot wield weapons while in *sandform*. In sandy terrain, you gain a burrow speed equal to your base land speed.

You also gain a +10 circumstance bonus on all Hide checks and you have concealment.

Upon death, you revert to your original form.

Material Component: A handful of sand taken from an elemental with the earth subtype.

SCALDING MUD

Transmutation [Earth, Fire]

Level: Druid 6, sorcerer/wizard 6

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Duration: Permanent; see text

Saving Throw: See text

Spell Resistance: No

This spell functions as *transmute rock to mud* (see page 295 of the *Player's Handbook*), except that it can be cast on sand, earth, and unworked, nonmagical rock (within the normal restrictions for *transmute rock to mud*), and the mud created is boiling hot.

Creatures mired in the hot mud take 5d6 points of fire damage per round, while those completely submerged in the sludge take 10d6 points of fire damage per round.

Creatures atop the mud (such as those standing on straw) take 1d6 points of fire damage each round from hot steam. Damage from boiling mud continues for 1d3 rounds after exposure ceases, but this additional damage is only 1d6 points of fire damage per round.

The transmuted material cools after a period of 1 round per caster level.

The number of dice of damage the mud deals is halved each round after this duration expires.

The transmuted rock remains as mud even after it cools.

It eventually dries into soil, as per *transmute rock to mud*.

Arcane Material Component: A pinch of a mixture of clay, sulfur, and water.

SLIPSAND

Transmutation

Level: Druid 4, ranger 4

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: One 10-ft.-cube region of slipsand/level

Duration: Permanent

Saving Throw: See text

Spell Resistance: No

This spell turns an area of natural sand into a pit of deadly slipsand (see page 25).

Supernatural sandlike materials, such as black sand or slumber sand, are not affected by the spell.

A creature unable to free itself from the slipsand immediately sinks to the bottom and must hold its breath or begin to suffocate.

If *slipsand* is cast on a structure of fused sand or on a sandy foundation, it causes the affected part (or more) of the structure to collapse.

If the spell is cast on a building's material, slipsand spreads out to fill the available space, possibly burying those within its area.

The collapsing structure is also dangerous (see *Cave-ins and Collapses*, page 66 of the *Dungeon Master's Guide*).

Slipsand creates a magic trap that is difficult to detect.

A character must succeed on a Survival check (DC equals the save DC of the spell) to notice a pit of slipsand.

Running or charging characters have no chance to detect the trap.

A rogue can find the trap with a successful Search check, but cannot disable it.

The DC is 25 + spell level, or 29 for *slipsand*.

Material Component: A pinch of slipsand.

SOUL OF THE WASTE

Transmutation [Earth]

Level: Cleric 3, druid 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

You meld your body and possessions into an accumulation of sand, dust, ash, or even loose earth.

The area must be large enough to accommodate your body in all three dimensions.

When the casting is complete, you and not more than 100 pounds of nonliving gear merge with the sand.

While in the sand, you remain aware of the passage of time, can cast spells on yourself, and can still hear on the surface above you, but you cannot see or communicate.

Since the substance you inhabit is an accumulation of many particles, it is difficult to damage the material (and you).

If some creature were to shovel or otherwise remove sufficient sand from the area so that you no longer fit within it, you are expelled and take 5d6 points of damage.

Any time before the duration expires, you can step out of the sand (or become physical while still partially or wholly within the sand).

If the spell's duration expires or the effect is dispelled before you voluntarily exit, you are violently expelled and take 5d6 points of damage.

The following spells affect you if cast upon the sand you are occupying: *Control sand* and *move earth* merely move you along with their effects.

Transmute sand to glass or *transmute sand to stone* expels you and slays you instantly unless you make a DC 18 Fortitude save, in which case you are expelled and take 5d6 points of damage.

TRANSMUTE SAND TO GLASS

Transmutation [Earth]

Level: Druid 5, sorcerer/wizard 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Up to two 10-ft. cubes/level (S)

Duration: Permanent

Saving Throw: See text

Spell Resistance: No

This spell transforms a mass of normal sand of any depth into solid glass permanently.

Any creature in the sand is allowed a Reflex save to escape before the area is hardened to glass.

Creatures unable to escape the area become trapped and must be broken out.

A creature so caught can break free by making a Strength check to break the glass or by dealing damage to the glass. Glass has hardness 1, 1 hit point per inch of thickness, and a break DC of 12, +1 per inch of thickness.

A creature partially caught in the glass takes a –2 penalty on attack rolls and a –4 penalty to Dexterity, and is unable to move.

When breaking glass, a creature takes 1d6 points of damage each time it makes a successful Strength check to break free.

If broken free by others, the creature takes 1d6 points of damage from broken glass.

A creature trapped beneath the surface of the glass may begin to suffocate (see page 304 of the *Dungeon Master's Guide*).

Arcane Material Component: A mixture of crushed glass and sand.

TRANSMUTE SAND TO STONE

Transmutation [Earth]

Level: Druid 5, sorcerer/wizard 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Up to two 10-ft. cubes/level (S)

Duration: Permanent

Saving Throw: See text

Spell Resistance: No

This spell transforms a mass of sand of any depth into solid stone permanently.

Any creature in the sand is allowed a Reflex save to escape before the area is hardened to stone.

If the creature fails its save, it is entangled and can't move. It is not considered helpless, however, and it can break out by damaging the stone.

Stone has hardness 8 and 15 hit points per inch of thickness.

The creature can also make a Strength check to break free.

The break DC is 20, +2 per inch of thickness of the stone. *Transmute sand to stone* counters and dispels *transmute stone to sand*.

Arcane Material Component: Sand, dirt, and water.

TRANSMUTE STONE TO SAND

Transmutation [Earth]

Level: Druid 5, sorcerer/wizard 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Up to two 10-ft. cubes/level (S)

Duration: Permanent

Saving Throw: See text

Spell Resistance: No

This spell turns natural, uncut, or unworked stone of any sort into an equal volume of sand.

If the spell is cast upon a boulder, for example, the boulder collapses into a heap of sand.

Magical stone is not affected by this spell.

The depth of the sand created cannot exceed 10 feet.

If *transmute stone to sand* is cast upon the ceiling of a cavern or tunnel, the sand falls to the floor and scatters in a pile 5 feet deep.

For example, a 10th-level caster could convert twenty 10-foot cubes into sand.

Piling on the floor, this sand would cover an area of forty 10-foot squares to a depth of 5 feet.

The falling sand and the ensuing cave-in deal 8d6 points of bludgeoning damage to anyone caught directly beneath the area, or half damage to those who succeed on Reflex saves. Castles and large stone buildings generally have immunity to this spell, since *transmute stone to sand* can't affect worked stone and doesn't reach deep enough to undermine such buildings' foundations.

However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled by this spell.

The sand remains until a successful *dispel magic* or *transmute sand to stone* spell restores its substance—though not necessarily its form.

Arcane Material Component: Sandstone and granite.

UNEARTHLY HEAT

Transmutation

Level: Sorcerer/wizard 5, Summer 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 round/level

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

Your touch raises the effective body temperature of the target as though it were exposed to unearthly heat.

Each round, the subject takes 1d6 points of lethal damage and 1d4 points of nonlethal damage.

A creature can make a Fortitude save each round for the spell's duration to negate the damage.

A creature that takes damage from the spell is fatigued (or exhausted if it is already fatigued).

Partially protected creatures can reduce the effects and make Fortitude saves to avoid damage and fatigue each round (see Protection against Heat, page 14). A creature wearing heavy clothing or armor takes a -4 penalty on its save.

VITRIFY

Transmutation [Earth]

Level: Sand 7, sorcerer/wizard 7

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Up to one 10-ft. cube/5 levels (S)

Duration: Permanent

Saving Throw: See text

Spell Resistance: No

This spell transforms normal sand of any depth into crude glass.

The sand is instantly heated to the melting point and then slowly hardens in its new form.

Objects on or in the sand sink into the hot glass.

A creature is allowed a Reflex save to escape before the area is changed.

A creature that fails its save and that is unable to levitate, fly, or otherwise free itself sinks partway into the molten glass, reducing its speed to 5 feet and giving it a -2 penalty on attack rolls and to AC.

Creatures of the earth subtype can move only 10 feet per round slower in molten glass.

If a creature is only partially in the area (such as a Large or larger creature on the edge of the effect), it still takes full damage, but its speed is reduced only by half (instead of to 5 feet).

A creature caught in molten glass takes 10d6 points of fire damage on the first round.

The transmuted material cools over a period of 10 rounds.

Each round, the number of dice of damage the cooling glass deals is reduced by one, until it deals no damage.

The glass is solid enough to trap creatures by the sixth round.

Creatures unable to escape the glass before it hardens become trapped and must be broken out.

A creature so caught can break free by making a Strength check to break the glass or by dealing damage to the glass.

Glass has hardness 1, 1 hit point per inch of thickness, and a break DC of 12, + 1 per inch of thickness.

A creature partially caught in the glass takes a -2 penalty on attack rolls, a -4 penalty to Dexterity, and is unable to move.

When breaking glass, a creature takes 1d6 points of damage each time it makes a successful Strength check to break free.

If broken free by others, the creature takes 1d6 points of damage from broken glass.

A creature trapped beneath the surface of the glass might begin to suffocate (see page 304 of the *Dungeon Master's Guide*).

Arcane Material Component: A small glass marble.

WASTE STRIDER

Transmutation

Level: Druid 1, ranger 1, Sand 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Targets: One touched creature/level

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject can move through desert environments without hindrance, ignoring movement penalties and penalties on skill checks for all types of desert and waste terrain.

This spell does not grant a subject immunity to other ill effects of waste environments, such as heat and sun.

WHISPERING SAND

Transmutation [Language-Dependent]

Level: Druid 3, sorcerer/wizard 3

Components: V, S, F

Casting Time: 1 standard action

Range: See text

Target: One creature/level

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

Sand, ash, or dust serves as a conduit for your conversation with other creatures in far-removed locales.

You fix in your mind the identity of the creatures with whom you wish to communicate (you must know, have met, or know the name of the targets), and then speak.

You know immediately which of the targets can respond, if any—if the targets possess the appropriate sandy focus (see below), or if the targets are located in areas of sand, dust, or ash, the spell functions; if not, it immediately ends.

Barriers and distance are not a factor, as long as both you and the targets have the appropriate focus and are on the same plane.

If contact is achieved, the sand whispers your messages back and forth for the duration of the spell, no matter your distance from each other, gleaned a message from a sound akin to wind on sand.

The spell does not transcend language barriers.

Focus: At least 1 pound of sand, dust, or ash.

SAVAGE SPECIES (3.0)

ABJURATION

COUNTERMOON

Abjuration

Level: Drd 3

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One lycanthrope

Duration: 12 hours

Saving Throw: Will negates (D)

Spell Resistance: Yes

This spell stops a lycanthrope from changing form, preventing both voluntary shapechanging via the alternate

form ability and involuntary shapechanging because of lycanthropy.

The subject retains whatever form he or she had when the spell was cast for the duration; even death does not cause reversion to normal form until the spell ends.

Natural lycanthropes gain a +4 bonus on the saving throw against this spell.

Material Component: A hair, scale, or other cast-off item from the creature to be affected.

DAWN

Abjuration

Level: Drd 0, Rgr 1

Components: V

Casting Time: 1 action

Range: Personal

Target: All creatures within a 15-ft.-radius burst centered on you

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes

All sleeping creatures in the affected area awaken.

Those who are unconscious because of subdual damage wake up and become staggered (see Subdual Damage in Chapter 8 of the *Player's Handbook*).

This spell does not affect dying creatures.

DISSONANT CHANT

Abjuration [Sonic]

Level: Brd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 100-foot radius emanation

Duration: 1 round/level (D)

Saving Throw: None (see text)

Spell Resistance: Yes

You create a distracting and discordant chant.

Affected creatures that attempt spellcasting or other activities that require concentration must make Concentration checks (DC 18 + Int or Cha modifier, for wizards or sorcerers respectively) to succeed.

Activities that already require Concentration checks, such as casting defensively, have their DC increased by the save DC of this spell –10.

For example, this spell cast by a wizard with 14 Intelligence would have a DC of 14; a cleric trying to cast *spiritual weapon* within the area would have to succeed on a Concentration check against DC 21 (15 + 2 for *spiritual weapon* spell level + 14 for *dissonant chant* save DC – 10 = 21). Creatures within the area gain a bonus on saving throws against language-dependent effects equal to this spell's DC –10.

While this spell does not allow a saving throw, the save DC for the spell is calculated normally (10 + spell level + Int or Cha modifier) to determine the modifier to the Concentration checks of those within the spell's area.

HOLY STAR

Abjuration

Level: Clr 7

Components: V, S

Casting Time: 1 action

Range: Personal

Effect: Protective star of energy

Duration: 1 round/level (D)

You create a glowing mote of energy that stays near your shoulder, providing light equal to a candle.

It has three functions, and you can designate which function to activate as a free action on your turn.

Spell Turning: The holy star can turn 1d4+3 spell levels as the spell turning spell.

Any spell levels turned are gone for the remainder of the spell (the *holy star* does not recover these spent levels every time you choose this function).

If all spell levels are expended, this function no longer works, but the other functions still do.

Cover: The *holy star* gives you a +10 cover bonus to Armor Class without affecting your actions.

Fire Bolt: The *holy star* lashes out with a beam of energy as a ranged touch attack against a creature up to 90 feet away, dealing fire damage equal to 1d4 + 1 point per two caster levels (maximum +10).

MAJOR RESISTANCE

Abjuration

Level: Brd 2, Clr 2, Drd 2, Pal 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You imbue the subject with a strong magical energy that protects her from harm, granting a +3 resistance bonus on saves.

Arcane Material Component: A miniature cloak of fine cloth.

MAW OF CHAOS

Abjuration [Chaotic, Force]

Level: Sor/Wiz 9

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: 15-ft.-radius emanation

Duration: 1 round/level

Saving Throw: Will half (see text)

Spell Resistance: Yes (see text)

You create a yawning area of roiling purple-red energy resembling a great mouth.

This field of energy has the following effects upon anything that touches or enters it.

First, all creatures except you take 1 point of damage per caster level.

Spell resistance applies to the damage (but not the other effects of the spell).

Those affected by the spell make a Will saving throw every round.

A successful saving throw halves the damage in that round. Second, the chaotic energy makes it difficult to concentrate.

Any activity that involves concentration (such as casting a spell or using a spell-like ability) requires a Concentration check (DC 25 + spell level) to succeed.

Creatures with the chaotic subtype are unaffected by this spell.

Material Component: A jawbone with teeth.

REJECTION

Abjuration

Level: Clr 6

Range: Close (25 ft. + 5 ft./2 levels)

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex negates

As *repulsion*, except as noted above.

SUPERIOR RESISTANCE

Abjuration

Level: Brd 5, Clr 5, Drd 5, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You imbue the subject with a powerful magical energy that protects him from harm, granting a +6 resistance bonus on saves.

Arcane Material Component: A miniature cloak of fine cloth.

CONJURATION

BRIDGE OF SOUND

Conjuration (Creation) [Sonic]

Level: Brd 2, Clr 3, Sor/Wiz 3

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One bridge of sound 5 ft. wide, 1 in. thick, and up to 10 ft./level long

Duration: Concentration plus 1 round/level

Saving Throw: None

Spell Resistance: Yes

You create a ribbonlike, weightless, unbreakable, invisible *bridge of sound*.

The bridge must be anchored to solid objects at both ends, but otherwise can be at any angle.

Like a *wall of force*, it must be continuous and unbroken when formed.

It is typically used to cross a chasm or a hazardous space.

Creatures can move on the *bridge of sound* without penalty, since it is no more slippery than a typical dungeon floor.

It is only a physical barrier to solid objects and has no effect on spells, line of sight, gaze attacks, ethereal creatures, or incorporeal creatures and objects.

The *bridge of sound* can support a maximum of 200 pounds per caster level.

Creatures that cause the total weight on the *bridge of sound* to exceed this limit sink through the bridge as if it weren't there.

A *bridge of sound* is temporarily negated within the area of a *silence* spell, causing anything on it to fall.

If the *silence* effect ends or is dispelled before the bridge's duration expires, the bridge is once again whole.

CRAWLING DARKNESS

Conjuration (Creation)

Level: Clr 5

Components: V, S, DF

Casting Time: 1 full round

Range: Personal

Target: You

Duration: 1 minute/level (D)

You bring into being a shroud of dark, writhing tentacles around your body.

The tentacles do not interfere with your movement or spellcasting, but they provide you one-half concealment (20% miss chance) and totally hide your features.

You get a +4 competence bonus on grapple checks, Climb checks, and Escape Artist checks.

Crawling darkness automatically protects you with a *feather fall* effect if you ever fall more than 3 feet and allows you to use *water walk* at will.

INKY CLOUD

Conjuration (Creation)

Level: Clr 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: 30 ft.

Area: Cloud that spreads underwater in a 30-ft. radius, centered on you

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

The *inky cloud* created by this spell billows out from your location.

The cloud obscures all sight, including darkvision, beyond 5 feet.

A creature within 5 feet has one-half concealment (attacks have a 20% miss chance).

Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

A moderate current (11+ mph) disperses the cloud in 4 rounds; a strong current (21+ mph) disperses the cloud in 1 round.

The spell functions only underwater.

Material Component: A small vial containing the ink of a squid or octopus.

LAOGZED'S BREATH

Conjuration (Creation)

Level: Clr 3, Sor/Wiz 3

Range: Close (25 ft. + 5 ft./2 levels)

Area: Cone

Duration: Instantaneous

As *stinking cloud*, except as noted above and that the nauseating vapors persist for 10 rounds.

SPIDER PLAGUE

Conjuration (Summoning) (see text)

Level: Clr 8

Components: V, S

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 1d4+1 summoned creatures

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell summons 1d4+1 celestial (NG) or fiendish (NE) Huge monstrous spiders.

They appear where you designate and act immediately, on your turn.

They attack your opponents to the best of their ability.

If you can communicate with the spiders, you can direct them not to attack, to attack particular enemies, or to perform other actions.

When you use a summoning spell to summon an evil or good creature, it is a spell of that type.

Spiders

☛ Celestial Huge Monstrous Hunting Spider: CR 6; Huge outsider; HD 10d8+10; hp 55; Init +3; Spd 40 ft., climb 30 ft.; AC 16, touch 11, flat-footed 13; Atk +9 melee (2d6+6 plus poison, bite); SA poison, web, smite evil; SQ vermin traits, darkvision 60 ft., acid/cold/electricity resistance 15, DR 5/+2, SR 20; SV Fort +8, Ref +6, Will +3; Str 19, Dex 17, Con 12, Int 3, Wis 10, Cha 2.

Skills: Climb +16, Hide +2, Jump +10, Spot +15.

Smite Evil (Su): Once per day the spider can make a normal attack to deal +10 damage against an evil foe.

Poison: Injury, Fortitude saving throw (DC 22), initial and secondary damage 1d8 Strength.

Skills: Monstrous hunting spiders receive a +4 racial bonus on Hide checks, a +6 racial bonus on Jump checks, and a +8 racial bonus on Spot checks.

☛ Fiendish Huge Monstrous Hunting Spider: CR 6; Huge outsider; HD 10d8+10; hp 55; Init +3; Spd 40 ft., climb 30 ft.; AC 16, touch 11, flat-footed 13; Atk +9 melee (2d6+6 plus poison, bite); SA poison, web, smite good; SQ vermin traits, darkvision 60 ft., cold/fire resistance 15, DR 5/+2, SR 20; SV Fort +8, Ref +6, Will +3; Str 19, Dex 17, Con 12, Int 3, Wis 10, Cha 2.

Skills: Climb +16, Hide +2, Jump +10, Spot +15.

Smite Good (Su): Once per day the spider can make a normal attack to deal +10 damage against a good foe.

Poison: Injury, Fortitude saving throw (DC 22), initial and secondary damage 1d8 Strength.

Skills: Monstrous hunting spiders receive a +4 racial bonus on Hide checks, a +6 racial bonus on Jump checks, and a +8 racial bonus on Spot checks.

VILE DEATH

Conjuration (Calling) [Evil]

Level: Clr 9, Sor/Wiz 9

Components: V, S, M/DF

Casting Time: 1 hour

Range: Touch

Target: One corporeal undead creature

Duration: Permanent (D)

Saving Throw: Will negates

Spell Resistance: Yes

You summon the spirit of a fiend from the depths of Hell or the Abyss and bind it into the body of a corporeal undead creature.

Both the undead creature and the fiend get a Will saving throw to negate the effects of *vile death*.

Some fiends may voluntarily fail the save if you swear to dismiss the effect after a certain task or an amount of time.

Similarly, some undead may voluntarily fail the save in order to gain the fiend's power, even temporarily.

Binding the fiend applies the fiendish template from the *Monster Manual* to the undead creature.

The resulting creature is independent of you, and may act on its own, and its initial attitude toward you is indifferent.

Arcane Material Component: A bit of brimstone.

VIPERGOUT

Conjuration (Summoning) (see text)

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

Range: Personal

Effect: 1d4+3 summoned creatures

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell summons 1d4+3 fiendish (CE) or celestial (CG) Medium-size vipers (snakes), which leap forth from your location to attack your enemies.

If you can communicate with the vipers, you can direct them not to attack, to attack particular enemies, or to perform other actions.

When you use a summoning spell to summon an evil or good creature, it is a spell of that type.

Material Component: A snakeskin.

Vipers

☛ Medium-Size Fiendish Viper: CR 1; Medium-size outsider; HD 2d8; hp 9; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 16, touch 13, flat-footed 13; Atk +4 melee (1d4+1 plus poison, bite); SA poison, smite good; SQ scent, darkvision 60 ft., cold/fire resistance 5, SR 4; SV Fort +3, Ref +6, Will +1; Str 8, Dex 17, Con 11, Int 3, Wis 12, Cha 2. **Skills and Feats:** Balance +11, Climb +11, Hide +12, Listen +9, Spot +9; Weapon Finesse (bite).

Smite Good (Su): Once per day the fiendish viper can deal +2 damage against a good foe.

Poison: Injury, Fortitude saving throw (DC 11), initial and secondary damage 1d6 Constitution.

☛ Medium-Size Celestial Viper: CR 1; Medium-size outsider; HD 2d8; hp 9; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 16, touch 13, flat-footed 13; Atk +4 melee (1d4+1 plus poison, bite); SA poison, smite evil; SQ scent, darkvision 60 ft., acid/cold/electricity resistance 5, SR 4; SV Fort +3, Ref +6, Will +1; Str 8, Dex 17, Con 11, Int 3, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +11, Hide +12, Listen +9, Spot +9; Weapon Finesse (bite).

Smite Evil (Su): Once per day the celestial viper can deal +2 damage against an evil foe.

Poison: Injury, Fortitude saving throw (DC 11), initial and secondary damage 1d6 Constitution.

EVOCATION

BLOOD WIND

Evocation

Level: Clr 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 caster levels)

Target: A single creature with Intelligence of 4 or higher

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject may take a full attack action to use one of its natural weapons as if it were a thrown weapon with a 20-foot range increment.

The subject may do so every round while the spell is in effect.

The subject gestures with the natural weapon as if making a melee attack.

The effect of this attack always emanates from the subject's location.

The attack does not get a flanking bonus or help a combatant get one.

The subject uses its highest melee attack bonus, and deals damage normally if it hits.

All normal modifiers to ranged combat apply.

If the subject has more than one natural weapon, it may choose which weapon to use during each round the spell is in effect.

BUOYANT LIFTING

Evocation

Level: Drd 2

Components: V, S, DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One willing swimming or floating creature or object (total weight up to 200 lb./level)

Duration: 10 minutes/level (D) (see text)

Saving Throw: None

Spell Resistance: No

You command the water supporting or surrounding a swimming or floating creature or object to rise and hold the creature above the surface of the water.

An object so lifted may contain creatures or other objects (for example, a boat).

The creature must be willing to be lifted in this manner, and an object must be unattended or possessed by a willing creature.

The spell causes a smooth wave of water to rise under the subject and hold it 20 feet above the rest of the water's surface.

If obstructions prevent the subject from being raised that high (such as being in a cave with a low ceiling), the wave lifts the subject until it touches the obstruction.

The subject is otherwise resting at the top of this wave (rescuing it from drowning if it was a sinking air-breather) and can swim away under its own power or be moved by others (such as with a rope).

If the subject is removed from the wave, it collapses gently and the spell ends.

CACOPHONIC BURST

Evocation [Sonic]

Level: Brd 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You cause a burst of low, discordant noise to erupt at the chosen location.

It deals 1d6 points of sonic damage per caster level (maximum 15d6) to all creatures within the area.

Cacophonic burst cannot penetrate the area of a *silence* spell.

HAILSTONES

Evocation [Cold]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: One frigid globe/five levels

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

You create frigid globes that strike your enemies.

You must succeed on a ranged touch attack roll to hit.

The hailstone deals 5d6 points of cold damage (Reflex save half).

If you create extra frigid globes (at 10th level or higher, to a maximum of four globes at 20th level), all globes must be aimed at enemies that are all within 30 feet of each other.

Material Component: A handful of crystal globes.

SONOROUS HUM

Evocation [Sonic]

Level: Brd 2, Clr 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

After you cast this spell, the next spell you cast within the duration that requires concentration to maintain is maintained for you until the *sonorous hum* spell expires. This effect allows you to cast other spells, even another spell that also requires concentration.

If the spell maintained by the *sonorous hum* has a shorter duration than that of this spell, the maintained spell expires as it normally would and you gain no further benefits from this casting of *sonorous hum*.

The sound created by the spell is as loud as a person in armor walking at a slow pace trying not to make noise (normally a DC 5 Listen check to detect).

You may end the *sonorous hum* as a free action.

For example, you could cast this spell, then cast *detect thoughts*, and this spell maintains the concentration on *detect thoughts* while you cast *discern lies* and maintain concentration on that spell yourself.

You control all aspects of both spells, so you could change the orientation of the *detect thoughts* effect and select a different target for your *discern lies* spell in the same round.

SOUND LANCE

Evocation [Sonic]

Level: Clr 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature or object

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

Sound lance causes a projectile of intense sonic energy sound to leap unerringly from you to a target within range. The sound does 1d6 points of sonic damage per caster level, to a maximum of 10d6.

The *sound lance* strikes unerringly, unless the target has total cover or total concealment.

A *sound lance* cannot penetrate the area of a *silence* spell.

WALL OF LIMBS

Evocation

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 full round

Range: Medium (100 ft. + 10 ft./level)

Effect: Wall of whirling limbs up to 20 ft. long/caster level, or a ring of whirling limbs with a radius of up to 5 ft./two caster levels, either form 20 ft. high

Duration: 1 round/level (D)

Saving Throw: Reflex half or Reflex negates (see text)

Spell Resistance: Yes

An immobile, vertical curtain of whirling limbs springs into existence.

The limbs resemble your own forelimbs.

Any creature passing through the wall takes 1d6 points of bludgeoning damage per caster level (maximum 15d6), with a Reflex save for half damage.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall (ending up on the side of its choice) and thus take no damage by making a successful Reflex save.

The *wall of limbs* provides one-half cover (+4 AC, +2 Reflex saves) against attacks made through it.

ILLUSION

DREAM CASTING

Illusion (Phantasm) [Mind-Affecting] (see text)

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 hour

Range: Unlimited

Target: You and one dreamer

Duration: 1 day/level (see text)

Saving Throw: Will negates (harmless) and Will negates

Spell Resistance: Yes (harmless) and yes

As the *dream* spell, except as noted above; also, you can alter the sleeping person's dreams to produce a specific desired effect.

The dreamer gets a Will saving throw to resist the additional effects of this spell; if he succeeds, the *dream casting* spell can only send a message in the manner of the *dream* spell.

If the saving throw fails, you decide what additional effect the message carries.

Fear: Your image in the dream is surrounded by intimidating imagery and an aura of power.

For the duration of the spell, any time the dreamer can see you or knows you are present, he is shaken.

This is a compulsion and fear effect.

Charm: Your image in the dream appears particularly helpful and kind.

For the duration of the spell, the dreamer is under the effect of a *charm monster* spell.

This is a charm effect.

Rage: Your image in the dream taunts and harasses the dreamer.

For the duration of the spell, any time the dreamer can see you or knows you are present, he preferentially attacks you if in a combat situation.

The dreamer gains a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls while under this effect.

This is a compulsion effect.

Harrow: Your image in the dream behaves in a bizarre and irrational manner.

For the duration of the spell, the dreamer behaves in an unusual manner, gaining two random traits from Table 5-5: One Hundred Traits in the DUNGEON MASTER's Guide (reroll any physical traits, such as baldness).

If the dreamer can see you or knows you are present, he acts bewildered.

ILLUSORY PIT

Illusion (Figment)

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Image 10 ft. by 10 ft. by 20 ft.

Duration: Permanent

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

This spell creates the illusion of a pit 10 feet square and 20 feet deep.

It may be cast on a flat surface (such as a floor) or in an open space (such as on an actual pit to conceal its contents).

It appears absolutely real when viewed.

If it is cast on a solid floor, objects dropped into the pit do not fall, instead resting in place on top of the pit as if levitating or as if the pit were covered with a *wall of force*.

If it is cast in an open space, objects dropped into the pit appear to fall into it until they pass below the bottom of the spell's area (at which point they vanish) or come to rest on a solid object within the spell's area (at which point they appear to float within the pit).

Detection abilities that do not require sight work normally on the pit, instantly revealing it to be illusory (for example, a creature with blindsight or a character feeling the ground

with a pole would realize that there is no pit) or covered in some invisible way. Touching the illusion does not cause it to disappear. The bottom of the *illusory pit* may be bare, or it may contain metal spikes, a humanoid skeleton, filth, or any combination you desire, chosen at the casting of the spell.

STALKING SPELL

Illusion (Glamer)

Level: Sor/Wiz 8

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

As *improved invisibility*, except as noted above and that the creature is hidden from hearing and scent as well. The subject radiates silence to a radius of 5 feet and neither leaves a scent nor can be detected by the scent ability.

NECROMANCY

AWAKEN UNDEAD

Necromancy [Evil]

Level: Clr 6, Sor/Wiz 7

Components: V, S, M, XP

Casting Time: 1 action

Range: Close (25 ft. plus 5 ft./2 levels)

Targets: All mindless undead within a circle 25 ft. in radius plus 5 ft./2 levels

Duration: Permanent (D)

Saving Throw: None (harmless)

Spell Resistance: Yes (harmless)

This spell grants Intelligence to mindless undead such as skeletons and zombies.

Undead with Intelligence scores are unaffected.

Each mindless undead creature within the radius gains an Intelligence score of 1d6+4.

A subject of the spell cannot gain a higher Intelligence than is typical for its original kind.

A skeletal dog simply has Intelligence 2, while a skeletal orc uses the 1d6+4 die roll but can't have a score higher than 8.

Awakened undead do not regain any skills, feats, or extraordinary abilities they had in life, but they do gain skill points $([4 + \text{Int mod}] \times \text{HD})$ and feats (one for first Hit Die, one for each three HD thereafter) normally after being awakened.

Undead regain the armor and weapon proficiencies they had in life (assume the undead were formerly NPC warriors unless your DM specifies otherwise) and will don armor and take up weapons while obeying your commands.

A zombie fighter can wear any armor and wield any simple or martial weapon, while a zombie warhorse can wear any armor.

Awakened undead gain a +2 profane bonus on their Will saving throws to resist being controlled.

Material Component: A humanoid fingerbone.

XP Cost: 200 XP.

DESICCATING BUBBLE

Necromancy

Level: Sor/Wiz 2

Components: S, M/DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: 3-ft.-radius sphere of air

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: Yes

A globe of supernaturally dry air rolls in whichever direction you point and engulfs those it strikes.

It moves 30 feet per round and can leap up to 30 feet to strike a target.

If it enters a space with a creature, it stops moving for the round and deals 2d4 points of damage as it evaporates moisture from the target.

(The subject can negate this damage with a successful Reflex save).

Oozes, creatures composed of water (such as water elementals), and creatures with the aquatic subtype take 2d6 points of damage.

The bubble moves as long as you actively direct it (a move-equivalent action for you); otherwise, it merely stays at rest. The surface of the bubble has a spongy, yielding consistency (similar to that of a soap bubble, but not fragile and allowing objects to pass through it without affecting the spell) and so does not cause damage except by absorbing moisture.

It cannot batter down large obstacles.

The bubble winks out if it exceeds the spell's range.

Arcane Material Component: A tiny bag or bladder filled with air, and a sprinkle of dust.

SKELETAL GUARD

Necromancy [Evil]

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One or more fingerbones

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You create a number of loyal skeletons from fingerbones. All skeletons are Medium-size, with the normal *Monster Manual* statistics for their kind, except that their effective Hit Dice as far as turning is concerned is equal to your caster level.

You can create one skeleton per caster level.

These skeletons count toward the number of Hit Dice of undead you can have in your control (2 HD worth per caster level, as with the *animate dead* spell).

Unlike the *animate dead* spell, these skeletons try to remain within 60 feet of you.

If this distance is exceeded, a skeleton becomes inert until you return to within 60 feet of it.

Material Component: One fingerbone from a Medium-size creature and one onyx gem worth 50 gp per skeleton to be created.

The skeleton that forms from the fingerbone is that type of creature.

UNDEAD MASK

Necromancy [Evil]

Level: Clr 7

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

You imbue the subject with powerful transformative magic, granting it some of the characteristics of the undead type. The subject's flesh seems necrotic and rotting, much like that of a zombie.

Nonintelligent undead ignore the subject unless the subject attacks the undead.

Any spell or effect that affects undead also affects the subject.

The subject can be turned, destroyed, rebuked, or commanded as an undead of its Hit Dice (and gets no saving throw to resist the result).

Negative energy effects (such as *inflict* spells) heal the subject, while positive energy effects (such as *cure* spells) harm her.

An undead creature is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, and disease.

It is immune to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

The subject loses its Constitution score while the spell is in effect, along with any bonus hit points from Constitution.

The subject is immune to any effect that requires a Fortitude save unless the effect also works on objects.

An undead spellcaster uses its Charisma modifier when making Concentration checks.

The subject's other ability scores are unaffected.

The subject retains its skills and feats.

Material Component: A pinch of vampire dust.

TRANSMUTATION

AIR BREATHING

Transmutation

Level: Clr 3, Drd 3, Sor/Wiz 3

Components: S, M/DF

Casting Time: 1 action

Range: Touch

Target: Living creatures touched

Duration: 2 hours/level (see text)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creatures can breathe air freely.

Divide the duration evenly among all the creatures you touch.

The spell does not make creatures unable to breathe water.

Air breathing dispels and counters *water breathing*.

Arcane Material Component: A short reed or piece of straw.

AWAKEN CONSTRUCT

Transmutation

Level: Clr 9, Sor/Wiz 9

Components: V, S, M, XP

Casting Time: 8 hours

Range: Touch

Target: One construct

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell awakens a humanoid-shaped construct to humanlike sentience.

The spell does not work on constructs that are only constructs temporarily (such as objects affected by an *animate objects* spell).

The awakened creature is independent of both you and the being who originally made it, though it is initially friendly toward both you and its maker.

Material Component: The brain of a humanoid that has been dead less than 8 hours.

XP Cost: 5,000 XP.

BLINDSIGHT

Transmutation

Level: Clr 3, Drd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell grants the subject the blindsight ability out to a range of 30 feet.

(For details, see Blindsight in Chapter 3 of the *DUNGEON MASTER's Guide*).

CAMOUFLAGE

Transmutation

Level: Drd 1, Rgr 1

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level

You change your coloring to match the environment surrounding you.

The spell grants you a +10 circumstance bonus on your Hide checks.

CLOUD WINGS

Transmutation

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell increases the subject's fly speed by 30 feet.

It has no effect on other modes of movement, nor does it allow the subject to fly if it cannot already do so.

EARTH REAVER

Transmutation [Fire]

Level: Clr 4, Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius spread, +10 ft./level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You point at a spot on the ground, and the earth at that point erupts in a shower of rock, dirt, and fire. Creatures and objects within the area take 7d6 points of damage; the damage is 4d6 impact and 3d6 fire. Those that fail the saving throw are knocked prone.

EMBRACE THE WILD

Transmutation

Level: Drd 3, Rgr 3

Components: V, F

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level

This spell allows you to adopt the nature and some abilities of a wild animal.

You retain your own form, but you gain the natural and extraordinary senses of the creature you choose, as well as its skill ranks (though these do not stack with any ranks you already have in the same skills), for the duration of the spell.

Thus, depending on your choice of animal, you could gain blindsight, scent, and ranks in Listen, Spot, or other skills.

Embrace the wild does not grant you the animal's natural attacks, methods of locomotion, feats, or nonsensory extraordinary abilities, such as trample or improved grab.

Focus: Hide, skin, or feathers of the selected animal, or an item or component of its lair.

You must have obtained the focus from the animal yourself.

EXTEND TENTACLES

Transmutation

Level: Clr 4, Sor/Wiz 4

Components: V, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

Originally developed by medusas, this spell lengthens your tentacles, increasing the reach of your tentacle attacks by 5 feet.

The tentacles attack as normal.

This spell can also increase the length of a medusa's snakes so they may make normal attacks with a 10-foot reach, or they may start a grapple after a successful attack as if you had the improved grab ability.

If the snakes get a successful hold, they can constrict on any following round for 1d3 points of damage plus your Strength modifier with a successful grapple check.

FINS TO FEET

Transmutation

Level: Clr 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 minute

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell transforms tails or finned extremities into humanoid legs and feet.

Transformed Medium-size creatures have a land speed of 30 feet, Small and smaller creatures have a land speed of 20 feet, and Large and larger creatures have a land speed of 40 feet.

This is a common spell among merfolk, naga, and tritons.

FLAME WHIPS

Transmutation

Level: Sor/Wiz 8

Components: V, S

Casting Time: 1 action

Range: Personal

Effect: Flaming whips

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Your forelimbs transform into flaming whips.

Attacks with these flaming whips replace any natural attacks you had with those limbs, and deal 5d6 points of fire damage +1 point per caster level (maximum +20) each.

While this spell is in effect, you may not cast spells with material components, nor may you carry items with your forelimbs.

Any items worn on your forelimbs cease functioning while the spell is active.

FORESTFOLD

Transmutation

Level: Drd 4, Rgr 3

As *camouflage*, except as noted above and that you gain a +20 circumstance bonus on Hide and Move Silently checks.

FOX'S CUNNING

Transmutation

Level: Brd 2, Clr 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creature becomes smarter.

The spell grants an enhancement bonus to Intelligence of 1d4+1 points, adding the usual benefits to Intelligence-related skills.

Wizards who receive *fox's cunning* do not gain extra spells, but the save DCs for their spells increase.

Arcane Material Component: A few hairs, or a pinch of dung, from a fox.

FUSE ARMS

Transmutation

Level: Clr 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature with at least four arms or tentacles touched

Duration: 10 minutes/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

You cause a creature's multiple arms or tentacles to fuse together into a single pair of stronger limbs.

Only limbs that the creature can use as arms or grasping limbs are affected by the spell (so basilisks and monstrous centipedes, neither of which use their limbs to attack or manipulate objects, are unaffected).

For every set of limbs fused into the primary set of limbs, the creature gains +4 to Strength when using those fused limbs (affecting activities that would use those limbs, but not activities relying on its bite, legs, and so on).

For example, a girallon under the effect of this spell would have one pair of arms and Strength 30 for the purpose of using those arms.

A behir, which has three pairs of limbs that it can use as arms, would end up with one pair of arm-limbs with a +8 bonus to Strength for those arms (its six legs would be unaffected).

The loss of limbs reduces the number of attacks available to the subject.

GIRALLON'S BLESSING

Transmutation

Level: Clr 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

You give the subject one additional pair of arms for every four caster levels.

Each arm ends in a hand with fingers and an opposable thumb.

The spell can create a maximum of five pairs of arms, but the size of the subject limits the number of pairs of additional arms it can have: one for Small, two for Medium-size, three for Large, or four for a Huge or larger creature.

The creature's original arms (if any) are its primary arms, and all others are secondary limbs (if the subject had no arms, the arms created by the spell are its primary arms). The new limbs can be confusing.

In a stressful or demanding situation, such as combat, the subject must make a Will save (DC 19) or take a -2 penalty on all attack rolls, saves, skill checks, and ability checks until the situation passes.

Nonmagical clothing or armor is destroyed by the transformation, but magic armor and clothing shifts to accommodate the new arms.

The additional arms do not allow additional attacks or several simultaneous physical tasks.

They do not increase the subject's reach.

However, they do allow the subject to use items designed for creatures with more than two arms, or to use a two-handed item and another piece of equipment.

For instance, a subject could wield a greatsword while using a shield.

Material Component: A few strands of girallon hair.

IMPROVED BLINDSIGHT

Transmutation

Level: Clr 5, Drd 4, Sor/Wiz 4

As *blindsight*, except as noted above and that the blindsight granted by the spell has a 60-foot range.

IMPROVED ENLARGE

Transmutation

Level: Sor/Wiz 5

Range: Touch

Duration: 10 minutes/level

As *enlarge*, except as noted above.

IMPROVED REDUCE

Transmutation

Level: Sor/Wiz 5

Range: Touch

Duration: 10 minutes/level

As *reduce*, except as noted above.

INCARNATE CONSTRUCT

Transmutation

Level: Clr 9, Sor/Wiz 9

Components: V, S, M, XP

Casting Time: 8 hours

Range: Touch

Target: One construct

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell turns a humanoid-shaped construct into a living creature.

The spell does not work on constructs that are only constructs temporarily (such as objects affected by an *animate objects* spell).

The construct gains the incarnate construct template (see Chapter 10).

The incarnated creature is independent of both you and the being who originally made it, though it is initially friendly toward both you and its maker.

Material Component: The heart of a humanoid that has been dead less than 8 hours.

XP Cost: 5,000 XP.

JAGGED TOOTH

Transmutation

Level: Drd 3, Rgr 3

Target: One natural slashing or piercing weapon of target creature

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As *keen edge*, except as noted above.

LION'S CHARGE

Transmutation

Level: Drd 1, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You provide the subject with the powerful charging ability of the lion.

When the subject charges, he can make a full attack in the same round.

Material Component: A hair from a lion's mane.

LOW-LIGHT VISION

Transmutation

Level: Asn 1, Rgr 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes (harmless)

You give the subject creature lowlight vision.

Arcane Material Component: A small candle.

MINOR SERVITOR

Transmutation

Level: Clr 7, Sor/Wiz 5

Components: V, S, M, XP

Casting Time: One day

Range: Touch

Effect: One object up to 1 cu. ft./level

Duration: Permanent (D)

Saving Throw: None (object)

Spell Resistance: Yes (object)

You imbue an inanimate object with mobility and a semblance of life.

The animated object is friendly toward you.

You have no special empathy or connection with the object, although it serves you in specific tasks or endeavors if you communicate your desires to it.

The object can be of any nonmagical material, including wood, metal, stone, fabric, leather, ceramic, and glass.

You can also animate masses of raw matter, such as water, a rock from a wall, or a rock on the ground, as long as the volume of material does not exceed 1 cubic foot per caster level.

For each cubic foot of volume, the animated object has 1 Hit Die.

The object gains an Intelligence score (roll 3d6) and a Charisma score (roll 1d3) from the spell.

Other statistics for animated objects are found in the *Monster Manual*.

Material Component: A piece or handful of material of the same type as the object to be animated.

XP Cost: 250 XP per cubic foot of material affected.

PLANT BODY

Transmutation

Level: Drd 6

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

You imbue the subject with powerful transformative magic, granting it some of the characteristics of the plant type.

The subject's skin becomes covered over with moss and ivy, not unlike the appearance of a shambling mound.

Any spell or effect that affects plant creatures also affects the subject.

A plant creature is immune to critical hits, mind-affecting effects, poison, *sleep*, paralysis, stunning, and polymorphing.

The subject's ability scores, skills, and feats are unaffected (although its new form may make it difficult or impossible for the subject to use certain skills or feats).

RAPID BURROWING

Transmutation

Level: Clr 2, Drd 1, Rgr 2, Sor/Wiz 2

Components: V, S, F/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell increases the touched creature's burrow speed by 20 feet.

It has no effect on other modes of movement, nor does it allow the subject to burrow if it cannot already do so or the ability to burrow through stone if it cannot already do so.

SCENT

Transmutation

Level: Drd 2, Rgr 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You give the subject an enhanced sense of smell, equivalent to the scent ability of some monsters.

This ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

For more details, see Scent in the introduction to the *Monster Manual*.

Arcane Material Component: A sprinkle of mustard and pepper, and a drop of sweat.

SPEAK TO ALLIES

Transmutation [Language-Dependent]

Level: Brd 2, Sor/Wiz 2

Targets: Any number of allied creatures, no two of which may be more than 30 ft. apart

As *message*, except as noted above and that you and the recipients don't have to mouth the words or whisper, which means that those skilled in reading lips have no opportunity to learn the messages.

SPELL FLOWER

Transmutation

Level: Clr 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

You are able to hold the charge on one touch spell per forelimb of your body as long as you don't use that limb to cast other spells or touch anything with it.

Each touch spell you cast resides in a different forelimb.

For the duration of this spell, any touch spells you cast are only discharged if you cast another spell with that forelimb or touch something with that forelimb.

For example, a human sorcerer casts this spell, then casts *chill touch* and holds the charge in his left hand, then casts *shocking grasp* and holds the charge in his right hand. Because of the *spell flower*, he can hold the charge on both of these spells at the same time.

If he cast another spell with a somatic component (which requires the use of one of his hands), he immediately loses one of his held touch spells (his choice), but if the spell he casts is also a touch spell, he may immediately hold the charge in the available hand.

If he chooses to attack with a touch spell, it works normally.

Since he has multiple limbs that are considered armed, he may make an off-hand attack with the other touch spell in the same round (with the normal penalties for fighting with two weapons).

A marilith spellcaster could do the same as the sorcerer in the previous example, except that she could hold the charge on up to six touch spells.

She could also use any of her spell-like or supernatural abilities, since those do not interfere with holding the charge.

If the *spell flower* ends, the most recent touch spell cast remains as a held charge and all other held spells dissipate.

STONE BODY

Transmutation

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level (D)

This spell transforms your body into living stone. You gain damage reduction 10/-.

You are immune to blindness, critical hits, ability score damage, deafness, disease, drowning, electricity, poison, stunning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect.

You take only half damage from cold and fire of all kinds. However, you also become vulnerable to all special attacks that affect stone golems.

You gain a +4 enhancement bonus to your Strength score, but you take a -4 penalty to Dexterity as well (to a minimum Dexterity score of 1), and your speed is reduced to half normal.

You have an arcane spell failure chance of 50% and a -8 armor check penalty, just as if you were clad in full plate armor.

You cannot drink (and thus can't use potions) or play wind instruments.

Your unarmed attacks deal 1d6 points of normal damage, and you are considered armed when making unarmed attacks (a Small caster deals 1d4 points of damage, not 1d6). If your natural attacks already deal more than 1d6 points of damage, use the greater value.

Your weight increases by a factor of three, causing you to sink in water like a stone.

However, you could survive the crushing pressure and lack of air at the bottom of the ocean—at least until the spell expires.

Material Component: A small piece of stone that was once part of either a stone golem, a greater earth elemental, or a castle.

WEAPON OF ENERGY

Transmutation (see text)

Level: Clr 4, Sor/Wiz 4

Components: V, S, DF

Casting Time: 1 action

Range: Person

Target: One weapon

Duration: 1 round/level

Saving Throw: Fortitude (object, harmless)

Spell Resistance: None

You cause a weapon to gain the ability to deal energy damage in addition to its other abilities, similar to how a flaming burst weapon deals extra fire damage on a hit or critical hit.

The weapon can deal acid, cold, electricity, fire, or sonic damage, chosen by you at the time of casting.

The weapon deals +1d6 damage of that energy type on a successful hit.

On a critical hit, the weapon deals an additional +1d10 points of energy damage.

If the weapon's critical multiplier is $\times 3$, add +2d10 points of energy damage instead, and if the multiplier is $\times 4$, add +3d10 points of bonus energy damage.

This spell can be cast on a weapon that already deals energy damage, but if the weapon already creates the same type of damage as the spell, the effects do not stack.

For example, if cast on a +1 *flaming longsword* to give it additional fire damage, the spell has no effect, but it can give the weapon any of the other types of energy damage. This spell has a subtype that is the same as the energy created by the target weapon.

For example, *weapon of energy* is a fire spell when used to give a weapon bonus fire damage.

WINGS OF THE SEA

Transmutation

Level: Clr 2, Drd 1, Rgr 1, Sor/Wiz 2

Components: S, M

Casting Time: 1 action

Range: Touch

Target: You or person touched

Duration: 1 minute/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell increases the touched creature's swim speed by 30 feet.

It has no effect on other modes of movement, nor does it give the subject a swim speed if it does not already have one.

Material Component: A drop of water.

SERPENT KINGDOMS (3.5)

ABJURATION

FANG TRAP

Abjuration

Level: Cleric 4, sorcerer/wizard 4

Components: V, S, DF/M

Casting Time: 1 standard action

Range: Touch

Target or Area: Object touched or area up to 5 sq. ft./level

Duration: Permanent until discharged (D)

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

While casting this spell, you physically trace the area or handle the object to be trapped.

A *fang trap* functions like a *glyph of warding*, except that it can't be made to activate on the basis of faith or alignment, and you can't be caught in your own *fang trap*.

A *fang trap* is usually cast on a specific spot, such as a doorway or an area of floor.

It can be set to distinguish between humans and Scaled Ones, or between beings wearing particular items and those who are not.

The trigger can't be a symbol, but it may be one or more specific items (for example, "six metal rings on digits, no more and no less").

When a *fang trap* discharges, the subject is held immobile for 1 round.

A successful Fortitude saving throw frees the subject after that period without further effect.

A failed save means the subject takes 1d4 points of piercing and bludgeoning damage per caster level from the bite of a pair of unseen jaws.

Material Component: A fang from any snake.

CONJURATION

LAOGZED'S BREATH

Conjuration (Creation)

Level: Cleric 3, sorcerer/wizard 3

Range: Close (25 ft. + 5 ft./2 levels)

Area: Cone

Duration: Instantaneous

As *stinking cloud*, except that the nauseating vapors persist for 10 rounds.

LAVA MISSILE

Conjuration (Creation) [Fire]

Level: Cleric 2, druid 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: Up to five creatures, no two of which can be more than 15 ft. apart.

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

A missile of lava darts forth from your fingertip and strikes its target, dealing 1d4 points of fire damage.

The missile strikes unerringly if the target has less than total cover or concealment.

Specific parts of a creature can't be singled out.

A target that fails its saving throw catches on fire (see *Catching on Fire* in the *Dungeon Master's Guide*).

For every two caster levels, you gain an additional missile—two at 4th level, three at 6th level, four at 8th level, and the maximum of five at 10th level or higher.

If you shoot multiple missiles, you can have them strike a single creature or several creatures.

A single missile can strike only one creature.

You must designate targets before you check for spell resistance or roll damage.

A *lava missile* cures firenewts of 1d4 points of damage.

This spell was first used by firenewt clerics of Kossuth.

LAVA SPLASH

Conjuration (Creation) [Fire]

Level: Cleric 5, druid 4

Components: V, S, DF, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Cylinder (20-foot radius, 20 feet high)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

This spell creates a wave of lava that rises up and showers the designated area.

Each creature in the area takes 1d4 points of fire damage per caster level (maximum 15d6).

Lava splash acts as a *cure moderate wounds* spell to firenewts.

This spell was first used by firenewt clerics of Kossuth.

Focus: A fist-sized lump of volcanic rock.

EVOCATION

VENOM BOLT

Evocation [Acid]

Level: Cleric 4, sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: 100 ft.

Area: 100-ft. line

Duration: Instantaneous

Saving Throw: Reflex half, Fortitude partial (see text)

Spell Resistance: Yes

You release a beam of fell energy from your eye, mouth, fingertip, or tail tip that travels in a straight line.

Every creature in its path takes 2d8 points of acid damage, though the beam is not actually composed of any acidic substance.

A successful Reflex save halves this damage.

Furthermore, every creature in the path of the *venom bolt* must also make a successful Fortitude save or be paralyzed for 1d4+1 rounds.

Success means the subject is *slowed* for 1 round.

Creatures do not block the beam, but walls and other solid barriers do.

Yuan-ti and their creations (such as tainted ones and broodguards) are immune to the effects of this spell, as are creatures with the Snake Blood feat (see Feats in FORGOTTEN REALMS Campaign Setting).

Other Scaled Ones are immune to the paralysis effect and need not save against it.

Material Component: A drop of venom from any sort of poisonous snake.

WHIRL OF FANGS

Evocation [Force]

Level: Cleric 6, sorcerer/wizard 7

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Wall or plane of darting jaws up to 20 ft. long/level, or a ringed wall of whirling jaws with a radius up to 5 ft./2 levels; either form 20 ft. high

Duration: 1 min./level (D)

Saving Throw: Reflex half

Spell Resistance: Yes

You create an immobile curtain of snapping, serpent-fanged jaws shaped of pure force.

You can choose to orient this barrier at any angle from vertical to horizontal at the time of casting.

The force jaws race to bite at any creature other than you that comes into contact with them.

Any creature passing through the curtain takes 12d4 points of damage, with a Reflex save for half damage.

If you evoke the barrier so that it appears where creatures are, each creature takes damage as if passing through the curtain.

Each such creature can avoid the wall (ending up on the side of its choice, where feasible) and thus take no damage by making a successful Reflex save.

A successful Reflex save means the creature has reached either side of the wall without taking any damage.

A creature inside a *whirl of fangs* takes 2d4 points of damage (Reflex save for half) on its turn each round that it remains in contact with the effect.

You can move through or remain within your own *whirl of fangs* without taking damage.

Accordingly, many Yuan-ti spellcasters "wear" this spell as a sort of immobile cloak when fighting formidable foes.

TRANSMUTATION

ABILITY RIP

Transmutation

Level: Sorcerer/wizard 7

Components: V, S, M

Casting Time: 1 hour

Range: Touch

Targets: Two living creatures

Duration: 1 hour/level

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

You rip a supernatural ability of your choice away from one creature and transfer it to another.

The two creatures must be within 30 feet of each other and remain conscious throughout the casting of the spell.

In exchange for this new ability, the recipient permanently loses a supernatural ability it already possesses.

If it has none to exchange, it instead loses two class levels (or 2 Hit Dice if it has no class levels).

Class features cannot be transferred by means of this spell.

The spell fails if used to transfer an ability to a creature that lacks the proper body parts, size, or other criterion for its use, or if the target creature has fewer than 2 Hit Dice and no supernatural abilities to trade.

Either subject may negate the transfer with a successful Fortitude save.

Material Component: A caterpillar in a cocoon.

ERUPT

Transmutation [Fire]

Level: Cleric 9

Components: V, S, DF

Casting Time: 1 minute

Range: Touch

Area: Burst with a radius of 100 ft./level

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

You draw molten lava up through the ground.

Every creature within the area that fails a Fortitude saving throw takes 10 points of fire damage per caster level and catches on fire (see *Catching on Fire*, page 303 of the *Dungeon Master's Guide*).

Furthermore, anyone wearing metal armor who fails the saving throw is also affected as though by a *heat metal* spell. A successful saving throw negates the *heat metal* effect and halves the damage.

Structures and unattended objects automatically take full damage (no save).

Erupt leaves its entire area a blackened ruin incapable of supporting plant or animal life for a full year.

HANDFANG

Transmutation

Level: Cleric 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You create a fanged, biting mouth in the palm of your hand.

When you lay your hand upon a creature by making a touch attack, the mouth deals 1d8 points of damage.

If you scored a critical hit with your touch attack, you may start a grapple as a free action without provoking an attack of opportunity.

If you establish a hold, the fanged mouth sinks its teeth into the target's flesh and continues to bite for an additional 1d6 points of damage each round until the hold is broken or the spell ends.

RAZORSCALES

Transmutation

Level: Cleric 2, druid 2, ranger 2, sorcerer/wizard 2

Components: V, DF/M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Your scales become razor-sharp.

While this spell is in effect, you deal lethal instead of nonlethal damage when grappling.

If are not a Scaled One, this spell automatically fails.

Material Component: A thin-bladed razor.

SCENT

Transmutation

Level: Druid 2, ranger 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: None

Spell Resistance: Yes (harmless)

You give the target an enhanced sense of smell, equivalent to the scent ability of some monsters.

This ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell.

If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet.

Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above.

Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When a creature detects a scent, the exact location is not revealed—only its presence somewhere within range.

The creature can take a partial action to note the direction of the scent.

If it moves within 5 feet of the source, the creature can pinpoint that source.

A creature with the scent ability can follow tracks by smell, making a Wisdom check to find or follow a track.

The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent).

This DC increases or decreases depending on the strength of the quarry's odor, the number of creatures, and the age of the trail.

For each hour that the trail is cold, the DC increases by 2.

The ability otherwise follows the rules for the Track feat.

Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Arcane material Components: A sprinkle of mustard and pepper, and a drop of sweat.

SERPENT ARROW

Transmutation

Level: Sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to eight wooden projectiles, all of which must be in contact with each other at the time of casting

Duration: 10 min./level

Saving Throw: None

Spell Resistance: No

You imbue wooden arrows or darts with the potential to turn into Tiny vipers (see the Snake entry, page 280 of the *Monster Manual* for statistics).

These missiles remain rigid and harmless until fired or hurled.

They need not be used by the caster.

If a *serpent arrow* hits, the snake automatically bites the target creature, dealing 1 point of damage plus poison (injury, Fortitude DC 11, initial and secondary damage 1d6 Con).

The missile remains in snake form for the remaining duration of the spell, attacking their original opponents to the best of their ability, continuing to bite it even if the target dies.

If the *serpent arrow* misses its target or the designated opponent moves outside of the snake's ability to attack (such as via flying or teleportation), the creature attacks the nearest opponent.

If you can communicate with the viper, you can direct it to attack particular enemies.

When the duration of the spell expires, any focus that became a viper melts away, leaving nothing behind.

Focuses that did not turn into *serpent arrows* retain their natural form.

Material Component: A scale from any sort of snake.

TRAIT REMOVAL

Transmutation

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 hour

Range: Touch

Target: One touched living creature

Duration: 1 hour/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

You temporarily remove one extraordinary or supernatural ability of your choice from the target creature.

This spell does not work on constructs, oozes, or undead.

Material Component: A pinch of ash.

VENOMFIRE

Transmutation [Acid]

Level: Cleric 3, druid 3, ranger 4

Components: V, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Fortitude negates (harmless)

Saving Throw: None

Spell Resistance: Yes (harmless)

You cause the subject's venom to become caustic, dealing an additional 1d6 points of acid damage per caster level with each use.

This spell has no effect on creatures that do not naturally produce poison.

Material Component: A drop of acid.

SHINING SOUTH (3.5)**ABJURATION****DISPEL FOG**

Abjuration

Level: Cleric 2, druid 2, ranger 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Up to four 10-ft. cubes/level (S)

Duration: 1 min./level; see text

Saving Throw: Fortitude half; see text

Spell Resistance: Yes

You make normal or magical fog within the affected area instantly and completely vanish.

This spell is effective against fog and mist from any source, including spells such as *obscuring mist* or *cloudkill*, but not against bodies of water, precipitation, or smoke.

The dispelled area stays clear for 1 minute per level regardless of other conditions—after that, it can fill in again if there is sufficient fog in the surrounding vicinity. Natural fog is automatically cleared in the affected area; natural fog reform within 1 minute after the expiration of the spell.

Magical fog (such as that from a *fog cloud* spell) requires you to make a dispel check (1d20 + your caster level, maximum +10) against the spell to clear the area.

The DC for this dispel check is 11 + the spell's caster level. Success means the spell is dispelled in the area you designate, but magic fogs covering large areas might not be completely cleared away by *dispel fog*.

Creatures in fog or mist form who are in the area must succeed on a Fortitude save or take 2d10 points of damage. Even those who make their saves must immediately assume another shape.

EASY TRAIL

Abjuration

Level: Druid 2, ranger 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Saving Throw: None (harmless)

Spell Resistance: Yes (harmless)

You radiate energy that gently pushes plants aside, allowing easy movement and hiding your trail after you pass.

Creatures in the effect (including the caster) find the undergrowth held aside as they pass.

This essentially provides a "trail" through any terrain (see Table 9–5: Terrain and Overland Movement, page 164 of the *Player's Handbook*).

Once you have passed, plants return to their normal shapes.

The DC to track anyone who traveled within the effect is increased by 5 (the equivalent of hiding the trail).

This spell cannot push or hold plant creatures aside.

ENTROPIC SHIELD, MASS

Abjuration

Level: Cleric 3

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than 30 ft. apart

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell functions like *entropic shield*, except that it affects multiple creatures.

LAND WOMB

Abjuration

Level: Druid 4, halthran 4, ranger 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: You and one other creature/level

Duration: 10 minutes/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

You descend into a protective bubble in the earth 10 feet below where you are standing.

It appears as though the ground opened up and swallowed you.

A *land womb* only opens through tillable soil, not rock.

One additional creature per caster level can accompany you into the *land womb*.

Such creatures must be touching one another, with at least one touching you (a ring of hands, for instance).

Creatures inside the *land womb* can breathe and speak

normally, but the space is too tight to move about in or cast spells with somatic components.

The surface above the *land womb* cannot be sensed without magical means, and anything within the *land womb* cannot be detected by divination spells of 4th level or lower.

At the end of the duration, or upon the spell's dismissal, everything inside the *land womb* returns to the spot where it stood before the spell took effect.

PROTECTION FROM WINGED FLYERS

Abjuration

Level: Cleric 1, druid 1, paladin 1, sorcerer/wizard 1

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No; see text

The spell functions like *protection from evil*, except that the bonuses apply to attacks from creatures that have wings and a fly speed.

Summoned creatures that fly with wings cannot touch the subject.

Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Arcane Material Component: A feather or bat wing.

REDIRECT SPELL

Abjuration

Level: Cleric 3, paladin 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

You create a magical connection between you and an ally such that any spells targeting the ally (rather than an area or effect) are redirected to you.

For example, *magic missiles* cast at your ally target you instead.

Both you and your ally must be within range of a spell for the redirect to occur.

If your ally is within range of the caster but you are not, the spell targets your ally normally.

Should you and the subject of the spell move out of range of each other, the spell ends.

SAFE CLEARING

Abjuration

Level: Ranger 3

Components: V, S

Casting Time: 1 full round

Range: Touch

Area: 30-ft.-radius spread

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes (object)

You make an area safe from attacks, as if the entire space were under a *sanctuary* spell.

Once the spell is cast, its area is immobile.

Any opponent attempting to strike or otherwise directly attack a creature within the area, even with a targeted spell, must attempt a Will save.

If the save succeeds, the opponent can attack normally and is unaffected by the spell.

If the save fails, the opponent cannot follow through with the attack, that part of its action is lost, and it can't directly attack anyone in the *safe clearing* for the duration of the spell.

Those not attempting to attack creatures inside the warded area remain unaffected.

This spell does not prevent the warded creatures from being affected by area or effect spells.

Those inside the *safe clearing* cannot attack without breaking the spell, even if they are unaffected by it.

CONJURATION

DALTIM'S FIERY TENTACLES

Conjuration (Creation) [Fire]

Level: Sorcerer/wizard 5

Saving Throw: None and Reflex half; see text

This spell functions similarly to *Evard's black tentacles*, except that the tentacles are limned in blue-white fire.

Every creature within the area of the spell takes 1 point of fire damage per caster level (maximum 15 points) each round.

A successful Reflex save halves this damage, but a character grappled by the tentacles cannot make the save.

LIGHTNING FOG

Conjuration [Electricity]

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Fog spreads in a 20-ft. radius, 20 ft. high

Duration: 1 round/level

Saving Throw: Reflex half

Spell Resistance: No

You conjure a smoky cloud that fills the area with small electrical discharges.

The smoke obscures all sight as a *fog cloud* does.

In addition, the discharges deal 1d4 points of electricity damage plus 1 point per caster level (maximum +15) to everything within the cloud on your turn each round.

As with a *fog cloud* spell, wind disperses the smoke, and the spell can't be cast underwater.

SHUFFLE

Conjuration (Teleportation)

Level: Druid 6, sorcerer/wizard 6

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One or more willing creatures touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

You grant one creature, plus one additional creature for every five caster levels, the ability to teleport a short distance as a move action.

Each subject can use the ability once per round, on its turn, to travel to a spot it knows intimately or can see, which can be no more than 5 feet per two caster levels away (maximum 50 feet at 20th level).

Creatures affected by this spell can carry objects, as long as the weight of those objects doesn't exceed the subject's maximum load.

If a subject of *shuffle* would arrive in an area occupied by solid material, that attempted teleport simply fails.

SPARKLES

Conjuration (Creation)

Level: Sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 10-ft.-radius/level spread

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

You create a cloud of multicolored, sparkling motes that shower down and attach to any living creature in the area. The *sparkles* visibly outline anything to which they stick, cannot be removed by nonmagical means, continue to twinkle and glow until the spell fades, and visibly outline invisible things in the area for the duration of the spell. Any creature covered by motes takes a –40 penalty on Hide checks.

This spell is popular during festivals in Halruaa, where the wizards cast it over the cities from their skyships and let the motes decorate the celebrants.

However, others have found more practical uses for it, including exposing invisible and hiding foes.

Arcane Material Component: A pinch of ground mica.

DIVINATION

ARCANE SENSITIVITY

Divination

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

With a touch, you instantly determine if a creature can cast arcane spells and the maximum spell level it can cast.

EVOCATION

DARSSON'S CHILLING CHAMBER

Evocation [Cold]

Level: Sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Up to a 10-ft. cube/level (S)

Duration: 1 hour/level (D)

Saving Throw: See text

Spell Resistance: Yes

You lower the temperature in the affected area to the level of extreme cold (as defined under Cold Dangers, page 302 of the *Dungeon Master's Guide*).

For every minute spent in the area, a creature vulnerable to cold takes 1d6 points of lethal damage (no save).

In addition, a creature must make a Fortitude save (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage.

Those wearing metal armor, as well as those coming in contact with metal that has been in the area for at least 1 hour, are affected as if by a *chill metal* spell.

This spell was originally developed as a means of preserving food (cast inside cellars), but wizards quickly determined that it could be used as a deterrent (on long hallways or in treasure vaults, for example) or for creating a comfortable environment for cold-loving pets.

Darsson's *chilling chamber* can be made permanent with a *permanency* spell.

DARSSON'S COOLING BREEZE

Evocation [Air]

Level: Druid 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Effect: Line-shaped breeze emanating out from a point you designate within 10 feet of you to the extreme of the range

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: Yes

You create a light breeze (approximately 9 mph) that originates from a point you designate, affecting all creatures, gasses, clouds, and fogs in its path.

Any airborne vapors, fumes, clouds, smoke, and gasses drift away from the point at a speed of 80 feet per round and dissipate in one-fourth the normal time.

In addition to the effects noted, the cooling breeze can do anything that a normal breeze would be expected to do.

It can move wind chimes, scatter pieces of paper or parchment, cause candle or hearth flames to flicker, and so forth.

Darsson's *cooling breeze* can be made permanent with a *permanency* spell.

DARSSON'S FIERY FURNACE

Evocation [Fire]

Level: Sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Up to one 10-ft. cube/level (S)

Duration: 1 hour/level (D)

Saving Throw: See text

Spell Resistance: Yes

You raise the temperature in the affected area to the level of extreme heat (as defined under Heat Dangers, page 303 of the *Dungeon Master's Guide*).

For every minute spent breathing the air in the area, a creature vulnerable to heat takes 1d6 points of lethal damage (no save).

In addition, the creature must make a Fortitude save every 5 minutes (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage.

Those wearing heavy clothing or any sort of armor take a -4 penalty on their saves.

In addition, those wearing metal armor, as well as those coming in contact with metal that has been in the area for at least 1 hour, are affected as if by a heat metal spell.

This spell was originally developed as a means of cooking food (cast inside cauldrons, brick ovens, and smoke houses), but wizards quickly determined that it could be used as a deterrent (on long hallways or in treasure vaults, for example) or for creating a comfortable environment for heat-loving pets.

Darsson's *fiery furnace* can be made permanent with a *permanency* spell.

FIERY VISION

Evocation [Fire]

Level: Cleric 6

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Two rays of fire per round

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

Immediately on completion of the spell, and once per round thereafter, you can emit two fiery rays from your eyes, targeting one or two opponents within range as a free action during your turn each round.

A successful ranged touch attack is required to strike with each beam, and one that hits deals 4d6 points of fire damage.

You need not use your eye rays while the spell is in effect; other actions, such as spellcasting, can be performed.

However, each round after the first you can use a standard action (concentrating on the spell) to use the eye rays.

MYCONTIL'S LAST RESORT

Evocation

Level: Sorcerer/wizard 9

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Area: 30-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You unleash deadly explosive power, similar to the effects of a retributive strike created by breaking a *staff of power* (see page 245 of the *Dungeon Master's Guide* for more information).

The spell converts any remaining spell slots in your mind into a blast of magical energy.

All creatures within 10 feet of you take 8 points of damage per spell slot remaining, creatures between 11 and 20 feet take 6 points per spell slot, and creatures between 21 and 30 feet take 4 points per remaining spell slot.

You take maximum damage and are allowed no saving throw.

It is widely thought that Mycontil and his assistants used this spell in a circle magic ceremony to defeat the Arkaiun barbarian chieftain, Reinhart I of Dambrath, during Dambrath's invasion of Halruaa.

Mycontil and his assistants vanished after the blast and were presumed destroyed.

There has been no other recorded use of the spell.

Material Component: The finger bone of an archmage that has been packed in diamond dust worth 5,000 gp for 1 week.

ROCKBURST

Evocation

Level: Cleric 3, druid 2, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half or Fortitude negates; see text

Spell Resistance: No

You cause a stone object, with volume of at least 8 cubic feet, to explode.

Rock shards fly outward from the detonation, and all creatures within the area of the spell take 1d4 points of damage plus 1 point per caster level (maximum +15).

A successful Reflex save halves this damage.

A magic stone object, or a nonmagic stone object in the possession of another creature, gets a Fortitude save to negate the effect.

Creatures cannot be affected by *rockburst*.

STONEFIRE

Evocation [Fire]

Level: Cleric 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Area: One 5-ft. square + one 5-ft. square/four levels

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

You cause natural, nonliving stone to combust, emitting thick black smoke and sending forth waves of heat.

Anyone touching the burning rock takes 2d6 points of fire damage each round, while the intense heat coming from the stone deals 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet.

The burning stone deals its damage to all creatures in the area when it appears and on your turn each round.

Undead take double damage from *stonefire*.

Ignited stone is consumed by the flames at the rate of 1 foot of thickness per round (so a 10-foot-thick wall covered with *stonefire* would require 10 rounds to burn through).

Burning away load-bearing walls, columns, or other supports might cause cave-ins or collapses.

See Cave-Ins and Collapses, page 66 of the *Dungeon Master's Guide*.

If the burning stone takes 20 points of cold damage or more in 1 round, the flames go out.
(Do not divide cold damage by 4, as normal for objects).

STREAMERS

Evocation

Level: Cleric 5, sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: One or more streamers

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

You cause a number of glowing, red streamers to shoot forth from the your hand when you cast the spell.

You may fire one streamer, plus one additional streamer for every three levels beyond 9th (to a maximum of four streamers at 18th level).

Each streamer targets one creature; multiple streamers can each be targeted at a different creature, or many streamers can target one creature.

A streamer moves on its own, pursuing its target without your concentration, hovering in the same space as the target with a readied touch attack.

Whenever the target next takes any sort of action, the streamer makes a touch attack against it (at the caster's base attack bonus).

On a successful attack roll, the streamer deals 5d10 points of damage.

If a target takes no actions for the duration of the spell, the streamers around it disappear with no effect.

Streamers can be attacked (AC 20), but only magic weapons have any effect on them.

Any successful attack destroys a streamer.

Material Component: 6-inch strand of red spider silk.

SUN BOLT

Evocation [Light]

Level: Cleric 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: 1 round

Saving Throw: Reflex partial

Spell Resistance: Yes

A ray of burning sunlight springs from your hand.

You must make a ranged touch attack to hit your target.

A creature struck by the bolt is blinded for 1 round and takes 2d6 points of damage.

Creatures harmed by sunlight take double damage.

Undead always take double damage, as do fungi, molds, oozes, and slimes; undead damaged by sunlight (such as vampires) always take triple damage.

A successful Reflex save negates the blindness.

TIDAL WAVE

Evocation

Level: Sorcerer/wizard 9

Components: V, S, M, XP

Casting Time: 10 minutes

Range: Long (400 ft. + 40 ft./level)

Area: A wave 75 ft. high and 500 ft. wide

Duration: 1 min./level; see text

Saving Throw: None

Spell Resistance: No

You create a moving wall of water that can drown swimmers, swamp ships, and flood port cities.

Upon completion of the spell, the tidal wave forms and moves from the starting point you designate in the direction you specify at a speed of 150 feet per round for the duration of the spell, or until it strikes land.

Any creature swimming in the water as the tidal wave hits it must make a DC 30 Swim check each round to remain afloat.

Creatures that succeed are washed forward by the tidal wave and must continue to make Swim checks each round.

Creatures that fail the check are sucked beneath the tidal wave and forced 8d10 feet below the surface of the water, taking 4d6 points of nonlethal damage.

The wave passes over submerged creatures, which are subject to drowning (see page 304 of the *Dungeon Master's Guide*).

Any Medium or smaller ship caught in the path of the tidal wave takes 6d10 points of damage, while larger ships take an additional 6d10 points of damage per size category they are larger than Medium.

Furthermore, the ship is carried along by the tidal wave for a number of feet equal to the number of points of damage taken $\times 5$.

For example, a sailing ship that takes 66 points of damage is carried in the surge of the wave for 330 feet.

If the movement of the ship results in a collision with another ship or with land, the ship takes additional damage (see below).

Any creatures and equipment aboard the ship that are not lashed down are swept off the decks and into the sea (and creatures are then subject to the Swim checks noted above).

If a tidal wave drives up onto shore, it deals 6d10 points of damage to everything in its path within 200 feet of the shore, 3d10 points of damage to everything farther than 200 feet but within 400 feet of the shore, and 1d10 points of damage to everything farther than 400 feet but within 1,000 feet of shore.

Any ships in port or washed ahead of the tidal wave take 6d10 points of damage in addition to any taken for being struck by the wave (see above) and end up 5d10 $\times$ 10 feet inland when they come to rest.

Material Component: A plank of wood smacked against the surface of the water.

XP Cost: 500 XP.

NECROMANCY

CIRCLET OF ENERVATION

Necromancy

Level: Sorcerer/wizard 5

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 6-inch circlet of negative energy

Duration: 1 round/level (D)

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

You form a small ring of negative energy in your hand, which harms neither you nor your equipment. The circlet launches from your hand, and you must succeed on a ranged touch attack to strike your target.

A struck creature takes 2d6 points of damage and gains one negative level (a Fortitude save negates the negative level).

No sooner do you hurl the circlet than another one appears in your hand, ready to be launched again on your next turn.

Negative levels from *circlet of enervation* function exactly like those gained from the *enervation* spell.

Since undead are powered by negative energy, this spell heals 2d6 points of damage when it strikes an undead, rather than harming it.

Further, each time an undead creature is struck by the circlet, it gains 5 temporary hit points.

The spell has no effect on constructs or inanimate objects.

Focus: A jet bracelet worth 100 gp.

KYRISTAN'S MALEVOLENT TENTACLES

Necromancy

Level: Sorcerer/wizard 6

Saving Throw: None and Fortitude negates; see text

Spell Resistance: Yes

This spell functions similarly to *Evard's black tentacles*, except that the tentacles are formed of negative energy.

Living creatures grappled by the tentacles gain one negative level each round unless they succeed on Fortitude saves.

STICKS AND STONES

Necromancy

Level: Cleric 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One Small pile of debris

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You animate a pile of rocks, branches, limbs, and other debris into the crude shape of a skeletal creature of Medium size that immediately attacks whatever foe you designate.

You can change the animated creature's chosen target as a move action.

The creature's combat statistics are those of a 2 HD humanoid skeleton, except that it also has a wight's energy drain supernatural ability (see the Skeleton and Wight entries in the *Monster Manual* for details).

WALL OF PAIN

Necromancy [Evil]

Level: Cleric 4, sorcerer/wizard 4

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Wall whose area is up to one 10-ft. square/level

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

You fill an area with horrid energy that inflicts severe pain upon any who pass through it.

Affected creatures take a –2 penalty on all attacks, saving throws, and checks while inside the area of the wall.

Further, the wall deals 1d4 points of nonlethal damage per caster level (to a maximum of 15d4) per round to anyone caught in it.

Focus: A miniature scourge.

TRANSMUTATION

BRITTLESKIN

Transmutation

Level: Druid 3, ranger 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

You cause a creature's natural armor to crystallize and become brittle.

Whenever the affected creature is hit in combat, part of the crystallized hide cracks and shatters, dealing it additional lethal damage equal to its natural armor bonus.

Thus, if a creature with +3 natural armor is affected by this spell, it takes an extra 3 points of damage each time it is struck by a melee, ranged, or natural weapon.

The creature's actual Armor Class does not change.

CORAL GROWTH

Transmutation

Level: Druid 3, sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 5 ft. cube of coral/level (S)

Duration: Permanent

Saving Throw: None

Spell Resistance: No

You cause living, submerged coral to grow at an accelerated pace in a shape you control.

Since you control the form, you can cause the coral to grow into a wall, a large ball, and so forth.

You are limited in the size of the new coral, but this is not dependent upon the amount of existing material—a tiny piece can be used as a starter seed for the new growth, so long as that piece is alive.

Coral growth is popular for constructing buildings and statues out of coral in Halruaa.

It is also a favorite of various aquatic races for building underwater cities.

Material Component: A small piece of coral.

JUMP, MASS

Transmutation

Level: Druid 3, ranger 3, sorcerer/wizard 3

Range: Close (25 ft. + 5 ft./2 levels)

Area: One creature/level, no two of which can be more than 30 ft. apart
This spell functions like *jump*, except that it affects a group of creatures in an area, all of which gain a +10 enhancement bonus on Jump checks.
The enhancement bonus increases to +20 at caster level 10th, and to +30 (the maximum) at caster level 14th.
Pirates on the Great Sea are fond of this spell during boarding actions.

ROCK CATCH

Transmutation

Level: Cleric 2, ranger 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

A single creature you touch gains the ability to catch hurled rocks of Small to Large size (including projectiles of a similar shape and size, such as catapult ammunition). Once per round, as an immediate action (a free action taken during another creature's turn), when the subject of this spell would normally be hit by a rock, he can make a Reflex save to catch it.

The DC for catching a Small or smaller rock is 15, 20 for a Medium one, and 25 for a Large one.

Caught rocks must be subsequently dropped as part of the action.

SEA LEGS

Transmutation

Level: Bard 1, cleric 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

You grant a creature the ability to maneuver easily while aboard ship, even during inclement weather.

Any creature affected by a sea legs spell automatically succeeds on Balance checks (DC 20 or lower) made due to sloped surfaces and slightly slippery conditions.

Furthermore, the creature can move at its normal speed while balancing on a ship's deck, rather than half speed. See the Balance skill description in the *Player's Handbook* for more information.

STONE TRAP

Transmutation

Level: Cleric 7, sorcerer/wizard 7

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Stone object up to 200 lb./level

Duration: See text

Saving Throw: None

Spell Resistance: No

You cause a block of stone to turn invisible and hover at a designated point in the air.

The stone remains there until triggered, either by special conditions set by you or by a command word you choose. Once triggered, the *stone trap* turns visible and falls naturally.

The stone of the *stone trap* can be positioned so that it holds up additional material within the weight limit of the spell. For example, a 2,200-pound stone with *stone trap* cast on it by a 13th-level cleric could support an additional 400 pounds.

This additional weight could be placed on top of the stone in midair, the stone could function as a plug in a hole in a ceiling, and so on.

As a trap, the suspended stone has an attack bonus equal to your caster level.

Any creatures hit by the stone when it falls take 1d6 points of damage for every 200 pounds of weight, plus 1d6 points of damage for every 10 feet the stone falls, for a maximum of 20d6 points of damage.

Anything atop the stone might deal additional damage, but such supplementary material can only deal damage above and beyond the maximum (20d6) if it doesn't rely on the fall to deal that damage.

The conditions for triggering a *stone trap* can be as simple or as elaborate as you desire.

Special conditions can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities.

Other intangibles such as level, class, Hit Dice, and hit points don't qualify.

For example, a *stone trap* can be set to activate when a lawful evil creature approaches, but not when a blackguard approaches.

Arcane Material Component: A drop of blood and a pebble.

SUSPENSION

Transmutation

Level: Sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Any nonliving object up to 1,000 lb./level

Duration: 1d4 days + 1 day/level (D)

Saving Throw: None

Spell Resistance: No

This spell functions like *levitate*, except as noted above and as follows.

You can mentally direct the object to move up or down as much as 45 feet each round for the duration of the spell; doing so is a move action.

When you cease concentration, the object remains in place for the duration of the spell.

Material Component: A small leather loop suspended from a bent wire of gold.

SILVER MARCHES (3.0)

EVOCATION

ALICORN LANCE

Evocation [Force]

Level: Clr 2, Drd 2 (Lurue)

Components: V, S, DF

Casting Time: 1 action

Range: Short (25 ft. + 5 ft./2 levels)

Effect: Horn of force

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

You create a horn of force on your forehead, similar in size and shape to a unicorn's horn.

At any time up until the spell expires, you may launch the horn at a single target as a free action.

Striking the target requires a successful touch attack.

If the horn hits, it is destroyed and deals 3d6 points of force damage to the target creature and outlines it in silver-colored faerie fire for the remaining duration of the spell.

If it misses, the spell dissipates.

ILLUSION

ALUSTRIEL'S BANNER

Illusion (Figment)

Level: Brd 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Effect: Figment of a banner and sound of a trumpet or horn

Duration: 1 round/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

An early spell created by Alustriel, this illusion has been circulated among the arcane spellcasters of Silverymoon and to others beyond the city.

A simplified form of *minor image*, it allows you to cause a banner (such as a battle standard, family crest, or other identifying device) to appear anywhere within range, accompanied by musical fanfare or the sound of a horn blowing.

The banner may appear large or small (up to 10 feet square), new or old, clean or dirty, and of any color or pattern you desire and bearing any identifying images you desire.

The banner sheds light as a *light* spell.

You can move it anywhere within range as a move-equivalent action.

The fanfare or horn is normally of the sort announcing the presence of an important person or a military unit, although the spell can create any sort of horn signal.

Normally, casters use the spell to rally troops or direct people to a particular location, especially at night when its light aspect becomes more useful.

Material Component: A horn or trumpet, whether normal size or miniature.

TRANSMUTATION

FAVOR OF YATHAGHERA

Transmutation

Level: Clr 3, Drd 3 (Lurue)

Components: V, S, DF

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Target: One unicorn or equine animal

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You give the target creature large feathered wings in the manner of a pegasus, allowing it to fly with a speed of 100 feet (average maneuverability).

The creature reacts to these wings as if they were naturally part of its body and can use them immediately.

Ride checks to manipulate the mount are made as if it were not flying (so a rider familiar with horses can handle a flying horse just as easily as a normal one).

The spell gets its name from the Elvish name for Lurue: Yathagera the Winged Queen, ruler of the pegasi and unicorns of Evermeet.

SONG AND SILENCE (3.0)

ABJURATION

FOCUSING CHANT

Abjuration

Level: Brd 1

Components: V

Casting Time: 1 action

Range: Personal

Target: You

Duration: Up to 5 rounds/level (D)

Saving Throw: None (harmless)

Spell Resistance: Yes (harmless)

You can use *focusing chant* to block out distractions from the task at hand.

Upon casting the spell, you gain a +1 circumstance bonus on attack rolls or on one type of skill or ability check for as long as you continue to do the same thing every round.

You can attend to the task without concentrating on *focusing chant*, but no speech is possible because you must continue to mutter the syllables of the chant to maintain the spell.

If you spend a round doing anything else, the spell ends.

For example, you could use *focusing chant* to gain a +1 circumstance bonus on Climb checks just before you start climbing a tall cliff, or on Decipher Script just before you begin deciphering ancient runes.

In combat, you can gain the bonus on your attack rolls as long as you continue to attack the same opponent with the same weapon every round.

You can still move freely and change tactics—for example, you could charge a monster one round, attempt to disarm it with your rapier the second round, and simply attack it on the third round.

But if you attack a different monster, switch weapons, or spend a round doing something other than attacking, the benefit is lost.

JOYFUL NOISE

Abjuration

Level: Brd 1

Components: S, F

Casting Time: 1 round

Range: 10 ft.

Area: 10-ft.-radius emanation centered on you

Duration: Concentration (see text)

Saving Throw: None

Spell Resistance: Yes (harmless)

By making a strumming, drumming, or whistling gesture, you negate any magical *silence* in the area.

This zone of negation moves with you and lasts as long as you continue the performance.

The *silence* is not dispelled but simply held in abeyance; it remains in effect outside the area of the *joyful noise*.

Thus, this spell is usually used to move a group out of range of a *silence* effect.

Focus: The caster's instrument.

CONJURATION

HEALTHFUL SLUMBER

Conjuration (Healing)

Level: Brd 3

Components: V, S, F

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Living creatures within range

Duration: 1 day

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Healthful slumber doubles the subjects' natural healing rate.

Each affected creature regains twice the hit points it otherwise would have during that day, depending on activity level.

Focus: The caster's instrument.

SUMMON INSTRUMENT

Conjuration (Summoning)

Level: Brd 2

Components: V, S

Casting Time: 1 action

Range: Personal

Effect: One musical instrument

Duration: Concentration plus 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell conjures one instrument of the type the caster typically favors.

The quality of this summoned instrument can vary widely (roll 1d6): poor (1), average (2–5), or masterwork (6).

Only one instrument appears per casting, and it cannot be exchanged for another.

The caster can, however, reject the instrument simply by dismissing the spell.

This is a real instrument temporarily borrowed from elsewhere, not a figment or creation.

For that reason, it is considered good form to deposit a small fee inside the instrument before it returns whence it came.

DIVINATION

LISTENING COIN

Divination

Level: Brd 4

Components: V, S, M

Casting Time: 1 action

Range: See text

Effect: Magical sensor

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You can turn two ordinary coins into magic listening devices—one a sensor and the other a receiver.

After casting the spell, you simply give the sensor coin away, either surreptitiously or overtly.

By holding the receiver coin up to your ear and making a successful Listen check, you can hear whatever is transpiring near the sensor.

If the sensor coin is in a pocket, pouch, or sack, the DC for the Listen check increases by +5 for all but the most obvious sounds.

The coins continue to function no matter how far apart they are, although they fall silent if they're on different planes.

Lead sheeting or magical protection (such as *antimagic field*, *mind blank*, or *nondetection*) blocks the transfer of sound.

Any creature with an Intelligence score of 12 or higher can notice that a coin has a magical sensor by making a successful Scry (or Intelligence) check (DC 20).

The sensor can be dispelled.

ENCHANTMENT

FOLLOW THE LEADER

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Brd 4

Components: V, S, F

Casting Time: 1 full round

Range: Medium (100 ft. + 10 ft./level)

Area: Living creatures with fewer than 5 HD

Duration: Concentration, up to 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

Like the legendary piper, you can play a tune so beguiling that those who hear it feel compelled to follow along behind you, dancing merrily.

You can lure up to 1 HD of eligible creatures for each bard level you possess, up to a maximum of 10 HD.

Those with the fewest hit dice are the first to be affected.

Once you have reached your limit of creatures, the music does not affect any others.

Creatures thus captivated can defend themselves but do not initiate attacks.

If you lead your followers directly into danger, each is allowed another Will save to avoid walking off a cliff, stepping into deep water, or the like.

Focus: The caster's instrument.

GETAWAY

Enchantment (Mind-Affecting)

Level: Asn 2

Components: V, S, M

Casting Time: 1 action

Range: Personal

Area: Up to 1 city block/level

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell helps you elude pursuers by causing them to run down blind alleys, make wrong turns at intersections, and bypass obvious directional indicators during a chase.

Any pursuer who loses sight of you and fails a Will save has a 50% chance of making a wrong turn or heading in the wrong direction, even in the face of physical evidence (such as a dangling rope or an open door) as to your true path.

Material Component: A fox's tail.

INSIDIOUS RHYTHM

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 6

Components: V, S, F

Casting Time: 3 rounds

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 hour per level

Saving Throw: Will negates

Spell Resistance: Yes

The caster plays a catchy, silly, little tune that sticks in the mind of any subject who fails a Will save.

The endlessly recycling melody makes it very difficult for the subject to cast spells, disarm traps, or perform any other action that requires mental focus.

Thus, the subject incurs a -4 circumstance penalty on all skill checks based on Intelligence and must make a Concentration check (DC = *insidious rhythms* save DC + level of the spell being attempted) for each spellcasting attempt.

Focus: The caster's instrument.

LULLABY

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 1

Components: V, S, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: Living creatures within a 15-ft.-radius burst

Duration: Concentration (see text) plus 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

The caster play a gentle melody that lulls the senses of those who hear it.

Any creature within the area that fails a Will save becomes drowsy and inattentive, suffering a -2 circumstance penalty

on Spot and Listen checks and a -2 circumstance penalty on Will saves against *sleep* while the *lullaby* is in effect.

Many bards use this spell in conjunction with either *ambient song* or a silent or disguised spell to improve the odds against anyone noticing such a ruse.

Focus: The caster's instrument.

OTTO'S RESISTIBLE DANCE

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 5

Components: V, S, F

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One living creature per level

Duration: Concentration (see text)

Saving Throw: Will negates

Spell Resistance: Yes

You can play a tune so foot-tappingly appealing that everyone who hears it wants to jump up and dance.

In fact, unless your target makes a successful Will save to resist, that's exactly what happens.

A dancing creature suffers a -2 circumstance penalty to its Armor Class, Will saves, Concentration checks, and Spellcraft checks for as long as you keep playing.

Focus: The caster's instrument.

SONG OF DISCORD

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 5

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: Creatures within a 15-ft.-radius sphere

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes those within the area to turn on each other rather than attack their foes.

Each affected creature has a 50% chance to attack the nearest target each round.

(Roll to determine each creature's behavior every round at the beginning of its turn).

A creature that does not attack its nearest neighbor is free to act normally for that round.

Creatures forced by a song of *discord* to attack their fellows employ all methods at their disposal, choosing their deadliest spells and most advantageous combat tactics.

They do not, however, harm targets that have fallen unconscious.

EVOCATION

CRESCENDO

Evocation

Level: Brd 2

Components: V, S

Casting Time: 1 action

Range: 30 ft.

Targets: The caster and all allies within a 30-ft. sphere

Duration: 4 rounds

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell creates a martial fanfare that slowly builds in volume, inspiring you and your comrades to ever-greater combat prowess.

During the first round of the spell, the horns and drums can be heard faintly, but no other effect occurs.

On the second round, as the music becomes louder and more inspiring, each affected creature gains a +1 morale bonus on attack rolls.

This bonus increases to +2 in the third round, then to +3 in the fourth round as the music gets louder and louder.

Allies who move more than 30 feet away from you lose the bonus, but they regain it at its then-current level if they later step back within range.

FANFARE

Evocation

Level: Brd 6

Components: V S, M

Casting Time: 1 action

Range: 100 ft.

Area: Cone

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

Fanfare creates a trumpet blast so loud that it can shake the foundations of buildings or stop an army in its tracks.

Every creature within the area must make a Fortitude save. Success means the creature is stunned for 1d4 rounds and deafened for twice as many rounds; failure means the creature takes 4d6 points of damage in addition to suffering those effects.

Any object made of glass, wood, stone, or metal within the cone takes 2d6 points of damage, ignoring hardness.

Material Component: A small, tin horn.

FORTISSIMO

Evocation

Level: Brd 2

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature or item

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

Fortissimo doubles the volume of one source of sound specified by the caster.

Bards often use this spell to help their music carry to larger audiences—or just be heard over the din of a noisy tavern.

When casting *fortissimo* on a creature, the caster may specify items that the creature is wearing or carrying for inclusion in the effect.

For example, casting *fortissimo* on a singer and including her lute would make both her song and her accompaniment twice as loud.

If the affected creature or item can generate a sonic or language-based attack, such as a *command* spell, a harpy's song, the *fascinate* effect of bardic music, or a *horn of blasting*, the saving throw DC against that attack increases by +2.

If a sonic attack deals damage (like a shout), the spell increases that damage by +1d6 points.

Fortissimo counters and dispels *silence* and is countered and dispelled by it.

If cast at a target affected by *silence*, it negates the effect for that creature or item only.

HARMONIZE

Evocation

Level: Brd 2

Components: V, S, F

Casting Time: 3 rounds

Range: Touch

Targets: Up to 4 bards (including the caster), none of whom can be more than 10 feet from the nearest other target

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell enables two to four bards to pool their talents by performing in a group.

The caster designates one bard to be the lead performer, and the rest provide backup.

Harmonize grants the lead performer a circumstance bonus on Perform checks equal to +1 per three bard levels of the backup performers for the duration of the spell.

Focus: The caster's instrument.

HYMN OF PRAISE

Evocation [Good, Sonic]

Level: Brd 3

Components: V, S, F

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Area: A sphere with a radius equal to the range, centered on you

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes (harmless)

You can strike up a rousing, inspirational spiritual that temporarily boosts the effective caster level of each good-aligned divine spellcaster within range by +1.

This increase does not grant access to additional spells, but it does improve all spell effects that are dependent on caster level.

In addition, *hymn of praise* mimics the effect of a *hallow* spell with respect to turning or rebuking undead.

Within the spell's area, each good-aligned divine spellcaster gains a +4 sacred bonus on Charisma checks to turn undead, and each evil-aligned divine spellcaster incurs a -4 sacred penalty on Charisma checks to rebuke undead.

Focus: The caster's instrument.

INFERNAL THRENODY

Evocation [Evil, Sonic]

Level: Brd 3

Components: V, S, F

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Area: A sphere with a radius equal to the range, centered on you

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes (harmless)

You can strike up a pulsing, powerful rhythm that temporarily boosts the effective caster level of each evil-aligned divine spellcaster within range by +1.

This increase does not grant access to more spells, but it does improve all spell effects that are dependent on caster level.

In addition, *infernal threnody* mimics the effect of an *unhallow* spell with respect to turning or rebuking undead. Within the spell's area, each evil-aligned divine spellcaster gains a +4 profane bonus on Charisma checks to rebuke undead, and each good-aligned divine spellcaster incurs a -4 profane penalty on Charisma checks to turn undead.

Focus: The caster's instrument.

PROTÉGÉ

Evocation

Level: Brd 6

Components: V, S, F

Casting Time: 3 rounds

Range: Touch

Target: Creature touched

Duration: 1 minute per caster level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You can briefly grant bardic abilities to a creature of your choice.

The subject of the spell can then function as a bard of half your current bard level with respect to bardic music and bardic knowledge.

However, *protégé* imparts no spellcasting ability and does not grant access to spells not normally available to the subject.

For Perform checks and bardic music prerequisites, the creature uses its own ranks in Perform or half of yours, whichever is better.

Focus: The caster's instrument.

SYMPATHETIC VIBRATION

Evocation [Sonic]

Level: Brd 6

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: One freestanding structure

Duration: Up to 1 round per level

Saving Throw: Will negates (see text)

Spell Resistance: Yes

By attuning yourself to a freestanding structure such as a building, bridge, or dam, you can create a damaging vibration within it.

Once it begins, the vibration deals 2d10 points of damage per round to the target structure.

You can choose at the time of casting to limit the duration of the spell; otherwise it lasts for 1 round/level, if cast upon a target that is not freestanding, such as a hillside, the surrounding stone dissipates the effect and no damage occurs.

Sympathetic vibration cannot affect living creatures.

A structure gets no saving throw, but a construct gets a Will save to resist the effects.

Material Component: A tuning fork.

WAIL OF DOOM

Evocation [Sonic]

Level: Brd 5

Components: V

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Cone

Duration: Instantaneous (see text)

Saving Throw: Will negates

Spell Resistance: Yes

Anyone caught in the cone of this spell suffers excruciating pain and is disheartened and demoralized besides.

Each creature that fails its Will save takes 1d4 points of damage per caster level, suffers a -2 morale penalty on saving throws for 1 round per caster level, and flees from the caster for the same period.

A fleeing creature has a 50% chance to drop whatever it's holding.

It chooses a random path of flight away from the caster and flees any other dangers that confront it as well.

If cornered, the affected creature cowers instead of fleeing (see Condition Summary in Chapter 3 of the *Dungeon Master's Guide*).

ILLUSION

AMBIENT SONG

Illusion (Glamer)

Level: Brd 1

Components: V, S, M

Casting Time: 1 action

Range: Personal (see text)

Target: You

Duration: 1 minute/level (D)

Saving Throw: Will disbelief

Spell Resistance: No

Ambient song transforms the sounds needed to produce any bardic music effect into background noise.

Those who hear bardic music masked in this way remain unaware of its true nature, though it still has its normal effects.

For example, you could use this spell to make a song intended to inspire competence sound like the chirping of crickets, the rustling of leaves, or the crackling of the campfire.

You choose what your *ambient song* sounds like, but it should be a noise that's in harmony with the immediate environment.

A subject who makes a successful Will save realizes that the sound has been altered and can hear its true nature.

Material Component: A small bit of whatever naturally makes the sound you're trying to mimic.

For example, a cricket's leg, a dried leaf, or a charred twig would produce the *ambient song* effects mentioned above.

CHOIR

Illusion (Pattern) [Mind-Affecting]

Level: Brd 4

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Three illusory performers

Duration: Concentration + 4 rounds

Saving Throw: Will disbelief (see below)

Spell Resistance: No

This spell creates spectral accompanists.

They appear to be normal performers of any humanoid race (caster's choice) who back up the bard's performance by playing, dancing, singing, or any other means the caster desires.

They can also interact with others on a limited basis—smiling, nodding, responding to questions with a few stock phrases, serving as dance partners, and the like.

These illusory performers grant the caster a +2 circumstance bonus on Perform checks for the spell's duration.

Choir is a Pattern, not a Figment—creatures that become aware of the accompanists' spectral nature can still see them.

However, not only does a successful Will save negate the bard's bonus on Perform checks with respect to that creature, it also imposes a –2 circumstance penalty on those checks for the remainder of the spell's duration.

Focus: The caster's instrument.

PERCUSSION

Illusion (Figment)

Level: Brd 0

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Illusory sounds

Duration: 5 minutes/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

Percussion fills the immediate area with the sounds of drums, chimes, and other percussive instruments.

The music can range from the gentle tapping of a single tom-tom to the thunder of a squad of drummers.

Upon casting the spell, you set the tempo of the drums and the rhythm they repeat.

Thereafter, you can change the tempo, rhythm, or volume simply by concentrating for 1 round.

Bards often use this spell to provide background accompaniment for their own music and songs.

The sounds produced are no louder than real drums would be, but the effect is realistic enough to fool anyone who can't see that no drummers are present.

Material Component: Two smooth wooden sticks, which you must touch together to cast the spell.

SPECTRAL WEAPON

Illusion (Shadow)

Level: Brd 4

Components: V, S, F

Casting Time: 1 action

Range: Personal

Effect: One weapon

Duration: Up to 1 round/level

Saving Throw: None

Spell Resistance: No

Using material from the Plane of Shadow, you can fashion a quasi-real weapon of any type you are proficient with.

This *spectral weapon* appears in your hand and behaves as a normal weapon of its type, with one exception: Any foe who makes a successful Will save recognizes its shadowy nature and thereafter takes only one-fifth normal damage from it.

The weapon has the *ghost touch* ability and is +1 for every 5 levels of the bard casting the spell.

You can maintain only one *spectral weapon* at a time, and only you can wield it.

The weapon dissipates when you let go of it or when the spell's duration expires, whichever comes first.

Focus: The caster's instrument.

ZONE OF SILENCE

Illusion (Glamer)

Level: Brd 4

Components: V, S, F

Casting Time: 1 round

Range: 5-ft. radius

Area: 5-ft.-radius emanation centered on you

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

By casting *zone of silence*, you can manipulate sound waves in your immediate vicinity so that you and those within the spell's area can converse normally, yet no one outside can hear your voices or any other noises from within.

This effect is centered on you and moves with you.

Anyone who enters the zone immediately becomes subject to its effects, but those who leave are no longer affected.

Note, however, that a successful Read Lips attempt can still reveal what's said inside a *zone of silence*.

Focus: The caster's instrument.

TRANSMUTATION

ABSORB WEAPON

Transmutation

Level: Asn 3

Components: V, S

Casting Time: 1 action

Range: Touch

Effect: One touched weapon not in another creature's possession

Duration: 1 hour/level (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You can harmlessly absorb any light weapon you touch (even a poisoned one) into your arm, as long as it is not in another creature's possession.

The absorbed weapon cannot be felt under the skin and doesn't restrict your range of motion in any way.

An absorbed weapon cannot be detected with even a careful search, although a *detect magic* spell reveals the presence of a magical aura.

The only evidence of the weapon is a faint blotch on the skin that's shaped vaguely like the weapon.

When you touch the spot (an action equivalent to drawing a weapon), or when the spell duration expires, the weapon appears in your hand and the spell ends.

An intelligent magic weapon gets a saving throw against this spell, but other weapons do not.

ALLEGRO

Transmutation

Level: Brd 4

Components: V, S, M

Casting Time: 1 action

Range: 10 ft.

Area: Creatures within a 10-ft.-radius burst, centered on you

Duration: 1 minute/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes

This spell makes you and your companions extraordinarily fleet of foot by doubling each subject's speed and maximum jumping distance (treated as an enhancement bonus to both).

Affected creatures retain these effects for the duration of the spell, even if they leave the original area.

Material Component: A tail feather from a bird of prey.

BLUNT WEAPON

Transmutation

Level: Brd 3

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: All piercing and slashing weapons within a 20-ft radius burst

Duration: 1 minute/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

Blunt weapon reduces the effectiveness of certain weapons by rendering them semisubstantial.

Affected weapons appear shimmery or shadowy when examined closely, but the wielder must specifically examine the weapon (a move-equivalent action) to notice the effect.

An affected weapon retains its full enhancement bonus and magical abilities (if any), but its base damage is reduced by half.

The strength bonus of the wielder still applies normally to attacks and damage.

A weapon carried by a creature uses that creature's Fortitude saving throw.

A magic weapon gets a bonus equal to its enhancement bonus on this save.

Only manufactured piercing and slashing weapons are affected by *blunt weapon*.

It has no effect on natural weapons.

Arrows and other projectile weapons affected by the spell remain blunted even after they leave the spell's area.

EASY MATH

Transmutation

Level: Brd 0

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round

Saving Throw: No (see below)

Spell Resistance: Yes (harmless)

This minor magical effect makes counting and calculating a breeze.

You can estimate the number of gold pieces in a pile, the distance of a gap you might have to leap, the number of foes rushing toward you, or the like—all in a flash.

To make such an estimate, make a Perform check (DC 15).

Success means your guess is within 10% of the true figure; failure means it is off by 20/6 or more.

The exact extent of such a miscalculation is up to the DM.

FINE-TUNING

Transmutation

Level: Brd 0

Components: V, S, F

Casting Time: 1 round

Range: Touch

Target: One instrument

Duration: 1 minute per level

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell enables the caster to make an ordinary instrument perform as if it were of masterwork quality.

For the duration of the spell, the instrument grants the user a +2 circumstance bonus on Perform checks, or an alternate effect as described in Chapter 3 for that instrument type, if desired.

Fine-tuning has no effect if cast upon an instrument already of masterwork quality.

Focus: The target of the spell.

HARMONIC CHORUS

Transmutation

Level: Brd 4

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Concentration, up to 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Harmonic chorus lets you improve the spellcasting ability of another spellcaster.

For the duration of the spell, the save DCs for all spells that the subject casts increase by 1d4+1.

If such a spell deals damage, that damage increases by +1 point per die.

For example, if you cast *harmonic chorus* on a 9th-level wizard who in turn casts *fireball*, the DC of the *fireball*'s Reflex save would increase by 1d4+1, and the spell would deal 9d6+9 points of fire damage.

Other variable aspects of the spell (range, duration, and so forth) remain unchanged.

The benefits of multiple *harmonic chorus* spells stack only when they are cast by different casters.

Material Component: A tuning fork.

IMPROVISATION

Transmutation

Level: Brd 5

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

Improvisation makes available a floating “pool” of bonus points that the caster can use as desired to improve his or her odds of success at various tasks.

This bonus pool consists of 2 points per level, which the caster can divide as desired among attack rolls and skill or ability checks.

The caster must declare any bonus-point usage before the appropriate rolls are made.

Used points disappear from the pool, and any points remaining when the spell ends are wasted.

These points count as luck bonuses for purposes of stacking.

For example, a 14th-level bard pauses from chasing a pickpocket to cast *improvisation*.

Over the next 14 rounds, he could add +8 to a Spot check, +6 to a Climb check, and +7 to two of his attack rolls.

Material Component: A pair of dice.

SNIPER'S EYE

Transmutation

Level: Asn 4

Components: V, S, M

Casting Time: 1 action

Range: Touch

Effect: Personal

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell magically enhances your senses, making you deadly with ranged weapons.

When you cast *sniper's eye*, you gain the following benefits:

- *Darkvision* as a spell-like ability, lasting for the duration of *sniper's eye*.
- The ability to make a ranged sneak attack against anyone within 60 feet, rather than the usual 30 feet.
- The ability to make a death attack with a ranged weapon within 30 feet.
- A +15 competence bonus on Spot checks.

Sniper's eye attunes you completely to the vantage point you have when you cast the spell.

You understand the nuances of the breeze and every angle and shadow—from that spot.

If you move more than 5 feet from there, you lose the benefits of *sniper's eye* until you return within the spell's duration.

Material Component: A magnifying glass lens.

SPRING SHEATH

Transmutation

Level: Asn 1

Components: V, S

Casting Time: 1 action

Range: Touch

Effect: One sheath, buckle, or strap

Duration: 10 minutes/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You can use this spell to turn an ordinary weapon sheath into a helpful magic device.

Any quick hand motion in front of the affected weapon-holding device (a free action) causes the weapon inside to shoot forth of its own volition and settle into your hand. The overall effect is the same as that of the Quick Draw feat.

Although this spell is usually cast on a sword sheath, it also works on the straps, buckles, and pockets that hold other weapons.

You could, for example, cast *spring sheath* on the strap of the backpack that usually holds your longbow to make that weapon fly into your hand.

STORMWRACK (3.5)

ABJURATION

STORMRUNNER'S WARD

Abjuration

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 full round

Range: Touch

Target: One ship

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

You ward a single ship against foundering and storm damage, making it easier to sail in dangerous weather.

You add a +4 bonus on any checks made to sail in severe winds, windstorms, or gales.

You also add this bonus to foundering checks and capsizing checks for that ship.

This bonus improves by +1 per 4 caster levels, to a maximum of +8.

The *stormrunner's ward* does nothing to protect the crew from the winds and green water that might roll over the side of the ship.

Material Component: Handful of copper powder.

TURBIDITY

Abjuration

Level: Sorcerer/wizard 2

Components: S, M

Casting Time: 1 standard action

Range: 0 ft.

Area: 20-ft.-radius spread centered on you

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

You cause the water surrounding you to swirl and fill with suspended sediments, decreasing visibility and making it harder for foes to attack you.

This roiling cloud obscures all vision, including darkvision, beyond 5 feet.

Creatures within the area up to 5 feet from an attacker have concealment (20% miss chance), while those farther away have total concealment (50% miss chance).

Creatures other than you within this cloud must make a Concentration check to cast a spell (DC 15 + spell level). Ranged attacks that pass through the *turbidity* automatically fail.

A vigorous current (1–3 knots) disperses the clouded water in 4 rounds; a dangerous or stronger current (4 or more knots) disperses it within 1 round.

This spell only functions under water.

Material Component: A handful of mud.

CONJURATION

BLACKWATER TENTACLE

Conjuration (Creation) [Evil, Water]

Level: Blackwater 5, druid 5, sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One tentacle

Duration: 1 round/level (D)

Saving Throw: Fortitude partial

Spell Resistance: No

You create a tentacle-shaped mass of blackwater, drawn from the deepest ocean trenches, to attack an enemy as you direct it.

The tentacle appears at a particular point within range and can't move from that location.

It attacks the opponent you designate once each round, starting with the round the spell is cast.

It has a reach of 20 feet (though it can't make attacks of opportunity).

Its attack bonus is equal to your caster level plus the ability modifier you would normally use to set the save DC

(Wisdom for cleric or druid, Intelligence for wizard, Charisma for sorcerer).

The tentacle deals 2d8 + caster level (max.

+20) points of damage with a successful hit.

Any Large or smaller creature hit by a blackwater tentacle must succeed on a Fortitude save or gain a negative level.

Multiple hits by the same tentacle are cumulative, but the negative levels last only for the duration of the spell.

The tentacle never provides nor benefits from a flanking bonus.

Once a tentacle has been directed to attack a foe, it continues to do so until the spell is redirected to a new target (a move action).

The tentacle has 5 hit points per caster level and an AC of 10 + your caster level.

It automatically fails all saves.

If reduced to 0 hp, the tentacle is destroyed.

Material Component: Powdered squid beak and a single dried sucker from a kraken's tentacle.

DOOM OF THE SEAS

Conjuration (Summoning) [Evil]

Level: Blackwater 9, druid 9

Components: V, S, DF, XP

Casting Time: 1 full round

Range: Touch

Effect: One summoned creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

It is said that in the deepest recesses of blackwater caverns dwell krakens of immense power, horrific creatures touched by malevolent extraplanar powers.

Though this might certainly be true, it is likely that most experiences with such creatures comes as a result of this spell.

With this spell, you summon a fiendish kraken from the depths.

(The statistics block for this creature appears below).

The doom of the seas obeys you for the duration of the spell.

XP Cost: 500 XP.

DOOM OF THE SEAS, FIENDISH KRAKEN

CR —

NE Gargantuan outsider (aquatic)
Init +6; **Senses** darkvision 60 ft., low-light vision;
Listen +30, Spot +30

AC 23, touch 8, flat-footed 21

hp 310 (20 HD); **DR** 10/magic

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 30

Fort +21, **Ref** +14, **Will** +13

Speed swim 30 ft. (6 squares)

Melee 2 tentacles +30 (2d8+14/19–20) and
6 arms +25 (1d6+7) and
bite +25 (4d6+7)

Space 20 ft; **Reach** 15 ft. (tentacle 60 ft., arm 30 ft.)

Base Atk +20; **Grp** +46

Atk Options Blind-Fight, Combat Expertise, Improved
Trip, smite good 1/day (+6 attack, +20 damage)

Special Actions constrict 2d8+14 (tentacle) or 1d6+7
(arm), improved grab, ink cloud, jet

Spell-Like Abilities (CL varies):

1/day (CL 20th)—*blasphemy* (DC 23), *contagion*
(DC 19), *desecrate*, *destruction* (DC 23), *horrid*
wilting (DC 24), *summon monster IX* (fiends
only), *unhallow*, *unholy blight* (DC 20)

1/day (CL 9th)—*control weather*, *control winds*,
dominate animal (DC 19), *resist energy*

3/day (CL 20th)—*darkness*, *poison* (DC 20), *unholy*
aura (DC 24)

Abilities Str 38, Dex 14, Con 30, Int 25, Wis 20, Cha 22

SQ half-fiend traits

Feats Alertness, Blind-Fight, Combat Expertise,
Improved Critical (tentacle), Improved Initiative,
Improved Trip, Iron Will

Skills Concentration +33, Diplomacy +31, Heal +28,
Hide +13, Intimidate +29, Knowledge (geography)
+30, Knowledge (nature) +32, Knowledge
(the planes) +30, Listen +30, Search +30,

Sense Motive +28, Spot +30, Survival +28,
Swim +37, Use Magic Device +29

Tentacles: Tentacles and arms can be severed by
treating them as though they were weapons and
sundering them. Tentacles have 20 hp, and arms
have 10 hp.

Constrict (Ex): The Doom of the Seas deals automatic
arm or tentacle damage plus constrict damage with
a successful grapple check.

Improved Grab (Ex) To use this ability, the Doom of
the Seas must hit an opponent of any size with
its arm or tentacle attack. It can then attempt to
start a grapple as a free action without provoking
attacks of opportunity. If it wins the grapple check,
it establishes a hold and can constrict.

Ink Cloud (Ex): The Doom of the Seas can emit a
cloud of jet-black ink in an 80-foot spread once
per minute as a free action. The cloud provides
total concealment, which the creature normally
uses to escape a fight that is going badly.
Creatures within the cloud are considered to be
in darkness.

Jet (Ex): The Doom of the Seas can jet backward
once per round as a full-round action, moving in a
straight line at a speed of 280 feet. This does not
provoke attacks of opportunity.

Half-Fiend Traits: Unlike most half-fiends, the Doom
of the Seas does not possess wings. It does,
however, have webbing between its tentacles that
augments its swim speed. All the Doom of the
Seas' attacks are considered magic weapons for the
purpose of overcoming damage reduction.

Skills: The Doom of the Seas has a +8 racial bonus on
any Swim check to perform some special action or
avoid a hazard. It can always choose to take 10 on
a Swim check, even if distracted or endangered. It
can use the run action while swimming, provided it
swims in a straight line.

MAELSTROM

Conjuration (Creation) [Water]

Level: Blackwater 8, Ocean 8

Components: V, S, DF

Casting Time: 1 full round

Range: Long (400 ft. + 40 ft./level)

Effect: Whirlpool 120 ft. wide and 60 ft. deep

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: No

This spell causes a deadly vortex to form in water.

A body of water at least 120 feet wide and 60 feet deep must
be present, or the spell is wasted.

Waterborne creatures or objects within 50 feet of the vortex
(below and on all sides) must make Reflex saves or be
sucked in.

These creatures take 3d8 points of damage upon being
sucked in.

Trained swimmers can attempt Swim checks instead if
their skill modifier is higher than their Reflex save bonus.

Waterborne vessels avoid being sucked in if their operators
make Profession (sailor) checks against the same DC as the
spell's saving throw.

Once inside, creatures and objects take 3d8 points of
battering damage each round.

They remain trapped for 2d4 rounds.

Subjects of Large or smaller size are ejected from the
bottom of the vortex.

Huge, Gargantuan, or Colossal subjects are ejected from the
top.

MORDENKAINEN'S CAPABLE CARAVEL

Conjuration (Creation)

Level: Sorcerer/wizard 8

Components: V, S, F

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ship plus extradimensional space, up to three 10-
ft. cubes/level (S)

Duration: 1 day/2 levels (D)

Saving Throw: None

Spell Resistance: No

You conjure into existence a fine, seaworthy ship to carry you and your companions safely and comfortably. A caravel is a fairly small, double-decked sailing ship (see page 98 for more information). It holds a generous amount of cargo and offers cramped quarters for crew and passengers. The ship produced by this spell has even more room for cargo and passengers, contained within an extradimensional space. The entry point to this space is a hatch on the aft upper deck. Lifting the hatch reveals a set of wooden stairs, which descend about 6 feet to a horizontal shimmering in the air about 4 feet wide. Only those you designate can enter this space, and the extradimensional portal is shut and made invisible behind you when you enter. Those without authorization to enter instead continue descending the steps to an ordinary cargo hold. You can open the portal again from your own side at will. Those who pass beyond the portal's entrance find themselves in a magnificent foyer with many staterooms whose doors open from this space. The atmosphere is clean, fresh, and warm. You can create any deck plan you desire within the limit of the spell's effect. The cabins are furnished, and the galley contains sufficient foodstuffs and preparation equipment to serve three full meals per day per person per caster level. A staff of near-transparent pursers (up to two per caster level), liveried and obedient, wait upon all who enter. They function as *unseen servant* spells except that they are visible and can go anywhere within the extradimensional space. Since the place can be entered only through its special portal, outside conditions do not affect the passenger space, nor do conditions inside it pass to the plane beyond. Bad weather or other marine hazards can still threaten the vessel, but even if it sinks, the passenger space remains safe and isolated (though exiting it might prove difficult). The ship is crewed by a minimum complement of spectral deckhands, which perform the basic tasks of maintenance. These, like the cabin servants, behave as *unseen servants* but can travel anywhere on board ship and can enter the extradimensional space if you so direct. The spectral deckhands respond to the direction of the helmsman, reducing the number of crew necessary to control the caravel to 1. If you do not provide a real helmsman, the ship will steer itself on the last course a living helmsman provided but will not be able to avoid collisions or hazards or adjust to changing conditions. **Focus:** A miniature ship carved from mahogany, rigged with silk sails and gold thread, with a total value of 500 gp.

MUDSLIDE

Conjuration (Creation) [Earth, Water]

Level: Druid 6, sorcerer/wizard 6

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: 40-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half; see text

Spell Resistance: No

You create a landslide of mud and water, which crushes, buries, and mires those caught in its path. The mud covers the area of the spell to a depth of about 10 feet (although it might fill low-lying areas or fail to cover high points in the area, at the DM's discretion). Creatures within the spell's effect must make a Reflex save. Those who fail take 8d6 points of damage and are buried (see Avalanches on page 90 of the *Dungeon Master's Guide*). Those who succeed take 3d6 points of damage and are not buried. Creatures of the fire subtype who are actually aflame (such as salamanders, azers, and fire elementals) instead take 8d8 or 3d8 points of damage, respectively. A creature who escapes burial ends up on top of the mudslide, mired in deep mud. After the initial slide, the mudslide persists indefinitely, producing an area of deep bog (average depth 10 feet) until the water in it evaporates. It requires 4 squares of movement to enter 1 square of deep bog, and running or charging are impossible in the area. Underwater, the mudslide remains indefinitely, producing an area of deep muck. It costs 2 squares of movement to enter a square containing deep muck, the DC of Balance and Tumble checks increases by 5, and the DC of Move Silently checks increases by 2. Aboveground, the mud normally dries out in 2 to 3 days. A *transmute mud to rock* spell hardens the slide into stone, trapping any creatures still within.

PLANAR NAVIGATION

Conjuration (Teleportation)

Level: Sorcerer/wizard 9

Components: V, S, F/DF

Casting Time: 1 minute

Range: Touch

Target: One ship

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You move yourself and the contents of an entire ship to another plane of existence. When you begin casting the spell, a fog descends about the vessel, and clears within a minute. The ship always appears on a body of water large enough for the ship to sit in safely, unless the destination plane has no body of water large enough to hold the ship, in which case the ship simply materializes right side up, lying on the ground. If the destination plane is one that possesses an ocean, the ship automatically appears there. Note that this spell does not grant the ship or its inhabitants any ability to survive on the destination plane—the ship simply appears in the plane upon a body of water (or, in the case of planes that are made up of nothing but water, *in the water*). Any characters or creatures aboard unwilling to move to the new plane are entitled to a Will saving throw to resist the effect, but might find themselves floating in the water when the ship vanishes from around them.

Arcane Focus: A sextant (see page 108).

STORMWALK

Conjuration (Teleportation)

Level: Druid 6, sorcerer/wizard 6

Components: V, S, DF

Casting Time: 1 full round

Range: Touch

Target: You and up to one other creature for every two levels

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Spell Resistance: No and Yes (object)

As *teleport*, save that you draw upon the power of a storm to teleport yourself and a number of others from one place to another.

Upon casting the spell, the storm suddenly intensifies in the area where the spell was cast, obscuring sight of those affected—whether because of a thickening of fog, a sudden increase in the downfall of hail and sleet, or a strike of lightning.

On the next round, the disturbance disappears and the characters affected by the spell are gone.

Though the targets of the spell disappear instantaneously once the spell is cast, they do not immediately reappear at the spell's destination.

Instead, 10 minutes elapse during which a storm quickly develops in the target location.

This is plainly not a natural occurrence to anyone who witnesses it, unless there is already a storm in progress. Then an intensification of this storm obscures sight at the target location, and the targets of the spell reappear. The targets always appear in some place that is open to the storm—thus, they can appear on the upper parapets of a castle, but not inside the castle.

Though 10 minutes have passed since they disappeared, it appears to the travelers as though the transport were instantaneous.

Additionally, for the 10 minutes while the targets are gone, they are treated as though they were in another plane.

WATERSPOUT

Conjuration (Creation)

Level: Druid 7, Ocean 7, sorcerer/wizard 7

Components: V, S, DF

Casting Time: 1 full round

Range: Long (400 ft. + 40 ft./level)

Effect: Cylinder 10 ft. wide and 80 ft. tall

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: No

Waterspout causes water to rise up into a whirling, cylindrical column that looks exactly like a tornado made of water.

A body of water at least 10 feet wide and 20 feet deep must be present, or the spell is wasted.

If the waterspout encounters insufficient depth after it has formed, it collapses.

The waterspout moves at a speed of 30 feet and must remain over water.

You can concentrate on controlling the waterspout's every movement or specify a simple program, such as move straight ahead, zigzag, circle, or the like.

Directing the waterspout's movement or changing its programmed movement is a standard action for you.

The waterspout always moves during your turn in the initiative order.

If the waterspout exceeds the spell's range, it collapses and the spell ends.

The waterspout batters creatures and objects it touches, and it often sucks them up inside its vortex.

Any creature or object that comes in contact with the waterspout must succeed on a Reflex save or take 3d8 points of damage.

Medium or smaller creatures who fail their save are sucked into the waterspout and whirled about inside its powerful currents, taking 2d6 points of damage each round with no save allowed.

Trapped creatures remain inside for 1d3 rounds before the waterspout ejects them out the top of the spout, and they fall back to the surface (taking falling damage) 1d8×5 feet from the base of the waterspout.

Waterborne creatures or objects within 10 feet of the spout (below and on all sides) also must make Reflex saves or be sucked into the spout if they are Medium or smaller.

Anything sucked into the spout takes 3d8 points of damage and is then trapped for 1d3 rounds as explained above.

Only the smallest boats—canoes, kayaks, coracles, and the like—can be sucked into the spout.

The occupant of any such craft can make a Profession (sailor) check instead of a Reflex save to avoid being sucked into the waterspout.

DIVINATION

DETECT SHIP

Divination

Level: Bard 3, sorcerer/wizard 3

Components: V, S, F

Casting Time: 1 standard action

Range: Special

Target: You

Duration: 24 hours (D)

Saving Throw: None

Spell Resistance: No

You gain the ability to discern the presence of ships around you.

You perceive ships located within a distance of 1 mile per caster level, regardless of current visibility (or even whether or not they are beyond the horizon).

You need not be seeking them to become aware that they are there—this spell will alert you to the presence of a ship if you are below decks or asleep.

Exactly what can be ascertained depends on whether the ships in question are within sight or not yet visible.

Not Visible: You sense only the presence of ships other than your own in the area.

A DC 15 Profession (sailor) check allows you to determine the number, direction, and range to each new ship you sense.

If you sense a ship's direction and range, you continue to be aware of this information until the other ship is no longer in range of the spell.

Within Sight: If a ship is actually within sight, you can gain additional information by studying the vessel for 1 round. You need not be able to see the vessel clearly—a spot on the horizon is sufficient.

A Profession (sailor) check gives you information about the ship or ships:

Check Result	Information
10	Type of ship
12	Course, speed, and time to intercept (if possible)
15	What kind of weaponry the ship is carrying
18	Ship's name
20	Any signs of allegiance (pirate flags, symbols of nation of origin, etc.)
25	Port of call of the sighted ship

This spell cannot penetrate illusions.

Focus: A small disk of ground glass, hung on a golden chain and worn about the neck while the spell is in effect.

This focus is worth 50 gp.

FLAWSIGHT

Divination (Scrying)

Level: Bard 4, druid 5, sorcerer/wizard 5

Components: V, S, M/DF

Casting Time: 1 minute

Range: Touch

Area: 60-ft. radius

Duration: 1 round/level (D)

Saving Throw: Will negates; see text

Spell Resistance: Yes

By touching a nearby source of water—a standing pool, a stream, or even a portion of a larger body of water—you can perceive creatures and objects in contact with the water. You can concentrate to focus *flowsight* on a given creature. You retain your full visual acuity, including any magical effects, as well as any auditory enhancements you might have.

This action makes the subject potentially aware of the magical scrying; on a Will save, it prevents you from learning more about it, and you cannot try again on that subject for 24 hours.

However, you can turn your consciousness to another subject in contacted with the water and make a new scrying attempt each round.

Arcane Material Component: A piece of limestone.

TOJANIDA SIGHT

Divination

Level: Druid 2, ranger 2

Components: S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

You gain all-around vision, allowing you to see in any direction.

You gain a +4 bonus on Spot and Search checks, and you cannot be flanked for the duration of the spell.

However, you cannot avert your eyes when confronted by a creature with a gaze attack, though you can still close your eyes in such a circumstance.

WAKE TRAILING

Divination [Water]

Level: Druid 4, ranger 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One ship

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

You are able to track a vessel over open water by following flotsam and other signs of a ship's recent presence.

These signs of passage are relatively subtle, but as long as the spell is active you can find those signs on a Survival check, as though you were tracking a Huge, Gargantuan, or Colossal creature (depending on the size of the ship) over soft ground.

The following modifiers are used in place of those given on page 101 of the *Player's Handbook*.

The caster must have the Track feat to use this spell.

Condition	Survival DC Modifier
Every 4 hours since the trail was made	+1
Every hour of water-affecting weather since the trail was made	+1
Trail leads through vigorous currents	+2
Trail leads through dangerous or stronger currents	+5
Poor visibility (apply only the largest):	
Moonlight	+3
Fog or precipitation	+3
Overcast or moonless night	+6

If multiple ships have passed in a given area, you can track a specific ship only if you have some knowledge of the size or type of the ship, or other knowledge that differentiates that ship from the other vessels (for instance, if you know the ship is made from a unique type of wood or is crewed by minotaurs).

Material Component: A bit of driftwood wrapped with red thread.

ENCHANTMENT

JIG OF THE WAVES

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: One or more creatures in a 10-ft.-radius burst

Duration: Concentration + 1d4 rounds

Saving Throw: Will negates

Spell Resistance: Yes

You cause one or more creatures to begin dancing a merry jig.

This spell affects a number of HD of creatures equal to the caster level.

Creatures with the fewest HD are affected first.

Among creatures with equal HD, those who are closest to the spell's point of origin are affected first.

Hit Dice that are not sufficient to affect a creature are wasted.

Those who are dancing receive a -2 penalty on attack rolls, saving throws, skill checks, ability checks and Armor Class for the time that they dance.

Though they can take actions normally (using the penalties given above), their movement is not their own.

Each round, a creature affected by this spell must take a move action to move half her speed in a random direction. If this movement would place the target in danger (such as dancing into a fire or off the deck), the dance causes the target to stop just short of the threat.

Targets can still take their actions, either before or after their movement as they choose.

RAPTURE OF THE DEEP

Enchantment (Charm) [Mind-Affecting]

Level: Bard 6

Components: V, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: One living creature

Duration: Permanent (D)

Saving Throw: Will negates

Spell Resistance: Yes

You fill the target creature's thoughts and ears with the sublime music of the deep waters.

The creature is completely immersed in this sensation and does nothing but experience it fully.

It enters a comatose state and cannot be awakened by any means short of dispelling the effect.

This is not a sleep effect, so elves and dragons are not immune to it.

Dispel magic and *break enchantment* cannot remove this effect, but a *heal*, *limited wish*, *miracle*, or *wish* spell restores the creature to consciousness.

An air-breathing creature in the water affected by this spell begins to sink and will drown if not rescued.

A flying creature immediately falls and might take falling damage.

Damage does not awaken the *charmed* creatures.

Focus: A conch shell.

SIREN'S CALL

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 3, Seafolk 4, sorcerer/wizard 4

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/2 levels, no two of which can be more than 30 ft. apart

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

The targets of this spell hear a sudden, distant song that instills in them a longing for the sea.

Those who have heard it compare it to the song of a siren.

A target who fails a saving throw against this spell moves immediately toward the nearest stretch of ocean that it can find and attempts to completely submerge itself in the water.

This flight will be by the safest means possible, withdrawing from combat, fighting defensively, and not passing through threatened areas.

The target will only fight if someone actively attempts to prevent it from following through with its search for the ocean; if this fight is with an ally, the target is granted a second saving throw to throw off the effects of the spell.

In some environments, this means that those affected simply flee in the direction of the nearest coast.

Along a shoreline, targets often plunge into the surf.

Aboard ship, they leap overboard.

If the subject has no idea where to find a substantial body of water, it simply chooses a random direction and continues until the spell expires.

Once the spell's subjects are in the water, they begin swimming toward the deepest part of it they can reach, immersing themselves completely and refusing to come up for air, though they hold their breath as long as they are able.

EVOCATION

DEPTH SURGE

Evocation [Water]

Level: Druid 8, Seafolk 8, sorcerer/wizard 8

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20 ft. radius

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

The water within the area suddenly explodes outward in a massive surge, as if driven by a powerful explosion. Each creature or object in the area is subject to damage equal to 2d6 + caster level.

Any creature struck by this attack must then succeed on a Fortitude save or be driven 10 feet away from the center of the blast.

If a ship is in the area, the captain must immediately make a sinking check (DC equal to spell save DC).

See Sinking, page 32.

At least half of the spell's area must contain water at least 10 feet deep, or else the spell fails.

You must center the effect at or below the water's surface.

Material Component: A sphere of volcanic rock.

FAVORABLE WIND

Evocation [Air]

Level: Druid 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: 10 min./level (D)

Saving Throw: Fortitude negates

Spell Resistance: No

This spell produces a stream of wind that can fill a ship's sails, disperse vapors and gases, and keep flying creatures at bay.

The wind force is strong, with a speed of about 30 mph.

It begins where you stand and blows directly away from you; you can easily propel a sailing vessel by standing astern of the mast and directing the wind forward to fill the sails.

Tiny or smaller creatures in the path of the wind are knocked prone, or if flying are blown back 1d6×10 feet.

Small creatures are checked and cannot make headway against the wind.

Small airborne creatures are instead blown back 1d6×5 feet. Medium and larger creatures can move normally within the effect.

A *favorable wind* can't push a creature beyond the limit of its range.

Any creature, regardless of size, takes a –2 penalty on ranged attacks and on Listen checks in the area of a *favorable wind*.

The wind automatically extinguishes candles, torches, and similar unprotected flames.

In addition to the above-noted effects, *favorable wind* can do anything that a strong natural wind could do.

It can fan a large fire, disperse gases and vapors to the limit of its range in 1 round, and make sailing difficult for small craft nearby.

PRESSURE SPHERE

Evocation [Water]

Level: Blackwater 2, druid 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

This spell suddenly causes the water around a target to take on the terrible, bone-crushing pressure of the deepest ocean trenches.

This pressure deals 4d6 points of damage (Fortitude save for half).

The area of the spell can be constrained by the available water; it has no effect on creatures or objects that are within the radius but not in the water, or on squares of water that are not at least 5 feet deep.

The spell must be centered at or below the surface of the water.

RED TIDE

Evocation [Water]

Level: Druid 8

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Burst in the shape of a circular disk, 10 ft. wide/level, 5 ft. high

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

This visually impressive spell causes a surging, frothing wave of thick, red seawater that washes over everything in the area.

All creatures in the area of a *red tide* are immediately knocked prone and must make a Fortitude saving throw.

Flying or swimming creatures in the area aren't knocked prone, but they take a –4 penalty on the Fortitude save.

A living creature who makes its Fortitude save against a *red tide* is sickened for 1 minute and takes a –2 penalty on attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks for that time.

A creature who fails this saving throw feels the full effect of the *red tide*.

Such creatures are immediately nauseated for 1 minute (unable to attack, cast spells, or concentrate), and they take 3d6 points of Strength damage.

After 1 minute the nausea ends, but the creature must make a second Fortitude saving throw or take an extra 3d6 points of Strength damage.

Creatures immune to poison are immune to these effects of a *red tide*.

The tainted water evoked by this spell vanishes after a few seconds of turbulence, and any objects or creatures in the area do not emerge wet.

All open flames in the area are nevertheless extinguished if they fail a Reflex save, and all creatures with the fire subtype take 1d6 points of damage per caster level (maximum 20d6; Fort save half).

ILLUSION**DISGUISE SHIP**

Illusion (Glamour)

Level: Sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One ship

Duration: 1 hour/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

You cloak a ship in illusion, making it appear as a ship of another type of your choice.

You can choose what it appears as down to small details such as what weaponry it bears and what flags it is flying. You can make the ship to be any other water-going vessel, though it cannot seem to be more than 50% smaller or larger.

Creatures within the area are not hidden or changed in appearance, nor are their possessions.

Material Component: A tiny replica of a ship.

ROAR OF THE WAVES

Illusion (Pattern) [Fear, Mind-Affecting, Sonic]

Level: Bard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One target/2 levels, no two of which can be more than 30 ft. apart

Duration: 1 round/level (D)

Saving Throw: Will partial; see text

Spell Resistance: Yes

The ocean's voice is a terrible and majestic thing.

Bards understand the power of the ocean's song and have harnessed that in this spell.

The targets of this spell are suddenly bombarded by the sound of the roaring ocean.

The target is deafened for the duration of the spell.

Additionally, each target must make a Will save or be shaken.

This sound can be heard by anyone within 30 feet of the targets, but only those actually targeted are affected.

Material Component: Pieces of shell that have been battered by the surf.

NECROMANCY

ABOLETH CURSE

Necromancy

Level: Sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

You bestow a dreadful affliction on the creature you touch, similar to the effect of an aboleth's foul contact.

The skin of the target creature transforms into a transparent, glistening membrane.

A creature so transformed must keep this membrane moistened with cool, fresh water or take 1d12 points of damage every 10 minutes.

In addition, its natural armor bonus (if any) decreases by 1, but it can never drop below 0.

This transformation does not affect natural armor bonuses provided by magic items.

This curse cannot be dispelled, but it can be removed with a *remove curse* spell if cast within 24 hours.

Afterward, only a *heal*, *mass heal*, *limited wish*, *miracle*, or *wish* spell can remove the affliction.

BLACKWATER TAINT

Necromancy [Evil, Water]

Level: Blackwater 6, sorcerer/wizard 6

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft. radius

Duration: 1 round/level (D)

Saving Throw: Fortitude partial

Spell Resistance: Yes

In the dark, sunless abysses of the deep ocean, shadows gather, the cold beckons, and the corpses of many things in the oceans lie slowly rotting.

These black waters are often poisoned with the energies of undeath.

When this spell is cast, you call up the cold blackness of those stygian depths, infusing the waters in the spell's area with negative energy.

Those in or entering the area must make a Fortitude save to resist its terrible power.

Those who fail the save are chilled to the bone, taking 1d6 points of damage per two levels (to a maximum of 10d6) and gain a negative level.

Those who make the save take half damage and avoid the negative level.

All undead in the area are healed of 1d6 points of damage per two caster levels (maximum of 10d6).

Furthermore, the spell's area is treated as though there were a *desecrate* spell active within it.

This area of blackwater remains in place for the spell's duration, affecting creatures who enter the area in subsequent rounds.

A creature can only be affected once by the spell, regardless of success or failure on the saving throw, so creatures who leave and reenter the area take no additional effect (although the *desecrate* effect remains throughout the spell's duration).

Material Component: Bone or scale of a fish that dwells in the deep, sunless parts of the ocean.

DARK TIDE

Necromancy [Evil, Water]

Level: Blackwater 7

Components: V, S, DF

Casting Time: 1 full round

Range: Long (400 ft. + 40 ft./level)

Area: One-half mile radius spread

Duration: 1 hour/level (D)

Saving Throw: Fortitude half

Spell Resistance: Yes

You infuse the target area with the enervating essence of the blackwater depths, creating a tide of blackwater that spreads out from the designated point of origin at a rate of 100 feet per round until it fills the entire area.

The water is black and terribly chilling, and its touch causes a sense of fear in those affected by it. Those within the area must make a Fortitude save when they first enter the blackwater (or when it first surrounds them).

Failure indicates that they take 1 point of Strength damage. Additionally, every creature in the area takes 1d6 points of negative energy damage for every hour they remain in the dark, murky waters (no save).

Spells that protect against negative energy damage will prevent the Strength damage.

Creatures who take damage from the *dark tide* are considered shaken as long as they remain in the area. This spell is a favored first move by sahuagin and other blackwater-dwelling creatures before they attack the settlements of their enemies.

THALASSEMIA

Necromancy

Level: Druid 4, sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude half; see text

Spell Resistance: Yes

This spell thins the target creature's blood to little more than seawater, dealing 1d6 points of damage per level (maximum 15d6).

Only living creatures with a circulatory system and blood can be affected by this spell; it does not harm creatures immune to critical hits.

Creatures with the fire subtype instead take 1d8 points of damage per level.

TRANSMUTATION

AIR BREATHING

Transmutation [Air]

Level: Cleric 3, druid 3, sorcerer/wizard 3

Components: S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Living creatures touched

Duration: 2 hours/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creature can breathe air freely.

Divide the duration evenly among all the creatures you touch.

The spell does not make creatures unable to breathe water.

Air breathing counters and dispels *water breathing*.

Arcane Material Component: A tiny vial of water.

AIRY WATER

Transmutation [Air, Water]

Level: Seafolk 6, sorcerer/wizard 5

Components: S, M

Casting Time: 1 standard action

Range: 0 ft.

Area: 20-ft.-radius emanation centered on you

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

This spell turns normal water (or watery solutions) into a frothy substance that is as breathable as air.

Both air-breathing and water-breathing creatures within the area can breathe normally.

Moving through *airy water* is easier than moving through normal water.

Swimmers make a DC 10 Swim check once per round; they swim at their normal speed on a success, or half their normal speed on a failure.

Creatures with a swim speed can simply use their swim speed without penalty.

Creatures can instead use their land speed to move along the bottom at their normal speed.

Creatures walking on the bottom do not pay any movement penalty for walking on sand, stone, or pebble seafloor and only pay 2 squares of movement per square of muck or mud entered (see *Marine Dungeon Terrain* on page 21).

Finally, *airy water* negates underwater combat penalties for all melee attacks, although ranged attacks still take the normal underwater penalty.

The spell does not filter or purify solid particles, so casting *airy water* on very turbid liquids, for example, would produce an area filled with dust or smoke (and impose similar penalties).

Material Component: A small handful of alkaline salts.

CONTROL CURRENTS

Transmutation [Water]

Level: Druid 4

Components: V, S

Casting Time: 1 standard action

Range: 20 ft./level

Area: 20-ft./level radius emanation centered on you

Duration: 10 min./level

Saving Throw: None

Spell Resistance: No

You alter the flow of water in the area surrounding you.

You can change the direction of an existing current, boost its strength, or cause still water to flow at a desired rate.

The new current speed and direction persists until the spell ends or you decide to alter the effect, which requires concentration.

You can choose to create an area of calm water up to 80 feet in diameter at the center of the affected area if you so desire, and you can create a limited effect in a smaller circular area within the spell's range.

Current Direction: You can choose one of two basic current patterns to function over the spell's area.

- You can direct the current to flow in one direction across the entire area from one side to the other.

- You can create a rotation, causing the water to swirl around the center in a clockwise or counter-clockwise direction.

Current Strength: For every three caster levels, you can increase or decrease the current's speed by 10 feet.

For example, a 9th level druid could increase the speed of a vigorous current (20 feet per round) to a dangerous current (50 feet per round) or reduce it to calm, placid water.

See Currents and Streams, page 10, for more information about current strength and Swim checks.

FINS TO FEET

Transmutation

Level: Seafolk 2, druid 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Willing creature touched

Duration: 1 hour/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell transforms tails, tentacles, or finned extremities into humanoid legs and feet.

Creatures so affected lose any natural swim speed they possess but gain a land speed instead.

Transmuted Medium creatures have a base land speed of 30 feet, Small and smaller creatures have a base land speed of 20 feet, and Large or larger creatures have a base land speed of 40 feet.

The creature loses any natural attacks based on its tail or tentacles.

JAWS OF THE MORAY

Transmutation

Level: Druid 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell grants the subject a bite attack, which deals damage as indicated below.

As a primary attack, it adds the creature's Strength modifier to damage.

It can also be used as a secondary natural attack in conjunction with a manufactured weapon.

Such secondary attacks do not interfere with the primary attack as attacking with an off-hand weapon would do, but the subject takes the usual -5 penalty (or -2 with the Multiattack feat) for the bite attack when used as a secondary natural attack.

If the subject hits with its bite attack, it attaches itself to the foe and deals automatic bite damage each round it remains attached.

It does not need to make a grapple check, and it does not provoke attacks of opportunity.

An attached attacker loses its Dexterity bonus to Armor Class.

It cannot use other weapons while attached, but each attack upon from the grappled foe requires a successful grapple check.

Others can attack an attached creature with a weapon or grapple.

To remove the attached creature through grappling, the opponent must achieve a pin against it.

A creature with a natural bite attack can use its own bite damage, if greater, but still gains the ability to attach itself.

Size Damage

Fine	1d2

Diminutive	1d3

Tiny	1d4

Small	1d6

Medium	1d8

Large	2d6

Huge	2d8

Gargantuan	4d6

Colossal	4d8

KUO-TOA SKIN

Transmutation

Level: Druid 1, ranger 1, sorcerer/wizard 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject's skin, as well as clothing, armor, and other personal effects (including worn magic items), take on an oily sheen like the slippery skin of kuo-toas.

For the duration of the spell, the subject gains a +8 bonus on Escape Artist checks and cannot be snared by webs (magical or otherwise).

Arcane Material Component: A kuo-toa scale.

MEGALODON EMPOWERMENT

Transmutation

Level: Druid 8, Seafolk 7

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level or 1 round/level (D)

The mighty megalodon is a terror to most things that swim. However, it is also undeniably perfect in its form, made to be the ultimate hunting machine.

When this spell is cast, you take on some of the essence of this greatest of sharks.

You become a predator without peer, capable of finding and destroying your prey.

When the spell is initially cast, you take what is called the Form of the Hunter: your features undergo a subtle change, becoming more angular.

Your skin darkens to a blue-black hue and becomes slightly rough to the touch.

Your sense of smell sharpens, granting you the scent special ability and a +10 racial bonus to Survival checks for the purpose of tracking by scent.

Additionally, your swim speed increases by 10 feet; if you do not already possess a swim speed then you gain a swim speed equal to your normal land movement.

You also gain the ability to breathe water.

You can retain this form for up to 1 hour per caster level (as noted above).

At any time during the spell's duration, you can shift into the terrible Form of the Killer as a standard action.

Doing so dramatically reduces the remaining time of the spell, however, reducing it to 1 round per caster level, regardless of how much time was originally remaining.

In the Form of the Killer, you swell in size, increasing by one size category (see page 291 of the *Monster Manual* for guidelines on changes to abilities and traits for such a change).

You retain the scent and swim speed benefits of the Form of the Hunter, and the rough hide of the megalodon fully manifests—those who strike you with unarmed or natural attacks must make a Reflex save or take 1d4 points of damage.

You also gain bite and claw natural attacks and are considered to have the Multiattack feat for the purpose of using them.

These natural attacks deal damage according to your new size (see page 296 of the *Monster Manual* for details): for a Medium caster, this gives a bite attack for 1d8 points of damage and two claw attacks for 1d6 points of damage).

Finally, your base attack bonus equals your character level, you gain a +4 natural armor bonus (in addition to that gained from the size increase), and you gain a +3 competence bonus on Fortitude and Reflex saves.

You lose the ability to cast spells (but not to use spell-like abilities).

If you possess the wild shape ability, you can assume the shapes of animals one size category larger than normal.

Assuming the Form of the Killer lasts for the duration of the spell—once it has been done, you cannot return to the Form of the Hunter without recasting.

Material Component: A potion of water breathing and three teeth from a shark of at least Large size.

QUICKSWIM

Transmutation

Level: Bard 1, druid 1, ranger 1, Seafolk 1, sorcerer/wizard 1

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

This spell increases your base swim speed by 10 feet; this adjustment counts as an enhancement bonus.

It has no effect on other modes of movement, such as land speed, burrow, climb, or fly.

If you do not have a swim speed, you gain no benefit from this spell.

Arcane Material Component: A scale from any fish.

SCALES OF THE SEALORD

Transmutation

Level: Druid 3, ranger 3, Seafolk 3

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

You transform yourself into a form better suited to the watery environment, growing shimmering scales and gaining webbed hands and feet.

For the duration of the spell, your swim speed increases by 10 feet.

If you had no swim speed, you gain a swim speed of 15 feet, gaining a +8 racial bonus on any Swim check to perform some special action or avoid a hazard.

You can always choose to take 10 on a Swim check, even if distracted or endangered.

You can use the run action while swimming, provided you swim in a straight line.

Finally, you gain a natural armor bonus +1/three caster levels, maximum of +5.

However, because of your strange appearance, you gain a penalty to Charisma-based checks equal to the natural armor bonus when dealing with nonaquatic creatures.

Material Component: Handful of thick scales.

SINK

Transmutation (Water)

Level: Sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: 1 min./level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

The target creature loses its natural buoyancy, sinking like a stone in water or liquids of similar density (but not mud or lava).

Each round, the affected creature must make a DC 25 Swim check simply to keep its head above water, or a DC 30 Swim check to move 5 feet in any direction.

Failing a check by 5 or more causes the target to go underwater, and it must hold its breath or begin to drown (see Drowning on page 304 of the *Dungeon Master's Guide*). Failing a check by 10 or more causes the target to sink 5 feet.

A DC 25 Swim check is needed to surface by 5 feet.

A creature under the effect of *sink* is adequately ballasted to walk on the bottom, if it so chooses.

A creature with a swim speed takes a –10 ft. penalty to its swim speed (minimum 5 ft.)

and sinks 5 feet every round at the end of its turn unless it succeeds on a DC 25 Swim check.

Sink counters and dispels *wave blessing*.

STEED OF THE SEAS

Transmutation

Level: Paladin 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Your mount

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: Yes

Paladins are understandably loathe to enter into the water depths without their loyal steeds to assist them.

With this spell, you imbue your mount with the ability to enter the water without harm by granting it the aquatic subtype.

Additionally, the mount gains a swim speed equal to half its normal speed.

A mount under the effects of this spell is able to breathe water; in fact, it is amphibious and thus subject to no ill effect in or out of the water.

SWIM

Transmutation [Water]

Level: Druid 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell gives the recipient a swim speed equal to its land speed (though not the ability to breathe water or hold its breath beyond normal limits).

So long as the creature isn't carrying more than a light load, it can swim at its normal speed without making Swim checks.

It also gains a +8 competence bonus on any Swim check to perform some special action or avoid a hazard.

The creature can choose to take 10 on a Swim check, even if distracted or endangered.

It can use the run action while swimming, provided it swims in a straight line.

If the creature is carrying more than a light load, it must make Swim checks to move (taking the normal penalty for weight carried), but all other benefits and bonuses of the spell still apply.

Arcane Material Component: A goldfish scale.

TERN'S PERSISTENCE

Transmutation

Level: Druid 2, ranger 1, sorcerer/wizard 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 24 hours

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains the sea bird's ability to travel great distances without undue exertion.

The subject can travel overland 50% longer than normal before risking injury or fatigue.

For example, a character can walk up to 12 hours overland before having to make Constitution checks to avoid fatigue, or can hustle for 90 minutes before taking nonlethal damage.

The subject still can't run for extended periods, but it can move at run speed tactically for a number of rounds equal to 1-1/2 times its Constitution score.

Arcane Material Component: A few feathers or a pinch of guano from a tern.

TRANSFORMATION OF THE DEEPS

Transmutation

Level: Blackwater 4, druid 5, sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One creature/3 levels

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: Yes (harmless)

The creature you touch undergoes a transformation that allows it to survive in the terrible lightless depths of the oceans.

This creates subtle changes in the spell's target, whose eyes become completely black and whose flesh becomes hard and cold.

The target of this spell gains the ability to breathe water and is rendered immune to damage from both the temperature and the pressure in extreme depths of water.

Additionally, she gains darkvision out to 60 feet.

Material Component: A bit of stone or mud from a deep ocean trench.

URCHIN'S SPINES

Transmutation

Level: Druid 2, ranger 1, sorcerer/wizard 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates; see text (harmless)

Spell Resistance: Yes (harmless)

The transmuted creature's skin (including clothing and armor) is covered by 2-inch spines.

An opponent who grapples the subject or strikes it with a natural weapon takes 1d3 points of piercing damage from the spines, which also inject a mildly irritating poison.

The opponent must make a DC 13 Fortitude save or take initial and secondary damage of 1d2 Dexterity.

Arcane Material Component: A spine from a sea urchin.

WATER TO ACID

Transmutation [Water]

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Up to 1 cu. ft./level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You transform a volume of water into an equal volume of acid, which deals damage to creatures that come into contact with it.

You cannot transform water inside a creature's body, but you can affect water surrounding it.

Water containing more than a trace of dissolved or suspended substances can't be affected by this spell.

You can fill a flask with acid produced in this way and throw it as a splash weapon that deals 1d6 points of acid damage on a direct hit and 1 point of acid damage from a splash (see page 128 of the *Player's Handbook*).

Each round a creature is in contact with the acid, it takes 1d6 points of acid damage.

Underwater, the acid created by this spell dissipates after 1 round/caster level.

The acid dissolves metallic objects it contacts.

It deals 1d6 points of damage per round and ignores the object's hardness.

A magic item makes a Fortitude saving throw each round for half damage.

Material Component: A few drops of vinegar.

WAVE BLESSING

Transmutation [Water]

Level: Sorcerer/wizard 1

Components: V

Casting Time: 1 immediate action

Range: Medium (100 ft. + 10 ft./level)

Targets: One Medium or smaller object or creature/level, no two of which can be more than 30 ft. apart

Duration: 10 min./level

Saving Throw: None

Spell Resistance: Yes (harmless)

On the seas, there is always the danger of falling overboard, especially to those wearing armor or who simply cannot swim.

The affected targets do not go under the water if they fail a Swim check for any reason, including being tied up, unconscious, or heavily loaded.

However, the targets can still be dragged under by the actions of other creatures.

You can cast this spell with an instant utterance.

Casting this spell is an immediate action.

You can even cast this spell when it isn't your turn.

Wave blessing counters and dispels *sink*.

WEBFOOT

Transmutation

Level: Druid 1, ranger 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creature becomes better acclimated to wetlands and watery environments.

It gains a +4 bonus on Swim checks and is not hindered when moving through shallow bog terrain.

It treats an area of deep bog as shallow bog for purposes of movement and Tumble checks (see Marsh Terrain on page 88 of the *Dungeon Master's Guide*).

STRONGHOLD BUILDER'S GUIDEBOOK (3.0)

ABJURATION

IMPROVED ARCANES LOCK

Abjuration

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: Door, chest, or *portal* touched, up to 30 sq. ft./level in size

Duration: Permanent

Saving Throw: None

Spell Resistance: No

This spell works identically to *arcane lock*, except that at the time of casting you may attune up to 1 individual per caster level to the object targeted by the spell.

These individuals (who need not be present during casting) can freely pass the *improved arcane lock* as if they had cast the spell.

Material Component: Gold dust worth 25 gp, plus 5 gp per individual attuned.

TRANSMUTATION

AUGMENT OBJECT

Transmutation

Level: Clr 3, Drd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 minute

Range: Close (25 ft. + 5 ft./2 levels)

Target: Object of up to 200 cubic ft./level

Duration: 1 day/level

Saving Throw: None (Object)

Spell Resistance: Yes (Object)

This spell adds +20 to the break DC of the object and doubles its hardness and hit points.

An *augmented* object also gains a saving throw against spells when unattended as if it were a magic item (save bonus equals 2 + half the caster level).

Material Component: A pinch of chalk.

TOME AND BLOOD (3.0)

ABJURATION

ABSORPTION

Abjuration

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: Until expended or 10 minutes/level

Spells (and spell-like effects) targeted against you are absorbed and their energy stored until you release this energy in spells of your own.

The abjuration absorbs only spells that have you as a target. Effect and area spells are not affected.

Absorption also fails to affect touch range spells.

From 7–10 (1d4+6) spell levels are affected by the absorption.

The DM secretly rolls the exact number.

Each spell absorbed subtracts its level from the amount of absorption left.

A spell might be only partially absorbed.

Subtract the 1d4+6 result from the spell level of the incoming spell.

Divide the remaining levels of the incoming spell by the original spell level of the incoming spell to see what fraction of the effect gets through.

For damaging spells, you take that fraction of the damage.

For nondamaging spells, you have a proportional chance to be affected.

For example, you have three spell levels of absorption remaining and a *dominate monster* spell strikes you.

Dominate monster is a 9th-level spell: (9—3)/9 leaves 6/9, or 66% of the spell.

There exists a 66% chance the spell affects you.

If you are affected, any saving throw the spell normally allows still applies.

You can use captured spell energy to cast any spell you have prepared, without expending the preparation itself (you must keep a running total of spell levels absorbed and used).

In other words, the prepared spell doesn't disappear from your memory since you didn't use that "prepared" magical energy to power the casting.

If you are a sorcerer, you can use stored energy to cast any spell you know.

The levels of spell energy you have stored must be equal to or greater than the level of the spell you want to cast, and you must (and use) have any material components required for the spell.

DIMENSIONAL LOCK

Abjuration

Level: Clr 8, Sor/Wiz 8

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: 15-ft.-radius emanation centered on a point in space

Duration: 1 day/level

Saving Throw: None

Spell Resistance: Yes

You create a shimmering emerald field that completely blocks physical extradimensional travel.

Forms of movement barred include *astral projection*, *blink*, *dimension door*, *ethereal jaunt*, *ethereality*, *gate*, *maze*, *phasing*, *plane shift*, *shadow walk*, *teleport*, and similar spell-like and psionic abilities.

Once the spell is in place, extradimensional travel into or out of the affected area is not possible.

The *dimensional lock* does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms such as a basilisk's gaze.

It also does not prevent summoned creatures from disappearing at the end of a summoning spell.

ENERGY BUFFER

Abjuration

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: Touch

Target: You

Duration: 24 hours or until discharged

This abjuration grants you protection against damage from any type of energy: acid, cold, electricity, fire, or sonic.

The spell protects your equipment as well.

Whenever you are exposed to energy damage, a multi-hued aura covers your body and absorbs up to 1d6 points per caster level (maximum 15d6) of whatever type of energy triggered the effect.

The protective aura lasts for 1 round or until it absorbs all the damage it can, whichever comes first.

Once the aura begins absorbing damage, you cannot change the type of damage it absorbs.

Energy buffer overlaps (and does not stack with) *endure elements*, *resist elements*, and *protection from elements*.

If you are warding by *energy buffer* and one or more of the other spells, the *energy buffer* spell absorbs damage until it is exhausted, no matter what type of energy the other spells ward against.

If you are subjected to a second type of energy after *energy buffer* is activated, any warding spell that protects you from the second type of energy is still effective.

For example, Mialeee casts *energy buffer* on herself and also receives *protection from elements (fire)* and *resist elements (cold)* from Jozan.

Later, a white dragon and a group of ogres ambush Mialeee's party.

The ogres hurl flasks of alchemist's fire at Mialeee, which triggers her *energy buffer* spell.

The buffer easily absorbs all the fire damage Mialeee would have suffered, and the *protection from elements (fire)* spell absorbs nothing.

Later, in the surprise round, the white dragon looses its breath weapon.

Because Mialeee's *energy buffer* spell is absorbing fire damage, it is ineffective against the cold damage the dragon's breath weapon deals, but Mialeee still gets the benefit of the *resist elements (cold)* spell.

ENERGY IMMUNITY

Abjuration

Level: Clr 6, Drd 6, Sor/Wiz 7

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 24 hours

Saving Throw: None

Spell Resistance: Yes

This abjuration grants a creature complete protection against damage from whichever one of five energy types you select: acid, cold, electricity, fire, or sonic.

The spell protects the recipient's equipment as well.

Energy immunity absorbs only damage.

The recipient could still suffer unfortunate side effects, such as drowning in acid (since drowning damage results from the lack of oxygen), being deafened by a sonic attack, or becoming encased in ice.

Note: *Energy immunity* overlaps (and does not stack with) *endure elements*, *resist elements*, and *protection from elements*.

If a character is warded with *energy immunity* and one or more of the other spells, the *energy immunity* spell makes the others irrelevant.

FILTER

Abjuration

Level: Clr 2, Drd 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 action

Duration: 10 minutes/level

Range: Touch

Target: Creature touched

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

This spell creates an invisible bubble of protection around the recipient's body that filters out all noxious and toxic elements in the air.

The warded creature takes no damage and no penalties from inhaled natural or alchemical poisons.

It is likewise protected against magical poisons created by spells of 4th level or lower (such as stinking cloud) cast by creatures of 8 or fewer Hit Dice.

Against more powerful affects, the creature receives a +2 circumstance modifier on any saving throw allowed.

Arcane Material Component: A strand of spider web and a scrap of cotton cloth.

GAZE SCREEN

Abjuration

Level: Clr 2, Drd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Duration: 10 minutes/level

Range: Touch

Target: Living creature touched

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

You create a shimmering, mirrorlike area in the air before the recipient's eyes.

The area moves with the recipient and does not affect its vision.

While the spell lasts, there exists a 50% chance that a recipient subjected to a gaze attack need not make a saving throw against the attack, as if averting its eyes, but the foe with the gaze attack is not concealed from the recipient (see Gaze Attacks on page 77 of *DUNGEON MASTER'S Guide*).

The recipient gets no additional protection from averting its eyes while the spell lasts, but it can shut its eyes to avoid the gaze.

MASS RESIST ELEMENTS

Abjuration

Level: Clr 3, Drd 3, Sor/Wiz 4

Targets: One creature/level, no two of which can be more than 30 ft. apart

As *resist elements*, except that it affects multiple creatures.

MORDENKAINEN'S PRIVATE SANCTUM

Abjuration

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Area: 30-ft. cube/level (S)

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

This spell insures privacy.

Anyone looking into the area from outside sees only a dark, foggy mass.

Darkvision cannot penetrate it.

No sounds, no matter how loud, can escape the area, so nobody can eavesdrop from outside.

Those inside can see out normally.

Magical scrying or divination attempts, such as *detect thoughts*, *clairaudience*/*clairvoyance*, or *scrying*, cannot penetrate the protected area, and an *arcane eye* cannot get inside.

The ward prevents speech between those inside and those outside (because it blocks sound), but it does not prevent other sorts of communication, such as *sending* or *message* spells, or empathic communication between a master and a familiar.

Nor does it prevent creatures or objects from moving into and out of the area.

Material Components: A thin sheet of lead, a piece of opaque glass, a wad of cotton or cloth, and powdered chrysolite.

OTILUKE'S DISPELLING SCREEN

Abjuration

Level: Sor/Wiz 4

Components: V; S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Wall whose area is up to one 10ft. square/level or a sphere or hemisphere with a radius of up to 1 ft./level

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

You create an opaque, immobile, shimmering screen of violet energy. Any creature or unattended object passing through the screen is affected by a targeted dispel magic cast at your caster level (see page 196 of the *Player's Handbook*).

You make a dispel check against the spell or against each ongoing spell currently in effect on the object or creature. A dispel check is 1d20 +1 per caster level (maximum +10) against a DC of 11+the spell's caster level.

The screen has no effect on any items a creature carries.

If an unattended magic item passes through the screen, you make a dispel check against the item's caster level.

If you succeed, all the item's magical properties are suppressed for 1d4 rounds.

Spell effects that are not operating on objects or creatures cannot pass through the screen.

A *disintegrate* or successful *dispel magic* spell removes Otiluke's dispelling screen, while an *antimagic field* suppresses it.

Material Component: A sheet of fine lead crystal.

OTILUKE'S GREATER DISPELLING SCREEN

Abjuration

Level: Sor/Wiz 7

As Otiluke's *dispelling screen*, except that the maximum bonus on the dispel check is +20 instead of +10.

CONJURATION

CHOKE

Conjuration (Creation) [Force]

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature up to size Large (see text)

Duration: 1 round/level

Saving Throw: Reflex half (see text)

Spell Resistance: Yes

A pair of invisible hands made of pure force spring into existence around the target's throat and begin to strangle it. Only aberrations, animals, beasts, fey, giants, humanoids, magical beasts, monstrous humanoids, outsiders, and shapechangers can be affected.

Creatures without necks, such as beholders, cannot be affected.

The hands cannot be attacked or damaged.

The target takes 1d4 points of damage per round but can make a Reflex save each round for half damage.

All attack rolls and checks the target makes while being choked suffer a -2 circumstance penalty; if the check involves speaking, the circumstance penalty is -4.

Spellcasting is possible, but the target must make a successful Concentration check (DC 10+ spell level + ½ the last damage dealt) or lose the spell.

The -2 circumstance penalty also applies to the check, or -4 if the spell has a verbal component.

Material Component: A handkerchief or similar-sized piece of cloth that has been tied in a knot.

CORPSE CANDLE

Conjuration (Creation)

Level: Sor/Wiz 3

Components: S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ghostly hand and candle

Duration: 1 minute/level (D) (see text)

Saving Throw: None

Spell Resistance: No

A ghostly hand bearing a lit candle appears at the spot you choose.

The candle sheds light in a 5-foot radius.

The hand moves as you desire (no concentration required): forward or back, up or down, straight or turning corners, and so on. The hand can move up to 50 feet per round.

It winks out if the distance between you and it exceeds the spell's range.

The hand and candle are incorporeal and can pass through objects, making it a useful tool in simulating hauntings.

The *corpse candle* illuminates hidden, ethereal, and invisible beings and items, which become faintly visible as wispy outlines.

Ethereal creatures remain unreachable from the Material Plane (except with force effects), but invisible creatures have only three-quarters concealment while within 5 feet of the candle.

The ghostly radiance also makes immaterial creatures and items ever so slightly material (including the hand itself). Incorporeal creatures within 5 feet of the *corpse candle* retain all the usual benefits of being incorporeal, but they have only a 30% chance to avoid attacks from corporeal creatures. The hand is Diminutive, has 1 hit point per caster level, and has AC 14+ a deflection bonus equal to your Charisma modifier.

It makes saves as you do.

It is immune to spells that don't cause damage (other than *disintegrate*).

The spell effect ends if the hand is destroyed.

Material Component: A piece of a corpse that has never been treated with any kind of preservative.

ICE KNIFE

Conjuration (Creation) [Cold]

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Effect: One icy missile

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

A magical shard of ice springs from your hand and speeds to its target.

You must succeed at a normal ranged attack to hit.

For every two caster levels, you gain a +2 modifier on the ranged attack roll.

The shard deals 1d8 points of piercing damage, plus 1d8 points of cold damage and 2 points of cold Dexterity damage.

Creatures that are immune to cold damage take no Dexterity damage.

A successful Fortitude save reduces the cold damage by half and negates the Dexterity damage.

A miss creates a shower of ice crystals in a 10-foot-radius burst centered where the shard lands (see the rules for grenadelike weapons on page 138 of the *Player's Handbook*). The icy burst deals 1d8 points of splash damage.

A creature within the burst area can make a Reflex save to take only half damage.

Material Component: A drop of water or piece of ice.

DIVINATION

ARCANE SIGHT

Divination

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level

This spell makes your eyes glow blue and allows you to see magical auras within 120 feet of you.

The effect is similar to a *detect magic* spell, but works much more quickly.

You know the number of auras within your sight, and the strength and location of each aura.

An aura's magic school and strength depend on a spell's functioning level or an item's caster level, as noted in the description of the *detect magic* spell (see page 193 of the *Player's Handbook*).

If you spend a full-round action scrutinizing a creature within 120 feet of you, you can determine if it has any spellcasting or spell-like abilities, whether they are arcane or divine (spell-like abilities register as arcane), and the strength of the most powerful ability the creature currently has available for use.

In some cases, the spell may give a deceptively low reading, such as when you use it on a spellcaster who has used up most of her daily spell limit.

ENCHANTMENT

INDIFFERENCE

Enchantment [Mind-Affecting]

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 full round

Range: Touch

Target: Living creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (see text)

Spell Resistance: Yes

This spell drains emotion from the creature touched.

The subject becomes immune to fear and compulsion effects of 2nd level or lower and gains a +4 circumstance modifier on saving throws against fear or compulsion effects of 3rd level or higher.

Furthermore, morale bonuses or penalties do not affect the subject while the spell lasts.

However, the subject's lack of emotion imposes a -4 circumstance penalty on Charisma checks.

If the subject already is under a fear or compulsion effect when receiving this spell, a failed saving throw ends that effect and leaves the subject dazed for 1 round.

Material Component: A small stone.

EVOCATION

ACID ORB

Evocation [Acid]

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more creatures or objects, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half (see text)

Spell Resistance: Yes

One or more orbs of acid about 3 inches across shoot from your palm at their targets.

You must succeed at a ranged touch attack to hit your target.

The orbs deal a total of 1d6 points of acid damage per caster level (maximum 15d6), divided any way you see fit, but a single orb must deal at least 1d6 points of damage.

You declare the damage division before making your attack rolls.

A creature struck directly takes the orb's damage and becomes nauseated from the acid's noxious fumes for 1 round.

A successful Fortitude save reduces damage by half and negates the nausea.

If you miss, acid splashes in a 10-foot burst, dealing 2 points per die of damage dealt by that orb.

A successful Reflex reduces splash damage by half.

CHAIN CONTINGENCY

Evocation

Level: Sor/Wiz 9

As the *contingency* spell, except that you can place up to three other spells upon your person so that they come into effect under some condition you dictate when casting *chain contingency*.

The spells can come into effect simultaneously or one at a time, one per round.

COLD ORB

Evocation [Cold]

Level: Sor/Wiz 4

As *acid orb*, except *cold orb* deals cold damage.

A creature struck directly takes the orb's damage and is blinded by a shower of ice crystals for 1 round.

A successful Fortitude save reduces damage by half and negates the blindness.

ELECTRIC ORB

Evocation [Electricity]

Level: Sor/Wiz 4

As *acid orb*, except *electric orb* deals electricity damage.

A creature struck directly takes the orb's damage, and the play of electricity leaves its metal accouterments magnetized for 1 round.

A creature wearing metal armor is effectively entangled and suffers a -2 penalty to attack rolls and a -4 penalty to effective Dexterity.

If the surfaces surrounding the creature are metallic, it cannot move.
Otherwise, it moves at half speed and can't run or charge.
If the creature attempts to cast a spell, it must make a Concentration check (DC 15) or lose the spell.
A successful Fortitude save reduces damage by half and negates the magnetism.

FIRE ORB

Evocation [Fire]

Level: Sor/Wiz 4

As *acid orb*, except *fire orb* deals fire damage.

A creature struck directly takes the orb's damage, and the flash of heat dazes it for 1 round.

A dazed creature can take no actions (but defends itself normally).

A successful Fortitude save reduces damage by half and negates the daze effect.

GREAT SHOUT

Evocation [Sonic]

Level: Brd 6, Sor/Wiz 8

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Line 5 ft. high and 5 ft. wide, and a cone (see text)

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes (object)

You emit a thunderous, devastating yell.

The primary effect is a line of intense sonic energy 5 feet high and 5 feet wide and as long as the spell's range.

Stone, crystal, and metal objects in the area take 20d6 points of damage.

Creatures holding vulnerable objects can attempt Reflex saves to negate the damage.

Objects that survive the spell's primary effect are not subject to the secondary effect.

The spell's secondary effect is a cone of sound centered on the line.

Creatures within the cone take 10d6 points of damage, and are stunned for 1 round and deafened for 4d6 rounds.

A successful Fortitude save negates the stunning and halves both the damage and the duration of the deafness.

Any exposed brittle or crystalline object or crystalline creature takes 1d6 points of damage per caster level (maximum 20d6).

Creatures holding fragile objects can negate damage to them with successful Reflex saves.

A deafened character, in addition to the obvious effects, suffers a -4 penalty on initiative and a 20% chance to miscast and lose any spell with a verbal (V) component that he tries to cast.

The *great shout* spell cannot penetrate the spell *silence*.

Arcane Focus: A small metal or ivory horn.

ICE BURST

Evocation [Cold]

Level: Sor/Wiz 3

Components: V S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: 30-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A hail of magical ice chunks erupts from a point in space. The chunks fly in all directions, hitting everything within the burst.

The pelting ice deals 1d4 points of cold damage +1 point of blunt damage per caster level, to a maximum of 10d4+10.

Material Component: A chunk of ice or a single pearl.

LESSER ACID ORB

Evocation [Acid]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to five creatures or objects, no two of which can be more than 15 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage.

You must succeed at a ranged touch attack to hit your target.

If you miss, there is no splash damage.

For every two levels of experience past 1st, you gain an additional orb that you shoot at the same time.

You have two at 3rd level, three at 5th level, four at 7th level, and the maximum of five orbs at 9th level or higher.

If you shoot multiple orbs, you can have them strike a single creature or several creatures.

A single orb can strike only one creature.

You must designate targets before you roll for SR or roll damage.

LESSER COLD ORB

Evocation [Cold]

Level: Sor/Wiz 1

As *lesser acid orb*, except *lesser cold orb* deals cold damage.

LESSER ELECTRIC ORB

Evocation [Electricity]

Level: Sor/Wiz 1

As *lesser acid orb*, except *lesser electric orb* deals electricity damage.

LESSER FIRE ORB

Evocation [Fire]

Level: Sor/Wiz 1

As *lesser acid orb*, except *lesser fire orb* deals fire damage.

LESSER SONIC ORB

Evocation [Sonic]

Level: Sor/Wiz 1

As *lesser acid orb*, except *lesser sonic orb* deals sonic damage.

SONIC ORB

Evocation [Sonic]

Level: Sor/Wiz 4

As *acid orb*, except *sonic orb* deals sonic damage.

A creature struck directly takes the orb's damage and is deafened for 1 round.

A deafened creature cannot hear, suffers a -4 penalty to initiative checks, and has a 20% chance of spell failure when casting spells with verbal components.

The creature cannot make Listen checks.

A successful Fortitude save reduces damage by half and negates the deafening effect.

ILLUSION

DISGUISE UNDEAD

Illusion (Glamour)

Level: Sor/Wiz 2

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: One corporeal undead

Duration: 10 minutes/level (D)

Saving Throw: None (harmless)

As *change self* (see page 183 of the *Player's Handbook*), except as noted above.

You determine the appearance of the undead.

Focus: A cocoon of a death's-head moth.

NECROMANCY

COMMAND UNDEAD

Necromancy

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: 1 undead creature

Duration: 1 day/level

Saving Throw: See text

Spell Resistance: Yes

This spell allows you some degree of control over an undead creature.

Nonintelligent undead (such as skeletons and zombies) get no saving throw; intelligent undead do.

When you control a mindless being, you can only communicate basic commands, such as «come here», «go there», «fight», «stand still», and so on.

An intelligent subject perceives your words and actions in the most favorable way.

It will not attack you while the spell lasts.

You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do.

(Retries not allowed).

A commanded undead never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing (see the *charm person* spell description on page 183 of the *Player's Handbook*).

Any act by you or your apparent allies that threatens the commanded undead breaks the spell.

Your commands are not telepathic.

The undead creature must be able to hear you.

Material Components: A shred of raw meat and a splinter of bone.

FALSE LIFE

Necromancy

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 full round

Range: Touch

Target: Living creature touched

Duration: 1 hour/level or until discharged (see text)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

You grant yourself limited power to avoid death.

While this spell is in effect, you gain 1d10 temporary hit points, +1 point per level (maximum 1d10 +10).

Material Component: A small amount of alcohol or distilled spirits, which you use to trace certain sigils on your body during casting.

These sigils cannot be seen once the alcohol or spirits evaporate.

FEIGN DEATH

Necromancy

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One willing, living creature whose level or Hit Dice do not exceed the caster's

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: Yes

You put the recipient into a deathlike condition.

At your option, this can be a cataleptic state that is impossible to distinguish from death, or the subject can appear to be in a coma or deep sleep.

Although able to smell, hear, and know what is going on, the subject is blind and has no sense of touch or pain.

The subject does not need to eat, drink, or breathe.

While the spell is in effect, the subject is immune to subdual damage, and any normal or ability damage inflicted is reduced by half.

In addition, the subject is immune to mind-affecting attacks, paralysis, poison, disease, and energy drain.

The effects of any poison or disease already affecting the subject when the spell takes effect are halted until the spell ends.

If the subject has any negative levels when the spell takes effect, the saving throw to remove it is delayed until the spell ends.

HIDE LIFE

Necromancy

Level: Sor/Wiz 9

Components: V; S, M, XP

Casting Time: 1 day

Range: Personal

Target: You

Duration: Instantaneous (see text)

You isolate your life force in one single part of the body—typically the little finger on the left hand.

You can then remove this part and store it in some safe place.

Once the spell takes effect, you can no longer be killed by ordinary means: If damage or a spell effect would normally render you disabled, dying, or dead, you ignore the usual effects.

Instead, you are staggered (only able to take partial actions).

While this spell is in effect, if you would otherwise be disabled or dying, you do not lose hit points for taking actions or having a negative hit point total.

Healing does not automatically return you to 0 hit points but simply adjusts your current total upward.

If you would otherwise be dead, you cannot benefit from healing and simply fall down dead if the spell is ended.

If the hidden body part is ever destroyed, the spell is broken and your life force returns to your body if you would not otherwise be dead.

Material Component: A small sickle made of the purest silver, which you use to detach the body part to be stored.

XP Cost: 5,000 XP.

NEGATIVE ENERGY BURST

Necromancy

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will half (see text)

Spell Resistance: Yes

You release a silent burst of negative energy from a point you indicate.

The burst deals 1d8 points of damage to living creatures in the area +1 point per caster level (maximum 1d8+10).

A successful Will save reduces damage by half.

Since undead are powered by negative energy, this spell cures them of a like amount of damage, rather than harming them.

NEGATIVE ENERGY RAY

Necromancy

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: Will half (see text)

Spell Resistance: Yes

A ray of negative energy projects from your pointing finger. You must succeed at a ranged touch attack with the ray to deal damage to a target.

The ray deals 1d6 points of damage to a living creature.

For every two extra levels of experience past 1st, you deal an extra 1d6 points of damage.

You deal 2d6 at 3rd level, 3d6 at 5th level, 4d6 at 7th level, and a maximum of 5d6 points of damage at 9th level or higher.

Since undead are powered by negative energy, this spell cures them of a like amount of damage, rather than harming them.

Material Component: A mirror, which you break.

NEGATIVE ENERGY WAVE

Necromancy

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: 50 ft.

Effect: 50-ft-radius burst, centered on you

Duration: Instantaneous (see text)

Saving Throw: Will negates (see text)

Spell Resistance: Yes

You release a silent burst of negative energy from your body.

You can affect up to 1d6 HD worth of undead creatures per level (maximum 15d6).

Those closest to you are affected first; among equidistant undead creatures, weaker ones are affected first.

The spell can have one of two effects, which you select when you cast it.

Rebuked: The undead creatures cower as if in awe.

(Treat them as stunned).

The effect lasts 10 rounds.

Bolstered: Undead creatures gain turn resistance of 1d4 + your Charisma modifier (minimum +1).

The effect lasts 10 rounds.

SPIRITWALL

Necromancy

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Effect: Wall whose area is up to one 10-ft. square/level or a sphere or hemisphere with a radius of up to 1 ft./level

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

This spell creates an immobile, swirling mass of greenish-white forms that look like tortured spirits.

One side of the wall, selected by you, emits a low groaning that causes creatures within a 60-foot spread to make a Will save or flee in panic for 1d4 rounds (this is a sonic fear effect).

The barrier is semimaterial and opaque, providing total concealment.

It blocks magical effects and provides nine-tenths cover against physical attacks.

Creatures can easily move through a *spiritwall*, but at a cost. A living creature that merely touches the wall takes 1d10 points of damage as its life force is disrupted.

1 living creature that actually passes through the wall takes 1d10 points of damage, as above, and must make a successful Fortitude save or receive one negative level.

Material Component: A clear, faceted gemstone.

UNDEATH TO DEATH

Necromancy

Level: Clr 6, Sor/Wiz 6

Components: V, S, M/DF

Area: Several undead creatures within a 50-ft. radius burst

Saving Throw: Will negates

As *circle of death*, except that this spell destroys undead creatures as noted above, and undead above 9 HD can be affected.

Material Component: The powder of a crushed diamond worth at least 500 gp.

TRANSMUTATION

EAGLE'S SPLENDOR*

Transmutation

Level: Brd 2, Clr 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creature becomes more poised, articulate, and personally forceful.

The spell grants an enhancement bonus to Charisma of 1d4+1 points, adding the usual benefits to Charisma-based skills.

Sorcerers and bards who receive *eagle's splendor* do not gain extra spells, but the save DCs for their spells increase.

Arcane Material Component: A few feathers or a pinch of droppings from an eagle.

*This spell first appeared in the FORGOTTEN REALMS campaign setting.

FOX'S CUNNING

Transmutation

Level: Brd 2, Clr 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creature becomes smarter.

The spell grants an enhancement bonus to Intelligence of 1d4+1 points, adding the usual benefits to Intelligence-related skills.

Wizards who receive *fox's cunning* do not gain extra spells, but the save DCs for their spells increase.

Arcane Material Component: A few hairs, or a pinch of dung, from a fox.

GHOSTFORM

Transmutation

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

You assume a visible, incorporeal form similar to the form a ghost assumes when manifesting.

While the spell lasts, your body shifts onto the Ethereal Plane.

You are visible to, and can be attacked by, creatures on the Material Plane, but you have no material body.

You can be harmed only by other incorporeal creatures, +1 or better magic weapons, and spells, spell-like abilities, or supernatural abilities.

You are immune to all nonmagical attack forms.

Even when hit by spells or magic weapons, you have a 50% chance to ignore any damage from a corporeal source (except for force effects, such as *magic missile*, or attacks made with *ghost touch* weapons).

Creatures on the Material Plane ignore all your armor and natural armor bonuses, but you gain a deflection modifier equal to your Charisma modifier (always at least +1, even if your Charisma score does not normally provide a bonus).

You cannot make physical attacks against foes on the Material Plane except with *ghost touch* weapons; in this case, you have no effective Strength score, but your Dexterity modifier applies to all your melee attack rolls.

Your spells affect targets on the Material Plane normally unless the spells rely on touch.

Your touch spells don't work on material targets.

Against foes on the Ethereal Plane, all your attacks and defenses work normally.

While incorporeal, you cannot run, but you can fly (perfect maneuverability) at your normal speed.

You can pass through solid objects as any incorporeal creature can.

When the spell ends, you return fully to the Material Plane.

If you return inside a material object (such as a solid wall), you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you so travel.

MASS DARKVISION

Transmutation

Level: Sor/Wiz 4

Range: 10 feet

Targets: All creatures in a 10-ft.-radius sphere around you at the time of casting

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes (harmless)

As *darkvision*, except that all creatures in the area at the time of casting receive the spell's benefits.

MASS FLY

Transmutation

Level: Sor/Wiz 5

Components: V, S, F

Targets: One creature/level, no two of which can be more than 30 ft. apart

As *fly*, except this spell confers the power of flight upon all targeted creatures.

Once a creature receives the spell, it must remain within 30 feet of at least one other recipient, or the spell is broken for that creature.

(If only two individuals are affected, the one moving away from the other loses the ability to fly.

If both are moving away from each other, they both become unable to fly when the distance between them exceeds 30 feet).

MASS TELEPORT

Transmutation [Teleportation]

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 full round

Target: Touched objects or touched willing creatures weighing up to 100 lb./level

As *teleport*, except as noted above.

You do not have to teleport yourself when you cast a *mass teleport* spell.

OWL'S WISDOM

Transmutation

Level: Brd 2, Clr 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creature becomes wiser.

The spell grants an enhancement modifier to Wisdom of 1d4+1 points, adding the usual benefits to Wisdom-related skills.

Clerics, druids, paladins, and rangers who receive *owl's wisdom* do not gain extra spells, but the save DCs for their spells increase.

Arcane Material Component: A few feathers, or a pinch of droppings, from an owl.

POLYMORPH OTHER

Transmutation

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Permanent

Saving Throw: Fortitude negates (and see text)

Spell Resistance: Yes

Polymorph other changes the subject into another form of creature.

The new form can range in size from Diminutive to one size larger than the subject's normal form, and can have no more Hit Dice than you have, or that the subject has (whichever is greater), and in any case the assumed form cannot have more than 15 Hit Dice.

You cannot change subjects into constructs, elementals, outsiders, or undead unless they already are one of these types.

Upon changing, the subject regains lost hit points as if having rested for a day (though this healing does not restore temporary ability damage and provide other benefits of resting for a day; and changing back does not heal the creature further).

If slain, the polymorphed creature reverts to its original form, though it remains dead.

The polymorphed creature acquires the physical and natural abilities of the creature it has been polymorphed into while retaining its own mind.

Physical abilities include natural size and Strength, Dexterity, and Constitution scores.

Natural abilities include armor, natural weapons (such as claws, bite, swoop and rake, and constriction; but not petrification, breath weapons, energy drain, energy effects, etc.), and similar gross physical qualities (presence or absence of wings, number of extremities, etc.).

A body with extra limbs does not allow a character to make more attacks (or more advantageous two-weapon attacks) than normal.

Natural abilities also include mundane movement capabilities, such as walking, swimming, and flight with wings, but not magical flight and other magical forms of travel, such as *blink*, *dimension door*, *phase door*, *plane shift*, *teleport*, and *teleport without error*.

Extremely high speeds for certain creatures are the result of extraordinary or magical ability, so they are not granted by this spell.

(In general, these abilities include nonflying speeds greater than 60 feet and flying speeds greater than 120 feet).

Other nonmagical abilities (such as an owl's low-light vision) are considered natural abilities and are retained.

Any part of the body or piece of equipment that is separated from the whole reverts to its original form.

The creature's new scores and faculties are average ones for the race or species into which it has been transformed.

You cannot, for example, turn someone into a mighty weight lifter to give the subject great Strength.

Likewise, you cannot change the subject into a bigger or more powerful version of a creature (or a smaller, weaker version).

Nor can you turn the subject into a variant form of the creature.

For example, you can turn the subject into an ogre, but not a half-dragon ogre.

The subject retains its Intelligence, Wisdom, and Charisma scores, level and class, hit points (despite any change in its Constitution score), alignment, base attack bonus, and base save bonuses.

(New Strength, Dexterity, and Constitution scores may affect final attack and save bonuses).

The subject retains its own type (for example, «humanoid»), extraordinary abilities, spells, and spell-like abilities, but not its supernatural abilities.

The subject does not gain the supernatural abilities (such as breath weapons and gaze attacks) or the extraordinary abilities of the new creature.

The subject can cast spells for which it has components.

It needs a humanlike voice for verbal components and humanlike hands for somatic components.

The subject does not gain the spell-like abilities of its new form.

When the polymorph occurs, the creature's equipment, if any, transforms to match the new form.

If the new form is a creature that does not use equipment (aberration, animal, beast, magical beast, construct, dragon, elemental, ooze, some outsiders, plant, some undead creatures, some shapechangers, or vermin), the equipment melds into the new form and becomes nonfunctional. Material components and focuses melded in this way cannot be used to cast spells.

If the new form uses equipment (fey, giant, humanoid, some outsiders, many shapechangers, many undead creatures), the subject's equipment changes to match the new form and retains its properties.

You can freely designate the new form's minor physical qualities (such as hair color, hair texture, and skin color) within the normal ranges for a creature of that type.

The new form's significant physical qualities (such as height, weight, and gender) are also under your control, but must fall within the norms for the new form's species.

The subject can be changed into a member of its own species or even into itself.

The subject is effectively disguised as an average member of the new form's race.

If you use this spell to create a disguise, you get a +10 bonus on your Disguise check.

Incorporeal or gaseous forms cannot be assumed, and incorporeal or gaseous creatures are immune to being polymorphed.

A natural shapeshifter (a lycanthrope, doppelganger, experienced druid, etc.)

can take its natural form as a standard action.

Material Component: An empty cocoon.

Note: This version of the spell is now official and supersedes the version presented in the *Player's Handbook*.

POLYMORPH SELF

Transmutation

Level: Rgr 4, Sor/Wiz 4

Components: V

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level (D)

As *polymorph other*, except that you assume the form of a different creature.

The remainder of the *Player's Handbook* descriptive text of this spell no longer applies.

Note: This version of the spell is now official and supersedes the version presented in the *Player's Handbook*.

REPAIR CRITICAL DAMAGE

Transmutation

Level: Sor/Wiz 4

As *repair light damage*, except *repair critical damage* repairs 4d8 points of damage +1 point per caster level (up to +20).

REPAIR LIGHT DAMAGE

Transmutation

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Construct touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (harmless)

When laying your hands upon a construct that has at least 1 hit point remaining, you transmute its structure to repair damage it has suffered.

The spell repairs 1d8 points of damage +1 point per caster level (up to +5).

REPAIR MINOR DAMAGE

Transmutation

Level: Sor/Wiz 0

As *repair light damage*, except *repair minor damage* repairs only 1 point of damage.

REPAIR MODERATE DAMAGE

Transmutation

Level: Sor/Wiz 2

As *repair light damage*, except *repair moderate damage* repairs 2d8 points of damage +1 point per caster level (up to +10).

REPAIR SERIOUS DAMAGE

Transmutation

Level: Sor/Wiz 3

As *repair light damage*, except *repair serious damage* repairs 3d8 points of damage +1 point per caster level (up to +15).

UNIVERSAL

ENHANCE FAMILIAR

Universal

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Your familiar

Duration: 1 hour/level

Saving Throw: None (harmless)

Spell Resistance: Yes

You infuse your familiar with vigor.

While the spell lasts, your familiar receives a +2 competence modifier on attack rolls, saves, and weapon damage.

The familiar also receives a +2 dodge modifier to Armor Class.

FAMILIAR POCKET

Universal

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One container or garment with a pocket

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

You enspell a garment or container so that it provides a safe haven for your familiar.

The spell turns one of the target item's pockets into an extradimensional space that can hold your familiar (or about 1 cubic foot for a Tiny or smaller creature). The familiar fits inside without creating a noticeable bulge in the item.

Whenever the familiar is touching you, you can whisk it inside the pocket as a free action by speaking a command word.

If the familiar can speak, it can command itself inside.

The familiar can leave the space as a free action, or you can call it forth as a free action.

Once inside, the familiar has total cover and concealment. You or the familiar can seal the pocket, making it airtight and waterproof.

The air supply inside the sealed pocket lasts an hour. With the pocket open, the familiar can remain inside indefinitely.

If the spell ends with the familiar inside the pocket, it appears in your space, unharmed unless the area you occupy is hazardous.

Creating an extradimensional space within or taking an extradimensional space into an existing extradimensional space is hazardous.

Material Components: A tiny golden needle and a strip of fine cloth given a half-twist and fastened at the ends.

FORTIFY FAMILIAR

Universal

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Your familiar

Duration: 1 hour/level

Saving Throw: None (harmless)

Spell Resistance: Yes

You make your familiar tougher.

While the spell lasts, it gains a +2 enhancement modifier to natural armor and has a 25% chance to avoid extra damage from sneak attacks or critical hits (though the attack still deals normal damage).

The familiar also receives 2d8 temporary hit points.

IMBUE FAMILIAR WITH SPELL ABILITY

Universal

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Your familiar

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You transfer some of your currently prepared spells, and the ability to cast them, to your familiar.

If you are a sorcerer, you imbue your familiar with spells you know how to cast.

You can imbue a maximum of one spell per three levels.

The maximum level of the spells to be imbued is one-third of your level, rounded down (maximum 5th level).

Multiple castings of the spell do not increase these limits.

The transferred spell's variable characteristics (range, duration, area, and so on) function according to your level. Once you cast *imbue familiar with spell ability* on your familiar, you cannot prepare a new 6th-level spell to replace it until the familiar uses the transferred spells or is slain. (If you are a sorcerer, you simply cannot cast *imbue familiar with spell ability* again until the familiar uses the imbued spells).

In either case, the spell slots you transfer are not available to you until the familiar uses them.

If the transferred spells require focuses or material components, the familiar must have them to use the spells. Any XP costs from a transferred spell are deducted from your total when the familiar casts the spell.

TOME OF MAGIC (3.5)

ABJURATION

BANE OF THE ARCHRIVAL

Abjuration

Level: Cleric 3, paladin 3, sorcerer/wizard 3

Components: V, S, T

Casting Time: 1 standard action

Range: Touch

Area: 20-ft.-radius emanation centered on a point in space

Duration: 1 minute/level

Saving Throw: See text

Spell Resistance: No; see text

As you complete the spell and pronounce the truename, a silvery shimmer is faintly visible in the area you indicated, which pulses angrily if your truename foe comes near.

This spell protects those within its area against a single named foe, doing so in three ways.

First, the area is forbidden to the creature.

It must make a successful Will save to enter it by any means (movement, teleportation spells, and so on).

If it fails its Will save and was endeavoring to use a teleportation spell to enter the area, it is shunted to a random open space on a suitable surface within 10 feet of the protected area.

If no free space is available within 10 feet, the spell simply fails.

The creature can try to enter the area only once during its turn, but can continue to try on subsequent rounds.

Even if the named creature gets inside the barrier, the other aspects of the spell function normally.

Second, all creatures within the area gain a +4 deflection bonus to AC against attacks from the named creature, and a +4 resistance bonus on saving throws required by the named creature's spell effects and special attacks.

Third, the barrier blocks any attempt to possess or exercise mental control over those within the spell's area by the named creature, including enchantment (charm) effects and enchantment (compulsion) effects that grant ongoing control over the subject.

Bane of the archrival suppresses these effects for the duration of the spell or as long as the subject remains within the spell's area.

Truename Component: When you cast this spell, you must correctly speak the personal truename of the creature you're protecting against.

EXPUNGE THE SUPERNATURAL

Abjuration

Level: Bard 6, cleric 8, druid 8, sorcerer/wizard 8

Components: V, S, T, XP

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

As you cast the spell, a ghostly, grasping hand appears to reach inside your foe, pull out a black, cloudy mass before disappearing. This spell functions as spurn the supernatural, except that its effect is permanent and it eliminates only one supernatural ability, no matter how high your Truespeak check. Your target loses the chosen supernatural ability until it undergoes a ritual of renaming or is the target of a wish or miracle spell.

If the subject has a temporary supernatural ability (such as those granted to binders by vestiges), it loses that ability, but this spell does nothing to prevent the subject from gaining the same or other supernatural abilities later.

Truename Component: When you cast this spell, you must correctly speak the personal truename of the creature you're targeting.

XP Cost: 500 XP.

HIDDEN TRUENAME

Abjuration

Level: Cleric 6, druid 6, sorcerer/wizard 6

Components: V.

S, T

Casting Time: 1 minute

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature with an Intelligence score of 3 or higher

Duration: 24 hours

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You chant a personal truename in an ever-quieter voice as you slowly lower your hand and crouch, trying to erase traces of the personal truename from the cosmos.

The subject gains protection from those who would use her personal truename for ill purposes, and a modicum of defense against utterances that use more general truenames.

The subject of a *hidden truename* spell gets a +2 bonus on saving throws against utterances.

In addition, those trying to research the personal truename of a creature protected by *hidden truename* take a -8 penalty on the Knowledge check required to do so.

(Truename research rules are detailed on page 196).

Truename Component: When you cast this spell, you must correctly speak the personal truename of the creature you're trying to protect.

SPURN THE SUPERNATURAL

Abjuration

Level: Bard 4, cleric 5, druid 5, sorcerer/wizard 5

Components: V, S, T

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Concentration, up to 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

Your make your hand into a grasping claw as you speak your foe's truename, stealing some of its supernatural energy, which appears as a minuscule storm-cloud in your hand.

With this spell, you can temporarily suppress a supernatural ability possessed by the target creature.

For the duration of the spell, the target is unable to activate the supernatural ability you have chosen.

Extraordinary and spell-like abilities aren't affected by this spell.

If you succeed on the Truespeak check, you can suppress one of the creature's supernatural abilities, plus another supernatural ability for every 5 points by which your result beat the Truespeak DC.

Truename Component: When you cast this spell, you must correctly speak the personal truename of the creature you're targeting.

TRUE BANISHMENT

Abjuration

Level: Cleric 8

Components: V, T

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One extraplanar creature

Duration: Instantaneous; see text

Saving Throw: None

Spell Resistance: Yes

You thrust your holy symbol at the creature as you speak its truename, sending it back whence it came in a swirl of flame and brimstone.

This spell's functions like the *banishment* spell, except that it requires a successful Truespeak check to function and allows no saving throw (spell resistance still applies, though).

The true banishment spell affects only a single creature, but there's no Hit Dice limit other than the one implicit in the Truespeak check DC.

Objects that the target hates, fears, or opposes don't grant bonuses on the level check to overcome the creature's spell resistance.

If *true banishment* is successful, the target cannot return to the plane it was banished from for one month per caster level—unless it learns and correctly speaks the spellcaster's personal truename, in which case the prohibition no longer applies.

Truename Component: When you cast this spell, you must correctly speak the personal truename of the creature you're trying to banish.

TRUENAME DISPEL

Abjuration

Level: Bard 6, cleric 8, druid 8, sorcerer/wizard 8

Components: V, S, T

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

By speaking aloud the personal truename of your foe and pointing with arm outstretched, you cause a gray haze to swirl around your target briefly.

Then the haze dissipates, carrying your enemy's magic with it.

This spell enables you to see the strands of magic surrounding your target and selectively separate them.

This functions like the *dispel magic* spell, except that it always targets a creature, you learn the nature of each ongoing magical effect currently affecting the target creature, and effects you want to dispel are automatically removed (no caster level check is necessary), if you succeed on the Truespeak check, you can choose which effects you want to dispel.

Thus, you can eliminate harmful effects while retaining beneficial ones—or vice versa.

Truename Component: When you cast this spell, you must correctly speak the personal truename of the creature you're targeting with *truename dispel*.

CONJURATION

BULWARK OF REALITY

Conjuration (Creation) [Force]

Level: Sorcerer/wizard 1

Components: V, S, T

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

You utter your own truename, weaving its power into a matrix of force-tentacles that shimmer briefly, then descend around your form.

A faintly glowing silvery field of force surrounds you, providing you with a +6 armor bonus to Armor Class.

Unlike mundane armor, the *bulwark of reality* entails no armor check penalty, arcane spell failure chance, or speed reduction.

Because the *bulwark of reality* is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Truename Component: When you cast this spell, you must correctly speak your own personal truename.

SCRAMBLE TRUE POSITION

Conjuration (Teleportation)

Level: Bard 1, cleric 1, sorcerer/wizard 1

Components: V, S, T

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 10-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex partial; see text

Spell Resistance: Yes

You utter truenames for directions with great rapidity as you gesture toward where you're casting the spell.

With a sizzle and a flash, those within the spell's radius disappear, then reappear somewhere nearby.

The *scramble true position* spell can wreck an enemy's carefully constructed defenses or highly regarded plan of attack by randomly moving them around.

You can't control where your enemies reappear, but they might fall off a precipice or wind up between your rogue and fighter allies.

When you cast the spell, make a single Truespeak check.

Then compare your result to the DC to move each creature: $15 + (2 \times CR)$.

If you meet or exceed the DC for a creature, move that creature 2 squares in a random direction using the "targeted on square" part of the diagram on page 158 of the *Player's Handbook*.

The *scramble true position* spell can't send a creature into a square occupied by solid matter or another creature, but it can send a creature into a dangerous place (into lava or off a cliff, for example).

Make the comparison and movement in descending CR order.

If multiple targets have the same CR, the caster chooses the order in which to relocate them.

If you can't move a target 2 squares in a particular direction, move it 1 square, or it disappears and reappears in the same square if relocation is impossible.

Having their true locations disrupted with this spell can be disorienting for the subjects.

Every creature that you move with this spell (even those who reappear in the same square they started in) must succeed on a Reflex save or fall prone.

Truename Component: When you cast this spell, you must correctly speak the truenames for cardinal directions and movement, which you learn with the spell.

This check has no set DC, but if your Truespeak check result is lower than $15 + (2 \times \text{creature's CR})$ for the lowest CR creature in the area, then *scramble true position* has no effect.

TRUENAME BINDING

Conjuration (Calling)

Level: Sorcerer/wizard 7

Components: V, S, T, XP

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels); see *lesser planar binding* text

Target: One elemental or outsider of CR 10 or less

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: No and yes; see *lesser planar binding* text

This spell functions like *lesser truename binding*, except that you can call a single creature of CR 10 or less.

XP Cost: 200 XP.

SAMPLE BINDING TASKS

The description of the *planar binding* spells on pages 261–262 of the *Player's Handbook* offers general advice on services and rewards. No creature likes to be called with a *planar binding* or *truename binding* spell. The spell creates a trap and contains a strong element of coercion. Whenever a command is ambiguous, a bound creature will interpret it in the way most advantageous to itself. Unlike a summoned creature, a bound creature also has a robust desire to preserve its own life. It will take risks if it must, but will try to survive, too. Impossible or suicidal demands are never agreed to.

Most *truename binding* and *planar binding* spells prove efficacious to the caster. The cost of the spell generally provides suitable benefits. The rare occasions when a bound creature cleverly circumvents the casting should be noteworthy events with campaign relevance.

Here are some common sample duties.

Assassinate: The called creature might be ordered to kill a particular individual. Since most bound creatures don't have extensive information-gathering resources such as *scrying* spells or other divinations, the caster must be able to give precise information about the target and its location.

Defend: Sometimes a caster wants a bound creature to defend her or an ally against attack. Most often, the creature interprets this as attacking any creature that actively attacks the person whom it is assigned to protect. If several foes attack, the bound creature usually chooses to take out the weakest of them unless specific targets are designated. It won't attack a creature that has not attacked the person it wards.

Deliver: A bound creature might be assigned to deliver an item or a message. Savvy casters give precise instructions about the speed and method of travel.

Guard: Creatures often wind up having to guard an area against intruders or thieves. Bound creatures find duties such as this to be the most irksome, due to their open-ended nature. They often amuse themselves with thinking up ways to circumvent their orders. For instance, Blish, a water mephit, was bound to guard a particular room in a dungeon. The room happened to contain a great deal of gold. Blish chose to negotiate with an adventuring party that contained a distantly related mephling. Blish tossed all the gold out into the corridor and didn't attack the adventurers, who agreed not to enter the room, but instead to hunt down the spellcaster who bound the little mephit.

TRUENAME BINDING, GREATER

Conjuration (Calling)

Level: Sorcerer/wizard 9

Components: V, S, T, XP

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels); see *lesser planar binding* text

Target: One elemental or outsider of CR 14 or less

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: No and yes; see *lesser planar binding* text

This spell functions like *lesser planar binding*, except that you can call a single creature of CR 14 or less.

XP Cost: 300 XP.

TRUENAME BINDING, LESSER

Conjuration (Calling)

Level: Sorcerer/wizard 5

Components: V, S, T, XP

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels); see *lesser planar binding* text

Target: One elemental or outsider of CR 6 or less

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: No and yes; see *lesser planar binding* text

With a flourish of your hands, the creature appears in the magic trap you have laid.

You threaten it with the power of its personal truename, and it hangs its head as it agrees to perform a service on your behalf.

This spell functions like *lesser planar binding*, except that you can call a single creature of CR 6 or less, and you must know its personal truename to call it.

Once you demonstrate mastery of that truename with a successful Truespeak check, you can compel the creature to perform a service on your behalf if you roll a 1 on the

Truespeak check required by this spell, the creature breaks free of the binding and can escape or attack you.

The creature gets its Will save and spell resistance as normal for *lesser planar binding*.

If the creature does not break free, you attempt to compel the creature to perform a service not with opposed Charisma checks, but with the Truespeak check you made when you cast the spell.

The bound creature opposes this check with either a Truespeak check, saying its own personal truename, or a Charisma check.

If you can assign an open-ended task, such as "defend me against attack", the service lasts for one day.

Once the requested service is performed, the creature need only so inform you to be instantly sent back whence it came.

You can extend the creature's duration of service with a particularly high Truespeak check.

For every 5 points by which your Truespeak check (made when you cast the spell) exceeds the creature's Truespeak or Charisma check, the duration of the creature's service is extended by one additional day.

Truename Component: When you cast this spell, you must correctly speak the personal truename of the target creature you're trying to bind to service.

XP Cost: 100 XP.

WORD OF GENESIS

Conjuration (Creation)

Level: Cleric 9

Components: V, S, T, XP

Casting Time: Six days (8 hours/day)

Range: 100 ft. (see text)

Effect: A demiplane coterminous with the Astral Plane, centered on your location

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

From the silvery haze of the Astral plane, you begin to weave tendrils of mist as you speak words of power.

Floating in space, you begin to construct reality anew with your words and gestures.

You create a finite plane with limited access: a demiplane. Demiplanes created by this spell are very small, very minor planes.

This spell works best when cast while you are on the Astral Plane (various spells allow access to these planes, including *plane shift* and *gate*).

Casting this spell creates a local density fluctuation that precipitates the creation of a demiplane.

At first, the fledgling plane has a 100-foot radius.

Once created, it grows by 1 foot per week (approximately a 50-foot increase in radius per year).

Once your demiplane is created, you can travel to it using *plane shift* or some other spell or permanent link that you arrange for separately.

You determine the environment within the demiplane when you cast *word of genesis*, reflecting most any desire you can visualize.

You determine factors such as atmosphere, water, temperature, and the general shape of the terrain.

This power cannot create life (including vegetation), nor can it create objects or constructed elements (such as buildings, roads, wells, dungeons, and so forth).

You must add these details in some other fashion if you desire.

You can't create lingering magical effects with this power; you have to add those separately, if desired.

Similarly, you can't create a demiplane out of esoteric material such as silver or uranium; you're limited to stone and dirt.

You can't manipulate the time trait on your demiplane; its time trait is as the Material Plane.

Once your demiplane is complete, you can cast the spell again and again, each time increasing its radius by another 100 feet.

Truename Component: When you cast this spell, you must correctly speak the truename of the place you're creating; the Truespeak DC is 50.

XP Cost: 1,000 XP.

DIVINATION

DETECT VESTIGE

Divination

Level: Cleric 1, paladin 1, sorcerer/wizard 1

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

You focus your mind and let your senses probe the room, questing and seeking for any trace of a bound vestige.

You can detect an aura emanating from anyone currently bound to a vestige who is within the spell's area.

The amount of information revealed about each shared soul depends on how long you study a particular area, as follows.

1st Round: Presence or absence of vestige auras.

2nd Round: Number of vestige auras in the area and the strength of the strongest vestige present.

3rd Round: The strength and location of each vestige-bound individual.

If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength: The strength of a vestige aura is determined by the minimum effective binder level necessary to summon it, as given on the following table.

Minimum Effective Binder Level	Aura Strength
1st–4th	Faint
5th–9th	Moderate
10th–14th	Strong
15th or higher	Overwhelming

Each round, you can turn to detect vestige-bound individuals in a new area.

The spell can penetrate most barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

ENCHANTMENT

BECKON MONSTER

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 3, sorcerer/wizard 4

Components: V, S, T

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round; see text (D)

Saving Throw: Will negates

Spell Resistance: Yes

This spell functions like *beckon person*, except that the effect is not restricted by creature type or size.

BECKON PERSON

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 1, sorcerer/wizard 1

Components: V, S, T

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One humanoid creature

Duration: 1 round; see text (D)

Saving Throw: Will negates

Spell Resistance: Yes

With a crook of your finger and some spoken truenames, you urge a creature closer.

The creature's eyes turn solid blue as it shambles toward you.

This simple enchantment weaves truenames for "approach" and "closer" into a spell that forces the subject to move closer to you.

If you succeed on the Truespeak check and the creature fails its saving throw, it must move at least 10 feet closer to you each round if able.

The creature can choose its own path and means of locomotion, but if it can, it must end its turn at least 10 feet closer to you than it started.

The creature defends itself normally and can take whatever actions it likes, so long as it moves closer to you every turn.

The creature can move toward you faster than 10 feet per round if it likes.
 When the creature is adjacent to you, it acts normally unless you move away.
 If you move away, it must move 10 feet per round closer to your new location if it can.
 The *beckon person* spell lasts for at least 1 round, but it might last longer if you excel at the Truespeak check (described below).
Truename Component: When you cast this spell, you must correctly speak the truenames associated with movement and approach.
 You learn these truenames when you learn this spell.
 The Truespeak DC to cast this spell is 15; you add 2 rounds to the duration for every 5 points by which you exceed the DC.

NECROMANCY

HORROR OF THE SPOKEN NAME

Necromancy [Fear, Mind-Affecting]

Level: Bard 2, cleric 2,

sorcerer/wizard 2

Components: V, S, T

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1d4 rounds or 1 round; see text

Saving Throw: Will partial

Spell Resistance: Yes

You practically howl the truename of your foe, screaming with as much imposing hatred as you can muster.

The affected creature becomes frightened.

If the subject succeeds on a Will save, it is shaken for 1 round.

Creatures with 10 or more Hit Dice have immunity to this effect.

Horror of the spoken name counters and dispels remove fear.

Truename Component: When you cast this spell, you must correctly speak the truename of the creature you're targeting.

UNNAME

Necromancy

Level: Sorcerer/wizard 9

Components: V, S, T

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature with an Intelligence score of 3 or higher

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

Remaining utterly still for a moment, you clench your fist and speak words of such potency that the creature you name simply ceases to exist.

There's no fire, no flash, and no corpse.

It's as if the creature you named never existed in the first place.

With this most powerful of spells, you erase a subject's truename from existence itself.

The last thing the subject ever hears is your voice uttering its truename—then nothing but oblivion.

Items worn, held, or carried by the creature are likewise obliterated with no save allowed.

Creatures killed with an *unname* spell are difficult to restore to life (see The Unnamed sidebar).

Truename Component: When you cast this spell, you must correctly speak the personal truename of the creature you're trying to erase from reality.

THE UNNAMED

Returning a creature to life after it has succumbed to an *unname* spell is difficult to accomplish. *Resurrection* isn't possible without a body, and the soul has been expunged as well. This spell alters reality itself so that the named creature cannot live; without a truename, its existence would violate the fundamental laws of the universe.

In a 2-hour-long ceremony, a succession of spells needs to be cast. First, you perform a *ritual of renaming* to create a new personal truename for the creature you're trying to bring back from unnamings (this is an intentional exception to the target described in the *ritual of renaming* spell). Then a *true resurrection* spell must be cast to restore the soul (with its new personal truename) and life to the new body.

VESTIGEWACK

Necromancy [Evil]

Level: Blackguard 2, cleric 2, sorcerer/wizard 2

Components: V, S, F

Casting Time: 1 standard action

Range: 20 ft.

Targets: One incorporeal creature or apparition/level in a 20-ft.-radius emanation centered on you

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

You hold the curved dagger aloft, and as you slice it through the air at the incorporeal creature before you, you speak words of power that remind it of the life it once had, and the pain of its loss.

Clutching a curved blade, you make a downward cutting motion that produces a field of pulsing, unholy, red light around you.

Each incorporeal creature within this light must succeed on a Fortitude save or be wracked with sensations of loss. This effect manifests as a –2 penalty on attack rolls, damage rolls, skill checks, and saves for as long as the creature remains in range, and for 1d4 rounds afterward.

In addition, every corporeal user of pact magic gains a +2 bonus on binding checks made against any vestige within range of this spell.

Focus: An ornate sacrificial dagger or kukri worth 300 gp.

TRANSMUTATION

AUGMENT TRUEFRIEND

Transmutation

Level: Bard 2, cleric 2,

druid 2, sorcerer/wizard 2

Components: V, S, T

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With a red flash, your named ally looks slightly more muscular and heavily built.

He seems to quiver with anticipation of coming action.

The spell grants the subject a +2 enhancement bonus to Strength, Dexterity, and Constitution.

All the usual benefits to better modifiers apply: attack rolls, melee damage rolls, hit points, and so on.

Truename Component: When you cast this spell, you must correctly speak the personal truename of the creature you're augmenting.

RITUAL OF RENAMING

Transmutation

Level: Cleric 8, druid 8, sorcerer/wizard 8

Components: V, S, T, XP

Casting Time: 1 hour

Range: Touch

Target: One willing creature with a Intelligence score of 3 or higher

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (harmless)

Repeatedly waving your hand over the subject and repeating both the old and the new personal truename, you magically meld them with the power of your voice until the old name is no more.

When an archrival learns your personal truename, that enemy has a great degree of power over you.

If your personal truename spreads to other hostile forces and factions, you might find yourself uniquely vulnerable to their machinations.

Only a *ritual of renaming* will give you a new personal truename.

Once complete, the *ritual of renaming* gives the target a new personal truename that is known to the caster, the target, and everyone in attendance.

Anyone who previously used research techniques (see page 196) to learn the target's personal truename will discover that the old truename doesn't work anymore.

Truename Component: When you cast this spell, you must make a successful Truespeak check to correctly speak both the old personal truename of the creature you're renaming and the new personal truename.

If you fail the check, the spell fizzles and you lose the XP.
XP Cost: 500 XP.

TRUE PRAYER OF THE CHOSEN

Transmutation

Level: Cleric 4, paladin 3

Components: V, S, DF, T

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Raising your eyes to the skies, you speak your own truename to your patron deity, asking for protection as your mission takes you into harm's way.

A golden coruscation surrounds you.

True prayer of the chosen grants you a +3 insight bonus on saving throws and to Armor Class.

For the duration of the spell, you are protected by the power of your deity, who gives you divine insight into the threats you're about to face.

Truename Component: When you cast this spell, you must correctly speak your personal truename.

TRUE PRAYER OF THE FAITHFUL

Transmutation

Level: Cleric 2, paladin 2

Components: V, DF, T

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One or more creatures, no two of which are more than 30 ft. apart; see text

Duration: 1 round/level; see text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Raising your eyes to the skies, you concentrate on a brief prayer using the true language of the universe, using truename power to ask for the favor of your patron deity.

A flashing, brassy mote of energy spins around those you target.

When you cast *true prayer of the faithful*, you ask your patron deity to give your allies (possibly including yourself) a measure of divine aid.

The subjects of this spell gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks.

This spell automatically affects a single target if you succeed on the required Truespeak check.

But the higher your Truespeak check result, the more creatures you can affect (see below).

Truename Component: When you cast this spell, you must correctly speak a truename associated with your deity.

You learn this truename when you learn this spell.

It's not your deity's truename, but a term associated with divine assistance.

The Truespeak DC is 20, and you can have the *true prayer of the faithful* affect one additional creature for every 5 points by which you exceed the Truespeak DC.

In addition, you gain an extra round of duration for every personal truename of a target creature you speak during the casting of the spell; your patron deity is better able to identify and assist your friends if you tell the deity their personal truenames.

WARP TRUENAME

Transmutation

Level: Druid 4.

sorcerer/wizard 4

Components: V, S, T

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude negates, then Will partial; see text

Spell Resistance: Yes

Ululations and nonsense syllables cascade from your mouth as you intentionally mispronounce your enemy's truename.

Your foe's flesh takes on a gelatinous state and starts to fuse together, forming a bloblike figure where your enemy once stood.

This spell functions as *polymorph*, except that you change the subject into a horrid form as its features melt into only marginally recognizable protoplasm.

The subject becomes an aberration with 10 Strength, 10 Dexterity, and 10 Constitution.

Its new form has a slam attack appropriate for a creature of its size (see Table 5–1 on page 296 of the *Monster Manual*), a speed of 20 feet, and no other extraordinary or supernatural abilities.

If the spell succeeds, the subject must also make a Will save.

If this second save fails, the creature loses its extraordinary, supernatural, and spell-like abilities, and loses its ability to cast spells (if it had the ability) for the duration of the spell. Regardless of the second save, the subject still retains its class and level (or Hit Dice), as well as all benefits derived therefrom (such as base attack bonus, base save bonuses, and hit points).

It retains any class features (other than spellcasting) that aren't extraordinary, supernatural, or spell-like abilities. The subject has the same limbs it did before the *warp truename* spell, so it can still manipulate object and use equipment.

The subject can still speak, albeit in a gurgling, pained voice.

Incorporeal or gaseous creatures have immunity to *warp truename*, and a creature with the shapechanger subtype (such as a lycanthrope or a doppelganger) can revert to its natural form as a standard action.

Truename Component: When you cast this spell, you must correctly speak the personal truename of the creature you're trying to warp.

UNAPPROACHABLE EAST (3.5)

ABJURATION

ABOLISH SHADOWS

Abjuration

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: 30 feet

Area: 30-ft.-radius burst, centered on you

Duration: Instantaneous

Saving Throw: Fortitude half (see text)

Spell Resistance: Yes

A burst of dark energy leaps forth from your body and disrupts all shadows in the area of effect.

This has two primary effects:

First, shadow creatures (including shadows, shades, and other monsters or beings of the shadow type) take 1d6 points of damage per caster level, to a maximum of 10d6. Creatures subject to this effect are entitled to a Fortitude saving throw for half damage.

Second, spells of the shadow subschool or the darkness descriptor (including shadow conjurations and shadow evocations) may be dispelled.

Make a dispel check (1d20 + your caster level, maximum +10) against a DC of 11 + the target spell's caster level.

Material Component: A small piece of obsidian.

ILYYKUR'S MANTLE

Abjuration

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

You cloak yourself in a luminous aura that protects you against hostile magic.

The aura has two effects: You gain a luck bonus of +1 per 3 caster levels (maximum +5) on saving throws against spells and spell-like abilities, and you gain electricity resistance 10.

Material Component: An uncut diamond worth at least 50 gp.

WATCHWARE

Abjuration

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 round

Range: Touch

Effect: Object touched

Duration: Permanent

Saving Throw: None

Spell Resistance: No

You create a mystical connection with a single inanimate object.

When that object is damaged, moved, or touched at any later time, you are instantly aware of the fact.

If another creature physically touches the object, you also receive a mental image of the creature, which counts as firsthand knowledge of the creature should you later choose to cast *screaming* or a similar spell on that creature.

The *watchware* is activated when the item is disturbed for any reason, whether someone touches it or pokes it with a pole, a cat walks on it, or an earthquake knocks it over.

The *watchware* functions only once and is then discharged. Since its components are expensive, most sorcerers and wizards reserve *watchware* to protect valuable, out-of-the-way items.

A *watchware* is a magical trap.

A rogue can find a *watchware* with a successful Search check (DC 25 + spell level, or 30 for *watchware*) and disarm it with a successful Disable Device check (DC 25 + spell level, or 30 for *watchware*).

You can designate a password that allows another creature to handle the object without sounding the mental alarm if you so choose.

Material Component: A sprinkling of rare sands and powdered reagents worth at least 500 gp.

CONJURATION

DECASTAVE

Conjuration (Creation) [Force]

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: 0 ft.

Effect: Quarterstaff of force

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

You conjure into existence a quarterstaff of force, approximately 8 feet long and 2 inches in diameter. The *decastave* lasts only so long as you keep it in hand; if you give it to another character or drop it, it vanishes. (You can cast other spells with somatic components by holding the staff in one hand).

You can use the *decastave* in combat to strike with a melee touch attack, dealing 1d6 points of damage per hit. Since the *decastave* is made of force, it affects incorporeal and ethereal creatures normally (provided you can see such creatures).

The *decastave* possesses the thundering weapon ability and deals 1d8 points of bonus sonic damage on a critical hit. Subjects dealt a critical hit by the *decastave* must also succeed at a Fortitude save (DC 14) or be deafened permanently.

Material Component: A slender wand of duskwood (this material is described in Chapter 6: Magic Items of *Magic of Faerûn*).

IMPROVED MAGE ARMOR

Conjuration (Creation) [Force]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You create an invisible but tangible field of force around the subject of the spell.

This provides an armor bonus to AC of +3 + 1 per 2 caster levels, to a maximum of +8 at 10th caster level.

Unlike mundane armor, *improved mage armor* entails no armor check penalty, arcane spell failure chance, or speed reduction.

Since *improved mage armor* is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Material Component: A tiny platinum shield worth at least 100 gp.

RECITATION

Conjuration (Creation)

Level: Clr 4

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: All allies and foes within a 60-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

By reciting a sacred passage or declaration, you invoke your deity's blessings upon yourself and your allies while causing confusion and weakness among your enemies. The spell affects all allies and foes within the spell's area at the moment you cast it.

You and your allies gain a +2 luck bonus on attack rolls and saving throws, or a +3 luck bonus if they worship the same patron deity as you.

Enemies take a -2 penalty on attack rolls and saving throws.

After casting the spell, you are free to take further actions during the spell's duration as you see fit.

Divine Focus: In addition to your holy symbol, this spell requires a sacred text as a divine focus.

SPHERE OF ULTIMATE DESTRUCTION

Conjuration (Creation)

Level: Sor/Wiz 9

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: 2-foot-radius sphere

Duration: 1 round/level (D)

Saving Throw: Fortitude partial (see text)

Spell Resistance: Yes

You conjure a featureless black sphere of nothingness that disintegrates almost anything it touches.

It flies at up to 30 feet per round and attacks the creature or object you indicate.

You must succeed at a ranged touch attack to strike a creature with the sphere.

The sphere stops moving for the round when you make an attack on a creature or object.

You must actively direct the sphere on your action to move it to a new target; this requires a move-equivalent action on your part.

The sphere winks out if it exceeds the spell's range.

If the sphere ends its movement in a square occupied by a creature or object, the target must succeed at a Fortitude save or be subject to a *disintegrate* effect.

If successful, the creature or object is only partially affected and takes 5d6 points of damage instead.

If the sphere is directed to strike an object or part of an object, it *disintegrates* the 5-foot cube it occupies.

The sphere may destroy one creature, object, or 5-foot cube of matter per round, provided it is directed to a suitable target.

The *sphere of ultimate destruction* counts as a *disintegrate* spell for the purpose of destroying a *wall of force* (or any other spell or effect specifically affected by a *disintegrate* spell).

Material Component: A pinch of dust from a *disintegrated* creature.

ENCHANTMENT

NYBOR'S GENTLE REMINDER

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 1 (Red Wizard)

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell is popular with Thayan slave overseers and those wishing to make their servants work a little faster, but the Red Wizards mainly employ it as a combat spell.

The subject suffers agonizing pain for the duration of the spell unless he succeeds on a Fortitude save.

If the subject fails his saving throw, he is dazed for 1 round, and takes a -2 penalty on all attacks, saving throws, and checks while the spell lasts.

Nybor's gentle reminder distracts spellcasters, who must make Concentration checks to cast spells while under its effect (see the Concentration skill description in the *Player's Handbook*).

Focus: A slender wooden rod at least 1 foot long.

Note: This spell first appeared in *Magic of Faerûn*.

This version supersedes the one originally printed there.

NYBOR'S STERN REPROOF

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 7 (Red Wizard)

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes

This spell causes stabbing pains even greater than those of Nybor's gentle reminder.

The target creature must succeed on a Fortitude save or die instantly.

If he survives, the subject is dazed for 1d4 rounds unless he succeeds on a Will save.

Regardless of whether he succeeds on this second save, the subject takes a -2 penalty on all attacks, saving throws, and checks while the spell lasts.

Nybor's stern reproof distracts spellcasters, who must make Concentration checks to cast spells while under its effects (see the Concentration skill description in the *Player's Handbook*).

Focus: A slender gold-chased adamantite rod 1 foot long, worth at least 1,000 gp.

Note: This spell first appeared in *Magic of Faerûn*.

This version supersedes the one originally printed there.

EVOCATION

BALL LIGHTNING

Evocation [Electricity]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: One or more balls of lightning, up to 1/2 levels

Duration: 1 round/level

Saving Throw: Reflex half

Spell Resistance: Yes

You create one or more 3-foot-diameter balls of lightning that shed light as candles and move under your control. You can deal a number of damage dice (d6) equal to half your caster level (maximum 10d6), divided however you see fit, although no one ball can deal less than 1d6 points of damage.

For example, a 9th-level caster could create one 4d6 lightning ball, two 2d6 balls, four 1d6 balls, or a 2d6 ball and two 1d6 balls.

On the round in which you cast the spell, the lightning balls appear where you wish in the spell's range, and you may direct their movements as a free action.

On following rounds, you must actively direct the lightning balls to move them; otherwise, they stay at rest and damage any creature in the spaces they occupy.

Directing the movement of all existing lightning balls is a move-equivalent action for you.

A lightning ball has a fly speed of 100 feet with perfect maneuverability.

If a lightning ball enters a space with a creature, it stops moving for the round and deals electricity damage equal to the assigned number of dice.

The target of a lightning ball can halve this damage with a successful Reflex save.

A ball winks out if it exceeds the spell's range.

Note: This spell first appeared in *Magic of Faerûn*.

This version supersedes the one originally printed there.

Material Component: A handful of copper and iron pellets.

FORCE ORB

Evocation [Force]

Level: Nentyar hunter 4, Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: One or more creatures or objects, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half or Reflex half (see text)

Spell Resistance: Yes

One or more globes of force about 3 inches across streak from your palm at their targets.

You must succeed at a ranged touch attack to hit your target.

The orbs deal a total of 1d6 points of damage per caster level (maximum 10d6), divided any way you see fit, but a single orb must deal at least 1d6 points of damage.

You declare the division of damage between targets before making your attack rolls.

A creature struck directly takes the orb's damage.

A successful Fortitude save reduces damage by half.

If you miss, the orb explodes in a 10-foot burst, dealing 2 points per die of damage assigned to that orb.

A successful Reflex save reduces the burst damage by half.

GREENFIRE

Evocation [Acid]

Level: Drd 3, Nentyar hunter 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: One 5-ft. cube/level (S)

Duration: 1 round

Saving Throw: Reflex half (see text)

Spell Resistance: Yes

You evoke from the earth an upwelling of virulent green energy, burning any creature in the spell's area for 2d6 points of acid damage plus 1 point per caster level (maximum 2d6 +10).

Any creature in the affected area when the spell is cast is entitled to a Reflex save for half damage; any creature that enters the area of the spell while the *greenfire* is still present gets no saving throw.

The *greenfire* does not harm natural vegetation, ground cover, or plant creatures, if you so desire.

SNILLOC'S SNOWBALL

Evocation [Cold]

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

Range: 0 ft.

Effect: Orb of cold

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

An icy sphere of bitter cold appears in your hand, harming neither you nor your equipment.

You can use the *Snilloc's snowball* to strike opponents with a melee touch attack, or you can throw the orb as a ranged touch attack (maximum range 120 feet, no range penalty). Either use deals 1d6 points of cold damage plus 1 point per caster level (maximum 1d6+5).

Right after you hurl the icy sphere, another appears in your hand.

You may throw up to one *Snilloc's snowball* per caster level (maximum five orbs) before exhausting the spell.

Material Component: A small bit of ivory.

NECROMANCY

ANIMATE DREAD WARRIOR

Necromancy [Evil]

Level: Sor/Wiz 6

Components: V, S, M, XP

Casting Time: 10 minutes

Range: Touch

Target: One humanoid corpse

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You transform the corpse of a skilled warrior into an undead monster under your command.

The corpse in question must be that of a humanoid with at least three levels or Hit Dice and no more Hit Dice than your own, killed within the last tenday.

The body must be substantially whole, although any injury short of dismemberment does not interfere with the spell.

Upon completion of the spell, the subject corpse reanimates as a dread warrior under your command (see the Dread Warrior entry in Chapter 6: Monsters of the East).

The creature serves loyally and obeys your orders to the best of its ability, although a cleric with the ability to

command undead can usurp your control with a sufficiently high rebuke undead check.

Upon the caster's death, the dread warrior becomes a free-willed undead creature.

Created twenty years ago by the zulkir of Necromancy, Szass Tam, this spell is found only in the spellbooks of those Red Wizards who served as his apprentices and the apprentices of those apprentices.

Szass Tam has been using this spell to steadily create a vast army of dread warriors.

Material Component: A rusted fragment of a sword blade broken in battle.

XP Cost: 250 XP per HD of the dread warrior created.

BELTYN'S BURNING BLOOD

Necromancy

Level: Nar demonbinder 4, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: 1 round/level (D)

Saving Throw: Fortitude partial (see text)

Spell Resistance: Yes

You infuse a living creature's blood with a hot, corrosive mixture, dealing 1d8 points of acid damage and 1d8 points of fire damage per round.

Each round, on its action, the subject may attempt a Fortitude save to negate that round's damage, but a successful save in one round does not necessarily prevent damage in future rounds.

On any round in which the subject fails its Fortitude save, the pain limits it to a single move-equivalent action in that round.

Beltyn's burning blood does not affect creatures of the construct, elemental, ooze, plant, or undead types.

Material Component: A drop of blood and a pinch of saltpeter.

SINSABUR'S BALEFUL BOLT

Necromancy

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 5 feet wide to medium range

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You conjure a black bolt of dark energy that begins at your fingertips and crackles out to the maximum range.

The bolt deals temporary Constitution damage and temporary Strength damage to each creature within its area, each equal to 1d3 points +1 per 4 caster levels (maximum 1d3+3).

Lost ability score points are recovered normally at the rate of 1 point per day.

Constitution loss also causes a reduction in hit points by lowering the victim's Constitution modifier.

(Creatures cannot be reduced to less than 1 hit point per Hit Die by Constitution loss).

This hit-point loss may be fatal to a creature already injured, even if the Constitution loss alone does not kill it. Creatures without Strength scores or Constitution scores are unaffected by this spell.

SOUL SCOUR

Necromancy

Level: Clr 5

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Effect: Living creature touched

Duration: Instantaneous (see text)

Saving Throw: Will negates (see text)

Spell Resistance: Yes

Your touch corrupts your victim's very soul, damaging his mental characteristics.

You must make a successful melee touch attack to deliver the spell.

The spell deals 2d6 points of temporary Charisma damage and 1d6 points of temporary Wisdom damage immediately, and another 1d6 points of temporary Charisma damage 1 minute later.

A successful Will save negates each instance of damage.

Soul scour is not a poison and cannot be ameliorated or neutralized by spells that halt poison damage.

Material Component: A pinch of dust from the bones of a lich.

TRANSMUTATION

BLADEBANE

Transmutation

Level: Clr 3, Pal 2, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 round/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You impart a deadly quality to a single bladed weapon (any slashing weapon) for a short time.

Bladebane confers the bane ability on the weapon touched, against a creature type (and subtype, if necessary) of your choice.

The weapon's enhancement bonus increases by +2 against the appropriate creature type, and it deals +2d6 points of bonus damage to those creatures.

Material Component: A drop of blood and ruby dust worth 500 gp.

FIENDFORM

Transmutation [Evil]

Level: Nar demonbinder 6, Sor/Wiz 6

Components: V, M

Duration: 1 minute/level

As *polymorph self* (see the spell entry in Chapter 11: Spells of the *Player's Handbook*), except as noted above and as follows.

You may take the form of any fiendish creature, demon, or devil that can be summoned by *summon monster* I–V.

You cannot assume multiple forms with each use of the spell, but you gain all the creature's extraordinary, spell-like, and supernatural abilities.

Your type changes to "outsider", and spells and effects that harm or ward evil outsiders affect you.

Spells that would banish you to your home plane end this spell and leave you staggered for 1 round per caster level but do not send you to another plane.

Material Component: A bone from any fiendish creature, half-fiendish creature, demon, or devil.

GHORUS TOTH'S MAGNETISM

Transmutation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: One metallic creature or object

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: Yes

You fire a brilliant blue ray at a single creature or object within range.

If your ranged touch attack succeeds, you charge the target with an intensely powerful magical magnetism effect.

You can only affect objects made of metal or creatures wearing or carrying metal armor, weapons, or gear.

The magical magnetism generated by *Ghorus Toth's magnetism* creates a zone of attraction with a radius of 30 feet around the affected creature or object.

Every metallic object entering the zone of attraction is pulled toward the target creature or object by this attractive force, which has an effective Strength score of 10 + the caster's level (maximum 25).

Every round metal creatures or objects remain within the zone of attraction, they must attempt an opposed Strength check against the force.

If an attracted creature wins this contest, it suffers no ill effects this round.

If it fails, it is entangled and drawn 10 feet plus 1 foot for every point by which it failed the opposed Strength check closer to the creature or object at the center of the zone.

Creatures carrying or holding metal objects may choose to release them, in which case the items fly to the creature or object at the center, or hold onto them, in which case they are treated as metal creatures.

Unattended metal objects of 50 pounds or less in the zone of attraction (including items voluntarily released, as well as metallic projectiles fired through the zone) fly with great force and strike the target, dealing 1d6 points of damage per 5 pounds of weight (maximum 10d6).

Objects heavier than 50 pounds are dragged 10 feet closer each round.

Metal creatures or objects that reach the target of *Ghorus Toth's magnetism* become stuck fast to the target.

(If the target is a metal or metal-armored creature, it is instantly stuck fast to itself by the spell).

Creatures stuck together this way are considered to be grappled and must first escape the grapple by defeating the attractive force in an opposed Strength check before they

can try to move away or take any actions prohibited in a grapple.

Similarly, an object stuck to the target must be wrested away with a Strength check before it can be used.

If a creature or object within the zone of attraction is more than twice as heavy as the target of *Ghorus Toth's magnetism*, the target is dragged to it instead.

This naturally moves the zone of attraction, which may shift other creatures into or out of the magnetism's range of influence.

Material Components: A small lodestone.

IMPROVED BLINK

Transmutation

Level: Brd 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Like the 3rd-level arcane spell *blink*, you flicker back and forth between the Material and Ethereal planes.

However, you are capable of controlling the timing of your blinks and therefore make better use of them.

Blinking by means of this spell has several effects: Physical attacks against you have a 50% miss chance, and the Blind-Fight feat doesn't help the attacker.

If the attack is capable of striking invisible or incorporeal creatures, the miss chance is only 20%.

An attacker who can both see and strike ethereal creatures takes no penalty.

You have no chance of interfering with your own attacks.

Individually targeted spells have a 50% chance to fail against you while *blinking*, unless your attacker can target invisible, ethereal creatures.

You have no chance of interfering with your own spells.

You take only half damage from area attacks (or full damage from those that extend onto the Ethereal Plane).

While *blinking*, you strike as an invisible creature (+2 bonus on attack rolls), denying your target any Dexterity bonus to AC.

You take only half damage from falling, since you are subject to gravity only while you are on the Material Plane.

You can ready an action to *blink* away from a specific enemy attack, physical or magical.

If you do so, the attack misses automatically unless it can also affect ethereal targets.

You move at three-quarters speed, since movement on the Ethereal Plane is at half speed and you spend about half your time there and half your time material.

While *blinking*, you can step through (but not see through) solid objects.

You do not risk materializing inside a solid object unless you actually end your move inside one, in which case you materialize and are shunted off to the nearest open space. You take 1d6 points of damage per 5 feet traveled in this manner.

Since you spend about half your time on the Ethereal Plane, you can see and even attack ethereal creatures.

You interact with ethereal creatures in roughly the same way you interact with material ones (their attacks have a 50% miss chance against you, and so on).

LOW-LIGHT VISION

Transmutation

Level: Asn 1, Hrp 1, Hth 1, Rgr 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes (harmless)

You give the target creature low-light vision, the ability to see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination.

The target retains the ability to distinguish color and detail under these conditions.

Arcane Material Component: A small candle.

SUPERIOR DARKVISION

Transmutation

Level: Rgr 4, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains the ability to see in total darkness, with no limitation to the range of vision.

Terrain, distance, and line of sight are the only limitations to the subject's ability to see, and the normal Spot check penalties apply on attempts to descry distant or small objects or creatures.

Darkvision is black and white only but otherwise like normal sight.

Superior darkvision does not grant the target creature the ability to see in magical darkness.

Material Component: A chip of agate.

UNDERDARK (3.5)

ABJURATION

CLARITY OF MIND

Abjuration

Level: Balance 3, blackguard 2, Harper scout 2, paladin 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You grant the subject a +4 insight bonus on saving throws against all spells with the charm, compulsion, or glamor descriptors.

Clarity of mind also reduces any miss chance the target might have when attacking an opponent that has

concealment from a glamer spell (such as *blur* and *displacement*) by 10%.
Thus, a subject that attacks an opponent protected by a *displacement* spell suffers only a 40% miss chance, instead of the customary 50%.

ERADICATE EARTH

Abjuration [Earth]

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: 40 feet

Area: 40-ft.-radius burst, centered on you

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

A burst of force radiates from you, seismically damaging all earth creatures nearby.

Any creature with the earth subtype that is within the area of the spell takes 1d8 points of damage per caster level (maximum 10d8).

Creatures without the earth subtype are unaffected.

Material Component: A small stone.

NODE LOCK

Abjuration [Earth]

Level: Sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One earth node

Duration: Permanent

Saving Throw: None

Spell Resistance: No

A *node lock* spell cast upon an earth node magically “locks” it against others who might wish to use its power.

You can affect an earth node whose class is equal to one-half your caster level or less.

For any caster except you, the *node lock* adds +15 to each Spellcraft DC associated with the use of the node’s standard powers.

A successful *dispel magic* breaks the *node lock*.

Special: You must have the Node Spellcasting feat to cast this spell.

SANCTUARY, MASS

Abjuration

Level: Balance 5

Range: Touch

Targets: One touched creature/2 levels

This spell functions like *sanctuary*, except that it affects multiple creatures.

WALL OF DISPEL MAGIC

Abjuration

Level: Bard 4, cleric 5, druid 5, sorcerer/wizard 5

Components: V, S, DF

Casting Time: 1 standard action

Effect: A plane of *dispel magic* whose area is up to one 10-ft. square/level

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This spell creates a transparent, permeable barrier. Anyone passing through it becomes the target of a *dispel magic* effect.

A summoned creature targeted in this way can be *dispelled* by the effect.

The *wall of dispel magic* cannot be seen or felt by ordinary means, or even via a *see invisibility* spell.

Detect magic indicates the presence of the effect, and *true seeing* reveals both its presence and its purpose.

WALL OF GREATER DISPEL MAGIC

Abjuration

Level: Bard 5, cleric 8, druid 8, sorcerer/wizard 8

This spell functions like *wall of dispel magic*, except that the effect is that of *greater dispel magic*.

CONJURATION

CONTAGIOUS FOG

Conjuration (Creation)

Level: Watery Death 7

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Cloud spreads in a 30-ft. radius, 20 ft. high

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: Yes

This spell generates a damp miasma of disease-filled fog similar to a *fog cloud*.

Each round that a creature is within the fog, it must make a Fortitude save or contract a disease equivalent to the shakes (see *Disease in the Dungeon Master's Guide*), which strikes immediately (no incubation period).

A creature afflicted with this disease takes 1d8 points of Dexterity damage immediately, and each day that the disease persists, it must make a DC 13 Fortitude save or take another 1d8 points of Dexterity damage.

Like *cloudkill*, the *contagious fog* moves away from you at 10 feet per round, rolling along the surface of the ground or water.

(Figure out the cloud’s new spread each round based on its new center, which is 10 feet farther away from the point of origin where you cast the spell).

Because the vapors are heavier than air, they sink to the lowest level of the surface over which they move, pouring down sinkhole openings, and even down through minute cracks.

Contagious fog cannot penetrate liquids, nor can it be cast underwater.

DROWN

Conjuration (Creation) [Water]

Level: Druid 6, Watery Death 6

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You create water in the lungs of the subject, causing it to begin drowning.

The subject's hit points immediately drop to 0, and it falls unconscious.

In the next round, it loses another hit point (bringing its hp to -1) and is dying.

In the following round, it dies.

(For details on drowning, see the Drowning rule in the *Dungeon Master's Guide*).

Coughing and other attempts by the subject to physically expel the water from its lungs are useless.

However, another creature can stabilize the subject with a DC 15 Heal check before death.

Undead, constructs, creatures that do not need to breathe, and creatures that can breathe water are unaffected by this spell.

DROWN, MASS

Conjuration (Creation) [Water]

Level: Druid 9, Watery Death 9

Targets: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *drown*, except that it affects multiple creatures.

HAIL OF STONE

Conjuration (Creation) [Earth]

Level: Sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Area: Cylinder (5-ft. radius, 40 ft. high)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You create a rain of stones that deal damage to creatures and objects they strike.

Make a ranged attack roll (not ranged touch) against every creature and relevant object in the spell's area.

Your bonus for this attack roll is equal to your caster level plus your relevant ability modifier (Intelligence for wizards or Charisma for sorcerers).

A successful hit deals 1d4 points of damage per caster level, to a maximum of 5d4.

Material Component: A piece of jade worth at least 5 gp.

NODE DOOR

Conjuration (Teleportation) [Earth]

Level: Druid 3, sorcerer/wizard 3

Components: V

Casting Time: 1 standard action

Range: Varies (see text)

Target: You and touched objects or other touched willing creatures weighing up to 50 lb./level

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Spell Resistance: No and Yes (object)

You instantly transfer yourself from your current earth node to any other earth node you have visited.

You always arrive exactly at the spot desired—whether by simply visualizing the area or by describing your destination (for example, “the earth node that serves the kuo-toa as a secret temple to Blibdoolpoolp”).

After using this spell, you can't take any other actions until your next turn.

If you arrive in an earth node that is already partially occupied by a newly added object, you arrive in the closest clear space in that node.

If the earth node is completely filled or has been destroyed by any means, you bounce to the next closest earth node (determined randomly or by the DM).

Each such “bounce” deals you and any who accompany you 2d6 points of damage.

Special: You must have the Node Spellcasting feat to cast this spell.

NODE GENESIS

Conjuration (Creation) [Earth]

Level: Sorcerer/wizard 9

Components: V, S, XP

Casting Time: 1 tenday (8 hours/day)

Range: Touch

Effect: One Class 1 earth node with a 20-ft. diameter

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You can cast this spell only while you are on or under the surface of the earth.

The spell's energy reroutes local ley lines and telluric currents, precipitating the creation of a Class 1 earth node. The new node is 20 feet in diameter, centered on and emanating from the point touched.

The rough boundary of the new earth node may enclose a hollow space, an area of solid rock, or a combination of materials.

If *node genesis* is cast on the surface of the earth, at least a portion of the earth node must be contiguous with the natural ground.

You have some leeway in determining the initial shape of your earth node's outer boundary—it doesn't have to be a perfect sphere, though no portion of its volume can be less than 3 cubic feet.

The newly generated earth node retains its Class 1 status for one year.

Thereafter, its diameter increases at a rate of 20 feet per year, until it eventually reaches a diameter equal to 20 feet per caster level you possessed at the time of casting.

When the node's diameter reaches the low end of the range for the next higher class (see Table 4-1), its class increases by +1.

For example, a Class 1 node becomes Class 2 when its diameter reaches 40 feet, and Class 3 when its diameter reaches 120 feet.

Earth nodes you create with this spell are automatically considered *node locked* by you.

They are otherwise just like natural earth nodes and subject to destruction in the same ways.

XP Cost: 5,000 XP.

Special: You must have the Node Spellcasting feat to cast this spell.

RUSHING WATERS

Conjuration (Summoning) [Water]

Level: Druid 5, Watery Death 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 15-ft.-radius spread

Duration: Instantaneous

Saving Throw: None (see text)

Spell Resistance: No

Cold water gushes in a great wave outward from the point you choose, violently spreading to the limits of the area. This wave attempts a bull rush against each creature in the affected area without provoking attacks of opportunity. For the purpose of the opposed Strength check, the wave is Colossal, has a Strength score of 34, and is considered to be charging and moving with the affected creatures (total bonus +30).

If the wave wins the opposed Strength check, the defender is moved 5 feet directly away from the spell's point of origin, plus an additional 5 feet for every 5 points by which the wave's check result exceeds that of the defender.

Any creature moved 5 or more feet by *rushing waters* must succeed on a Reflex save or fall prone.

The wave also drenches anything in its area and extinguishes any normal fire as large as a bonfire.

TUNNEL SWALLOW

Conjuration (Creation) [Earth]

Level: Sorcerer/wizard 6

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: Tunnel section up to 20 feet in diameter and up to 50 feet long

Duration: Instantaneous

Saving Throw: Reflex partial (see text)

Spell Resistance: No

You cause a section of tunnel to flex with peristaltic convulsions, crushing its contents and moving them along its length in the direction you designate.

Each creature and object in the affected tunnel section is crushed for 1d6 points of damage per level (maximum 15d6) and is moved from its former position to a point just outside the affected tunnel section.

A creature that makes a successful Reflex saving throw takes only half damage and is moved halfway from its former position in the tunnel to the designated end of the tunnel section.

When the spell duration expires, the tunnel returns to its former shape and size, with no harm done to its structure. *Tunnel swallow* affects both worked and natural tunnels, as well as corridors in surface buildings.

Material Component: A lump of chewed vegetable or meat.

VISCID GLOB

Conjuration

Level: Sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 hour/level

Saving Throw: Reflex negates

Spell Resistance: Yes

You conjure a 5-foot-diameter glob of incredibly sticky, greenish-gray goo and send it streaking toward the target creature.

Make a ranged touch attack against the target.

If you miss, the glob may strike a nearby square or creature. Roll 1d8 to determine its direction: 1 is backward toward you, and 2 through 8 are compass points determined by counting squares clockwise around the target square.

Once you have established the direction of the miss, roll 1d4 to determine the number of squares away from the target square that the glob lands.

A Medium or smaller creature struck by the glob must make a successful Reflex save or be instantly stuck in place.

A stuck creature can speak but is otherwise limited to purely mental actions (such as casting spells with no somatic or material components) and attempts to free itself by means of a Strength check or Escape Artist check (DC 20 + caster level for either) made as a full-round action.

A Large or larger creature stuck in the goo can't move from the spot where it is glued, but it can otherwise act normally. The glob dissipates when the spell duration expires.

Until then, it remains sticky, and any creature touching it (for example, a creature attempting to pull out an ally) must make a successful Reflex save or become stuck itself.

A creature stuck by such secondary contact is not trapped as thoroughly as a creature targeted by the glob, however, so the DC for the Strength or Escape Artist check required to get free is reduced by 5.

Material Component: A tiny ball of spider silk.

DIVINATION

LOCATE NODE

Divination [Earth]

Level: Cleric 3, druid 2, sorcerer/wizard 2

Components: V, S, F/DF

Casting Time: 1 standard action

Range: 1 mile/level (see text)

Area: Circle, centered on you, with a radius of 1 mile/level (see text)

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

You sense the direction of any earth node within range. You can choose to locate either the nearest node or a specific node you have visited before.

(In the latter case, the range is 2 miles/level and the area is a circle, centered on you, with a radius of 2 miles/level).

The spell is blocked by even a thin sheet of lead, and it cannot detect nodes protected by a *node lock* spell.

Arcane/Divine Focus: A pebble found in an earth node.

PORTAL VIEW

Divination (Scrying)

Level: Bard 4, Portal (alternative) 3, sorcerer/wizard 4

Components: V, S, F/DF

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Target: One *portal*

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

Portal view makes a *portal* transparent from your side only for the duration of the spell.

It does not actually open the *portal*, so no line of effect is established, but it does enable line of sight.

Portal view does not reveal any of the *portal's* special properties (such as one-way or creature-only); it only allows creature on your side to view the *portal's* destination.

Arcane Focus: A glass eye.

EVOCATION

STONE SPHERE

Evocation [Earth]

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: One 5-ft.-diameter stone sphere

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: Yes

You create a smoothly polished, 5-foot-diameter sphere of stone that moves under your control at a speed of 30 feet. The stone sphere has AC 5, hardness 8, and 500 hit points. On the round in which you cast the spell, the stone sphere appears at the spot you designate within the spell's range, and you may direct its movement as a free action. On subsequent rounds, you must actively direct the stone sphere in order to move it; otherwise, it remains motionless.

Directing the movement of the stone sphere in the rounds after its initial appearance requires a move action.

If you move the stone sphere into an enemy creature's square, it deals damage to every creature in that square as follows: 8d6 points to a Medium or smaller creature, 4d6 points to a Large creature, and 2d6 points to a Huge creature.

The sphere cannot roll into any square occupied by a Gargantuan or Colossal creature.

The sphere must stop moving after it rolls over one occupied square, finishing its move in an adjacent square. If the stone enters a square occupied by a Medium or smaller creature, it can stop there, forcing the target to move to a single adjacent square of its choice (which provokes attacks of opportunity).

Material Component: A smooth sphere of marble 1 inch in diameter.

WORD OF BALANCE

Evocation [Sonic]

Level: Balance 7, druid 7

Components: V

Casting Time: 1 standard action

Range: 30 ft.

Area: Creatures in a 30-ft.-radius spread centered on you

Duration: Instantaneous

Saving Throw: None or Will negates (see text)

Spell Resistance: Yes

Any lawful good, chaotic good, lawful evil, or chaotic evil creature who hears the *word of balance* suffers ill effects according to its Hit Dice, as given below, with no saving throw.

These effects are cumulative.

HD	Effect
Equal to caster level	Nauseated
Up to caster level-1	Weakened, nauseated
Up to caster level-5	Paralyzed, weakened, nauseated
Up to caster level-10	Killed

Nauseated: The creature is limited to a single move action for 1 round but can defend itself normally.

Weakened: The creature's Strength score decreases by 2d6 points for 2d4 rounds.

Paralyzed: The creature is paralyzed and helpless (unable to move or act in any way) for 1d10 minutes.

Killed: The creature dies if living or is destroyed if undead.

If you are on your home plane when you cast this spell, every lawful good, chaotic good, lawful evil, and chaotic evil elemental and outsider within the area is instantly banished back to its home plane unless it makes a successful Will saving throw (at a -4 penalty).

Creatures so banished cannot return for at least 24 hours.

The banishment effect occurs whether or not the creatures actually hear the *word of balance*, though those that do also suffer the appropriate effects (see above).

Creatures whose HD exceed your caster level are unaffected by *word of balance*.

ILLUSION

REFLECTIVE DISGUISE

Illusion (Glamer)

Level: Bard 2, prime Underdark guide 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

A *reflective disguise* spell causes any intelligent creature viewing you to perceive you as the same species and gender as itself, provided that its size category is no more than one away from your own.

The viewer sees your clothing and equipment as they would normally appear; the spell changes only perceptions of race and gender.

Reflective disguise does not give you any knowledge of the abilities or mannerisms of the reflected form, nor does it

alter the perceived tactile (touch), audible (sound), or olfactory (smell) properties of you or your equipment. A creature that interacts with the glamer gets a Will save to recognize it as an illusion.

For example, a creature that touched you and realized that the tactile sensation did not match the visual one would be entitled to such a save.

A creature with the scent ability automatically gets a Will save if you are within its scent range.

Spell resistance also applies to this effect.

REFLECTIVE DISGUISE, MASS

Illusion (Glamer)

Level: Bard 5, prime Underdark guide 4, sorcerer/wizard 6

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One person/2 levels, no two of which can be more than 30 ft. apart

Duration: 12 hours (D)

Saving Throw: Will negates

Spell Resistance: Yes

This spell functions like *reflective disguise*, except you can change the appearance of other creatures as well.

Affected creatures resume their normal appearances if slain.

An unwilling target can negate the spell's effect on itself by making a successful Will save or with spell resistance.

NECROMANCY

DEHYDRATE

Necromancy

Level: Watery Death 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You afflict the target with a horrible, desiccating curse that deals 1d6 points of Constitution damage, plus 1 additional point of Constitution damage per 3 caster levels, to a maximum of 1d6+5 at 15th level.

Oozes, plants, and creatures with the aquatic subtype are more susceptible to this spell than other targets.

Such a creature takes 1d8 points of Constitution damage, plus 1 additional point of Constitution damage per 3 caster levels, to the same maximum.

MARK OF THE OUTCAST

Necromancy

Level: Blackguard 1, cleric 2, druid 2, Watery Death 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

This spell creates an indelible mark on the target's face (or other upward body part, if the subject doesn't have a head). The mark is visible to normal vision, lowlight vision, and darkvision.

The wearer of such a mark takes a -5 circumstance penalty on Bluff and Diplomacy checks and a -2 penalty to Armor Class.

The mark cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

WEIGHED IN THE BALANCE

Necromancy

Level: Balance 9

Components: V

Casting Time: 1 standard action

Range: 30 ft.

Area: Creatures in a 30-ft.-radius spread centered on you

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

This spell harms or heals creatures within its area based on their alignments and life status, as given in the table below.

The effect does the most harm to those creatures most extreme in alignment and most out of balance with the natural world.

Creature Type	Spell Effect
<i>Living Creatures</i>	
LG, CG, LE, CE	<i>Inflict critical wounds</i>
NG, LN, CN, NE	<i>Inflict light wounds</i>
N	<i>Cure critical wounds</i>
Undead Creatures	<i>Heal</i>

TRANSMUTATION

AMORPHOUS FORM

Transmutation

Level: Assassin 3, prime Underdark guide 3, sorcerer/wizard 3

Components: S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Willing corporeal creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject and all its gear become amorphous and oozelike.

This new form is boneless and fluid, enabling the subject to pass through holes or narrow openings as small as 2 inches in diameter.

While amorphous, the subject is immune to poison, polymorphing, and stunning, it cannot be flanked, and it is not subject to critical hits.

It gains a swim speed (if it does not have one already) equal to its land speed.

The subject can remain submerged as long as desired without breathing.

The subject's armor (including natural armor) becomes worthless, though its modifiers for size, Dexterity, and deflection still apply to Armor Class, as do armor bonuses from force effects (for example, from the *mage armor* spell). While amorphous, the subject can't attack or cast spells that require verbal, somatic, material, or focus components. (This limitation does not rule out the casting of any spells that the subject may have prepared using the metamagic feats Eschew Materials, Silent Spell, and Still Spell).

The subject loses all supernatural abilities while in amorphous form, and its magic items cease functioning as long as it remains amorphous.

Arcane Material Component: A pinch of gelatin.

BLINDSIGHT

Transmutation

Level: Cleric 3, druid 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell grants the subject the blindsight ability to a range of 30 feet.

(For details, see Blindsight in the *DUNGEON MASTER's Guide* or *Monster Manual*).

This spell supersedes the version from *Magic of Faerûn*.

BURROW

Transmutation

Level: Cleric 3, druid 2, Harper scout 2, prime Underdark guide 2, ranger 2, sorcerer/wizard 3

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject's hands sprout claws as hard as stone.

It can use these claws to burrow through earth, sand, clay, and gravel (but not solid rock), excavating with enough speed to move through the earth at a speed of 10 feet, much like a badger.

The subject can use the claws as weapons that deal 1d6 points of damage.

If its normal unarmed damage is greater than 1d6, the damage does not change.

The subject is considered armed while this spell is in effect.

Arcane Focus: A claw from a burrowing creature.

This spell supersedes the version from *Races of Faerûn*.

BURROW, MASS

Transmutation

Level: Druid 6, Harper scout 4, prime Underdark guide 4, ranger 4, sorcerer/wizard 6

Targets: One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *burrow*, except that it affects multiple creatures.

CAMOUFLAGE

Transmutation

Level: Druid 1, Harper scout 1, ranger 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

You change the coloring of your skin and clothing to match the environment around you.

Throughout the duration of the spell, your coloration changes instantly to match the background of any new environment you enter, with no effort on your part.

This effect grants you a +10 circumstance bonus on Hide checks.

CHANGESTONES

Transmutation

Level: Druid 7, sorcerer/wizard 7

Components: V, S, F

Casting Time: 1 full-round action

Range: Touch

Target: Prepared stones touched

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

When you place specially prepared stones on the ground and speak a command to conclude the casting of this spell, the stones transform into creatures that look and fight just like liths (see Chapter 6).

These stone-born creatures are not true liths, however; they cannot converse with actual liths or use any of a lith's psionic powers.

These stone-born liths defend you and obey any spoken commands.

When reduced to 0 or fewer hit points, a stone-born lith crumbles to powder, and the prepared stone used to create it is destroyed.

Otherwise, the stone-born liths revert to prepared stones when the duration of the spell expires, and these stones can be used as the focus for another casting of the spell.

The stone-born liths are always at full strength when created, despite any damage they may have taken the last time they appeared.

You can prepare up to one stone per four caster levels, to a maximum of five stones at 20th level.

A stone can remain prepared indefinitely; the spell isn't actually cast until you complete it by changing the stone into a lith.

Focus: The requisite number of stones, which must be specially prepared.
The materials for polishing and smoothing each stone cost 200 gp.
Once the stones are prepared, you must perform a rite of purification that requires one day per stone.
You cannot adventure or engage in any other strenuous activity during the purification process.

DARKVISION, MASS

Transmutation

Level: Harper scout 4, prime Underdark guide 4, ranger 4, sorcerer/wizard 6

Targets: One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *darkvision*, except that it affects multiple creatures.

DEEPER DARKVISION

Transmutation

Level: Prime Underdark guide 4, ranger 4, sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains the ability to see 60 feet in total darkness and even magical darkness (such as might be created by a *blacklight* or *deeper darkness* spell).

Deeper darkvision is black and white only but otherwise similar to normal sight.

Material Component: A pinch of dried carrot or an agate.

EXCAVATE

Transmutation

Level: Sorcerer/wizard 8

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One 5-ft.-by-8-ft. opening, 1 ft./level deep

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

As with *passwall*, you create a passage through wooden, plaster, or stone walls, but not through metal or other harder materials.

If the wall's thickness is more than 1 foot per caster level, then a single *excavate* spell simply makes a niche or short tunnel with the stated dimensions.

Several *excavate* spells can be used in succession to breach very thick walls by forming a continuing passage.

Unlike *passwall*, *excavate* is an instantaneous effect that does not end and cannot be dispelled; any passage it creates is permanent.

Material Component: A pinch of excavated earth.

MINERALIZE WARRIOR

Transmutation [Earth]

Level: Sorcerer/wizard 6

Components: V, S, M, XP

Casting Time: 1 hour

Range: Touch

Target: One humanoid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You infuse a willing humanoid with minerals and an elemental spirit of earth.

The subject may have no more Hit Dice than you do, and it must be restrained in a coffinlike enclosure of stone for the duration of the casting.

(Thus, you cannot be the subject of your own spell).

Upon completion of the spell, the subject is shot through with minerals and gains the mineral warrior template (see Chapter 6).

The minerals give its body the look of a petrified creature, though it retains its normal freedom of movement.

The newly created mineral warrior is under compulsion to serve you for a year and a day, after which time it is free to go its own way.

No matter how many times you use this spell or other spells that grant you control of creatures with the earth subtype, you can control only 2 Hit Dice worth of mineral warriors per caster level.

If you try to control mineral warriors in excess of your limit, you gain control of the new creatures normally, but some of the ones from previous castings are released from their compulsion until your total controlled mineral warriors is equal to or below your limit.

(You choose the specific creatures that are released).

Material Component: Gemstones and other expensive minerals worth at least 500 gp per HD of the mineral warrior created.

XP Cost: 250 XP per HD of the mineral warrior created.

PORTAL BARRICADE

Transmutation

Level: Portal (alternative) 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft + 5 ft./2 levels)

Target: One portal

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

Portal barricade temporarily closes a *portal* and prevents it from functioning for the duration of the spell.

Knock spells, *chimes of opening*, and similar effects cannot end or suppress a *portal barricade*, though *dispel magic* can negate it.

PORTAL REFORMAT

Transmutation

Level: Portal (alternative) 8

Components: V, S, DF, XP

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Target: One *portal*

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

A *portal reformat* spell permanently removes or adds one or more keys to a *portal* (see *Portals* in Chapter 2 of the *FORGOTTEN REALMS Campaign Setting*).

The caster must have studied the *portal* with the *analyze portal* spell (or some similar means) and must know its properties before he can add or remove any keys.

Removing a Key: Removing a key from a *portal* changes it from a *portal* activated only by that specific key to either a *portal* that cannot be activated at all or a *portal* that can be activated by any creature (caster's choice).

If the key controlled the behavior of the *portal*, the caster can decide which behavior to remove.

For example, in the case of a variable *portal* that leads to one destination if activated by a drow and another destination if activated by any other creature, the caster could remove either destination, making it a *portal* that sends any other creature to one destination or a drow to one destination.

Adding a Key: You can add a key to an existing *portal* to prevent it from being activated unless the creature attempting to activate it has the key.

If you designate a specific object or type of object as the key, you must have that object on hand for the casting of the spell.

You can also add a key that changes the behavior of a variable *portal*, if you so choose.

For example, if a variable *portal* formerly operated one way for drow and another way for all other creatures, you could add a key that is nearly impossible to obtain for the "all other creatures" function, effectively changing the *portal* into a drow-only *portal*.

XP Cost: 250 XP.

PORTAL STABILIZATION

Transmutation

Level: Portal (alternative) 1

Components: V, S, DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels).

Target: One *portal*

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

You temporarily stabilize a malfunctioning *portal*, making it safer for use.

Any time the *portal* is activated during the duration of this spell (or immediately, if it is continuously active), add +30% to the required roll on Table 2-2: *Portal Malfunction* in the *FORGOTTEN REALMS Campaign Setting*.

PORTAL-TO-PORTAL REDIRECT

Transmutation

Level: Portal (alternative) 6

Components: V, S, DF

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Target: One *portal*

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

A *portal-to-portal redirect* spell changes the destination of the *portal* on which it is cast for the duration of the spell.

The caster may choose any existing *portal* through which she has traveled as the new, temporary destination.

This spell does not change any of the *portal*'s special properties (such as one-way or creature-only).

SPIDERSKIN

Transmutation

Level: Druid 3, sorcerer/wizard 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Spiderskin makes the subject's skin tougher and more like a carapace.

The spell grants the recipient a +1 enhancement bonus to its existing natural armor bonus, a +1 racial bonus on saves against poison, and a +1 racial bonus on Hide checks.

Each of these bonuses increases by 1 for every three caster levels above 3rd, for a maximum of +5 at caster level 12th.

The enhancement bonus provided by *spiderskin* stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor.

A creature without natural armor has an effective natural armor bonus of +0, much as a character wearing only normal clothing has an armor bonus of +0.

Material Component: A piece of a spider.

STICK

Transmutation

Level: Bard 0, prime Underdark guide 1, sorcerer/wizard 0

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Nonmagical, unattended object weighing up to 5 lb.

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Stick affixes one item weighing up to 5 pounds to another, heavier item.

The two items can be separated with even a small amount of force, such as a wind stronger than 10 mph, a *mage hand* or *unseen servant* spell, or a move action by any corporeal creature (which provokes attacks of opportunity).

Material Component: A bit of dried glue.

STONE METAMORPHOSIS

Transmutation [Earth]

Level: Cleric 4, druid 4, sorcerer/wizard 6

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Stone object touched, up to 10 cu. ft. + 1 cu. ft./level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You can change an existing piece of rock to another type of rock.

For instance, you can make crumblestone into granite, substantially strengthening it.

(See Chapter 7 for more information on types of stone).

Precious and semiprecious gems cannot be manufactured with this spell, and its effect does not change the monetary value of the affected stone object.

Arcane Material Component: A grain of talc and a chip of obsidian.

STONE METAMORPHOSIS, GREATER

Transmutation [Earth]

Level: Cleric 6, druid 6, sorcerer/wizard 8

Target: Stone or stone objects touched, up to 10 cu. ft. + 10 cu. ft./level

This spell functions like *stone metamorphosis*, except as noted.

STONE SHAPE, GREATER

Transmutation [Earth]

Level: Cleric 5, druid 5, sorcerer/wizard 7

Target: Stone or stone objects touched, up to 10 cu. ft. + 10 cu. ft./level

This spell functions like *stone shape*, except that it affects a much larger area.

TREMORSENSE

Transmutation

Level: Harper scout 3, ranger 3, sorcerer/wizard 3

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You can automatically pinpoint the location of any object or creature within 30 feet that is in contact with the ground.

Arcane Focus: A fleck of skin from a creature that has tremorsense.

UNDERMASTER

Transmutation [Earth]

Level: Druid 9, sorcerer/wizard 9

Components: V, XP

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You take up the mantle of the earth, gaining power over it as long as you stand upon or beneath its surface.

While energized with the awesome power of this spell, you may choose a spell from those listed below once per round and use it as a spell-like ability.

Using a spell in this way requires a standard action, even if the spell would normally have a longer casting time (such as *move earth*).

The spells granted by *undermaster* are *burrow**, *earthquake*, *excavate**, *flesh to stone*, *meld into stone*, *move earth*, *reverse gravity*, *soften earth and stone*, *statue*, *stone shape*, *stone sphere**, *stone tell*, *stone to flesh*, *transmute mud to rock*, *transmute rock to mud*, and *wall of stone*.

XP Cost: 1,000 XP.

* New spell described in this chapter.

UNEARTHED ARCANA (3.5)

EVOCATION

AUSPICIOUS ODDS

Evocation

Level: Luck 3

Components: V, S, M, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level; see text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Whenever making an attack roll, saving throw, ability check, or skill check, the subject rolls 4d6 and drops the lowest single die roll from the total rather than rolling 3d6. If, on a single roll, all four die results are 1s, the spell immediately ends.

Material Component: A copper piece.

AUSPICIOUS ODDS, MASS

Evocation

Level: Luck 5

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/three levels, no two of which can be more than 30 ft. apart

Duration: 1 round/level; see text

As *auspicious odds*, except that this spell affects multiple targets and the duration is shorter.

If, on a single roll, all four die results are 1s, the spell immediately ends for that subject only, unless it's the caster, in which case it ends for everyone.

WEAPONS OF LEGACY (3.5)

NECROMANCY

SEVER LEGACY

Necromancy

Level: Sorcerer/wizard 8, wu jen 8

Components: V, S

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

You permanently disrupt the bond between the target creature and its legacy item (or items).

The target is treated as if it had not performed any of the legacy rituals for its item or items.

It loses all of the following feats it has gained for all of its legacy items: Greater Legacy, Least Legacy, Lesser Legacy.

If the target's Hit Dice total exceeds your caster level, the target adds the difference as a bonus on its Will save to negate the effect.

Any creature that successfully saves against this spell cannot be affected by it again for 24 hours.

The target does not regain any of the personal costs paid to gain access to legacy abilities.

It can regain access to its item's legacy abilities by performing the requisite rituals again.

In this case, it does not pay again any personal costs that it has already paid.

Other than by again performing the legacy rituals to regain lost feats, the effect of this spell can be negated only by *miracle* or *wish*.

SUPPRESS LEGACY

Necromancy

Level: Hexblade 4, sorcerer/wizard 5, wu jen 5

Components: V, S

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You temporarily disrupt the bond between the target creature and a single legacy item it possesses.

The target loses access to all legacy abilities granted by that item.

For the duration of the spell, it cannot activate any of the item's legacy abilities, nor do any continuous effects of the legacy item grant any benefit to the target.

If the target has more than one legacy item, determine randomly which one is affected.

This effect cannot be dispelled, but it can be negated by *break enchantment*, *remove curse*, or any other effect that removes a curse.

TRANSMUTATION

REVITALIZE LEGACY, GREATER

Transmutation

Level: Cleric 9, druid 9, shugenja 9, sorcerer/wizard 9, wu jen 9

This spell functions like *least revitalize legacy*, except that you regain one daily use of a chosen greater legacy ability.

REVITALIZE LEGACY, LEAST

Transmutation

Level: Bard 3, cleric 3, druid 3, paladin 3, ranger 3, shugenja 3, sorcerer/wizard 3, wu jen 3

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Your legacy item; see text

Duration: 1 hour/level or until expended

Saving Throw: None

Power Resistance: No

Choose one of your legacy item's least legacy abilities with a daily use limit.

You regain one daily use of the chosen ability.

This use must be expended within the spell's duration, or it is lost.

If all daily uses of all least legacy abilities of the item are still available, this spell has no effect (that is, it can't increase the number of available daily uses above the normal maximum).

No legacy item can be affected by this spell more than once in a 24-hour period.

Focus: Your legacy item, which you must be holding, wearing, or wielding.

REVITALIZE LEGACY, LESSER

Transmutation

Level: Bard 5, cleric 5, druid 5, shugenja 5, sorcerer/wizard 5, wu jen 5

This spell functions like *least revitalize legacy*, except that you regain one daily use of a chosen lesser ability.

UTTERANCES

TOME OF MAGIC (3.5)

LEXICON OF THE EVOLVING MIND

ACCELERATED ATTACK

Level: 3

Duration: 1 round

Saving Throw: None

Normal: Your utterance allows your target to move quickly through the crowded battlefield, striking and darting away before attacks can be reciprocated.

Images of the target in action persist for a few seconds after the target has gone.

The target gains the use of the Spring Attack feat, even if he does not meet the prerequisites.

As the target moves, he leaves a ghostly, translucent "snapshot" of himself in each square he travels through; the images disappear after a second or so.

Reverse: A spellcaster you target gains the ability to cast a spell quickly while moving.

The target can make a special Concentration check (DC 20 + spell level) when casting a spell.

If the check succeeds, he can cast the spell and move up to his speed as a single standard action.

(The target can't use this ability to cast a spell that takes longer than 1 standard action to cast).

If the check fails, the target loses the spell, just as if he had failed a Concentration check to cast the spell defensively.

As with the standard version of the utterance, the target leaves illusory afterimages behind him that fade after a second or two.

The target still provokes attacks of opportunity for casting spells from any creatures that threatened him at any point of his movement.

He can cast defensively while under the effect of this utterance, but doing so increases the Concentration DC to 25 + spell level.

ARCHER'S EYE

Level: 2

Duration: 5 rounds

Saving Throw: None

Normal: With a few words of Truespeech, you allow your target to strike true with her ranged attacks.

Your target's ranged attacks ignore penalties for concealment because her aim sharpens to focus on the unconcealed parts of her foe.

Reverse: Your utterance wards an ally from harm, preventing the arrows of your enemies from finding their mark.

This utterance duplicates the effect of a protection from arrows spell (PH 266) for the target; projectiles fall out of the air suddenly rather than striking her.

BREATH OF CLEANSING

Level: 4

Duration: 1 round

Saving Throw: None (normal) or Fortitude negates (reverse)

Normal: With a word, magical breath passes from your mouth to another creature afflicted with harmful magic, granting him another chance to resist.

Your utterance fills your target with a breath of living magic, granting him the ability to make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability.

This save is made at the same DC.

If the subject succeeds on the saving throw on the second attempt, the effect ends immediately.

Breath of cleansing never restores hit points or ability score damage, but it does eliminate any conditions, such as shaken, fatigued, or nauseated, that were caused by the spell, spell-like ability, or supernatural ability.

The breath of cleansing is magical and thus affects even creatures that don't ordinarily breathe.

Reverse: This gurgling word sounds like feelings of illness in your target.

The reversed utterance fills your target with caustic, toxic air.

The target of this utterance must make a successful Fortitude save or be nauseated (DMG 301).

BREATH OF RECOVERY

Level: 6

Duration: Instantaneous (normal) or 1 round (reverse)

Saving Throw: None (normal) or Fortitude negates (reverse)

Normal: You speak a word of purity in the language of Truespeech, reminding the universe of an ally's natural state. The ally breathes a golden mist and is restored.

This utterance, more powerful than cleansing breath, immediately ends any and all of the following adverse conditions affecting the target: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feeble-minded, insanity, nauseated, sickened, stunned, and poisoned.

The target exhales a shimmering, golden puff of breath as the adverse conditions disappear.

Reverse: With this utterance, your words of power roll over your target's body, which stiffens into rigidity.

A reversed breath of recovery utterance freezes the life energy of the target, rendering action impossible.

The target must make a successful Fortitude save or be paralyzed (DMG 301), emitting wisps of black smoke until the effect ends.

CASTER LENS

Level: 4

Duration: 3 rounds

Saving Throw: None

Normal: Your utterance creates an intangible lens that improves your target's potency and aptitude with magic.

Your target's caster level or manifester level increases by 2 for the duration of this utterance due to a nearly

transparent, intangible vertical disk that appears in front of her.

Each spell she casts becomes stronger as it passes through the lens.

This utterance does not affect spells per day or spells known.

If the target has multiple spellcasting or manifesting classes, the bonus applies to all of them.

Reverse: *The reverse of this utterance impedes the flow of magical energy through your enemy, inhibiting its ability to cast spells.*

Your target's caster level or manifester level decreases by 2 for the duration of this utterance due to an intangible, nearly transparent prism that floats in front of it and dissipates some of its spell energy.

This utterance does not affect spells per day or spells known.

If the target has multiple spellcasting or manifesting classes, the penalty applies to all of them.

CONFOUNDING RESISTANCE

Level: 4

Duration: 5 rounds

Saving Throw: None

Normal: *Your target becomes more mobile, able to entirely avoid effects that might otherwise have some dire consequence.*

You grant your target the ability to avoid harmful effects.

If the target makes a successful save against an attack that normally would have a lesser effect on a successful save (such as Reflex save against a breath weapon for half damage or a spell with a saving throw entry of Will half or Fortitude partial), he instead negates the effect.

An unconscious or sleeping target does not gain the benefit of this ability.

Reverse: *Your utterance strips your target of its ability to evade harm.*

You make your target more vulnerable to harmful effects.

If your target has improved evasion, you reduce its effectiveness to evasion.

If your target does not have improved evasion, but has evasion, you suppress the ability.

If your target has neither improved evasion nor evasion, it takes a -2 penalty on saving throws for the duration of the utterance.

DEFENSIVE EDGE

Level: 1

Duration: 5 rounds

Saving Throw: None

Normal: *You grant a greater awareness of foes in the area, increasing an ally's ability to protect herself.*

Your target periodically receives glimpses of future blows struck by enemies, giving her the chance to get out of the way or interpose a shield.

This utterance grants your target a +1 bonus to Armor Class.

Reverse: *Your dire whispers seep into your foe's mind, disrupting its ability to defend itself.*

The reversed form of the utterance also provides premonitions of future attacks and the paths of future blows—but those premonitions are misleading or false. Your target takes a -1 penalty to Armor Class.

ELDRITCH ATTRACTION

Level: 5

Duration: Instantaneous

Saving Throw: Will negates

Normal: *The universe responds to your words by forcing your target closer to you, pulled inexorably by a sapphire cord.*

You move your target toward you up to 40 feet along an intangible blue tether that connects the two of you.

You can't move the target into a space that is occupied by an ally, an enemy, or a solid object.

You can draw a flying creature closer to you, but you cannot make a creature on the ground fly.

The Truespeak DC of this utterance increases by 2 for every size category the target is larger than Medium.

This movement provokes attacks of opportunity

Reverse: *Your target is repelled, forced away by your command of Truespeech.*

You move your target away from you up to 40 feet with an almost fluid torrent of intangible energy.

You can't move the target into a space that is occupied by an ally, an enemy, or a solid object.

You can push an airborne flying creature away from you, but you cannot make a creature on the ground fly.

The DC of this utterance increases by 2 for every size category the target is larger than Medium.

This movement provokes attacks of opportunity.

ENERGY NEGATION

Level: 3

Duration: 5 rounds

Saving Throw: None

Normal: *The air crackles with your words as you protect your target from energy.*

A nimbus of silvery power surrounds your target, absorbing a specific energy type and hampering it from reaching the target.

This utterance grants your target resistance 10 to one type of energy (acid, cold, electricity, fire, or sonic).

Reverse: *The flesh and skin of an enemy are imbued with energy, causing it great pain and discomfort.*

When you speak the reverse of this utterance, you imbue your target's skin with energy: acid, cold, electricity, or fire. The subject appears to be surrounded with a nimbus of the selected energy type, and takes 2d6 points of damage from the utterance each round.

ENERGY NEGATION, GREATER

Level: 5

Duration: 5 rounds

Saving Throw: None

Normal: *Your utterance renders your target impervious to harm from one type of energy.*

A nimbus of golden power surrounds your target, granting him immunity to one type of energy.

Reverse: *You wreath your ally in energy that lashes out at those who strike him in battle.*

This utterance wreathes your target in a type of energy chosen by you when you speak this utterance (acid, cold, electricity, or fire).

This energy causes damage to each creature that makes a successful melee attack against the subject of the utterance.

Any creature that damages the subject with its body or a handheld weapon deals normal damage, but at the same time, the attacker takes 20 points of energy damage. Creatures wielding weapons with exceptional reach, such as longswords, are not subject to this damage if they attack the subject.

ESSENCE OF LIFESPARK

Level: 5

Duration: Instantaneous

Saving Throw: None

Normal: With soothing words, you revitalize an ally and restore some of his lost vitality.

The negative level, that afflicted him spirals upward fading as it rises.

This utterance dispels one negative level and restores one experience level to a creature who has had a level drained. As you dispel the negative level, a shadowy form detaches from your target and drifts upward before dissipating into nothingness.

The drained level is restored only if the time since the creature lost the level is equal to or less than one day per truenamer level.

Reverse: You instruct the universe to sap some of the life force of a target creature.

You utter a dark word of power that suppresses the life force of a creature.

A shadowy version of your target appears a few feet away, then rushes inward, incorporating itself into your target's body.

The target gains one negative level, giving it a -1 penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of spells or special abilities).

Additionally, a spellcaster loses one spell or spell slot from her highest available level.

Negative levels stack.

ETHER REFORGED

Level: 6

Duration: Instantaneous

Saving Throw: No

Normal: With this utterance, creatures of the ethereal world become as solid as the earth to one of your allies.

You enable your target to gain full benefit from its armor, weapons, spells, and abilities against both corporeal and incorporeal creatures.

Your target looks no different to corporeal observers on the Material Plane, but incorporeal observers and creatures on the Ethereal Plane see her glow slightly and in sharp relief uncommon to creatures and items on the Ethereal Plane.

Reverse: One of your allies slips into the space between worlds and leaps onto the Ethereal Plane.

This reversed utterance renders the target ethereal, as the ethereal jaunt spell (PH 227).

HIDDEN TRUTH

Level: 2

Duration: Instantaneous (normal) or 1 round (reverse)

Saving Throw: None

Normal: Your words allow your target to tap into a reserve of knowledge.

You grant the target a +10 bonus on a single Knowledge check and enable her to use the skill, even if untrained.

If the target has bardic knowledge, lore, or a similar class feature, this bonus can apply to that check instead.

Reverse: Your target's words ring true thanks to this utterance—even if they actually are not.

Your target gains a +10 bonus on a single Bluff check made before the duration of the utterance expires.

INCARNATION OF ANGELS

Level: 3

Duration: 5 rounds

Saving Throw: None

Normal: Your words reach the realms of heaven and invest your target with some of their silver grace and golden might.

The target gains the celestial creature template (MM 31).

Her skin takes on a silvery sheen and a golden aura surrounds her.

The smite ability granted by the template is usable by the target only once per day, no matter how many times she might be the subject of this utterance.

Reverse: With the reverse of this utterance.

you instead delve into the depths of hell to grant your target the cunning and strength of fiends.

The target gains the fiendish creature template (MM 107), complete with reddish skin and small horns on her forehead.

The smite ability granted by the template is usable by the target only once per day, no matter how many times she might be the subject of this utterance.

INERTIA SURGE

Level: 1

Duration: 1 round

Saving Throw: None

Normal: Your words free your target from many impediments, allowing her to slip from any constraints.

You grant the target to act normally regardless of magical effects that impede movement as if he were affected by a freedom of movement spell (PH 233).

This effect occurs automatically as soon as the utterance is spoken and lasts for 1 round.

Impediments magically part or otherwise move to let your target pass, then return to normal in his wake.

Reverse: Your words cause black tentacles to grow from the ground and clutch at the feet of your enemy, preventing it from moving anywhere.

A black tangle of wriggling force tendrils roots your target in place, rendering it unable to move.

It can take actions normally; it just can't move from the space it currently occupies.

KNIGHT'S PUISSANCE

Level: 1

Duration: 5 rounds

Saving Throw: None

Normal: Your words show your ally a way to strike more accurately.

Your target gains a +2 bonus on attack rolls as unseen forces guide his weapon to its target.

Reverse: By speaking the reverse of this utterance, you impede an enemy's ability to strike.

Unseen forces nudge your target's blows off course.

Your target takes a -2 penalty on attack rolls.

KNIGHT'S PUISSANCE, GREATER

Level: 6

Duration: 5 rounds

Saving Throw: None

Normal: The blows of your target fall more surely and strike more soundly after you speak this utterance.

Your target receives forceful guidance on each attack, gaining a +5 bonus on attack rolls and damage rolls.

Reverse: By reversing the words of this utterance, you significantly reduce your target's effectiveness in battle.

Your target takes a -5 bonus on attack rolls and damage rolls, as its attacks are nudged forcefully away from their intended target.

MAGIC CONTRACTION

Level: 4

Duration: 5 rounds

Saving Throw: None

Normal: With this utterance of protection, you make your target resilient against magical effects.

The target gains spell resistance equal to 11 + your truenamer level.

As a spell fails to overcome the target's spell resistance, its visible effect shrinks into nothingness over the course of a few seconds.

Reverse: A string of complex syllables allows you to enhance the power of an ally's spells for a short time.

You grant your target the ability to apply the effect of the Empower Spell feat (PH 93) to any spell she casts for the duration of the utterance without increasing the level of the spell or specially preparing it ahead of time.

MORALE BOOST

Level: 4

Duration: 5 rounds

Saving Throw: None (normal) or Will negates (reverse)

Normal: Your utterance calms the heart of your target, filling her with resolution and peace.

You call upon the courage of your target, striking away her feelings of terror.

This utterance functions as the *remove fear* spell (PH 271).

Your target can hear the calming murmur of your Truespeech throughout the utterance's duration.

Reverse: Your words evoke feelings of terror, dread, and awe in your target.

Your target becomes frightened (DMG 301) by the susurrant Truespeech being whispered in its ear.

The frightening whispers persist throughout the reversed utterance's duration.

MYSTIC RAMPART

Level: 6

Duration: 5 rounds

Saving Throw: None

Normal: With a complex string of syllables, an intangible tower superimposes itself over your ally, greatly enhancing his ability to protect himself.

You grant your target damage reduction 5/- and a +5 bonus on saving throws as your utterance superimposes a ghostly tower or castle over his form.

The tower is just barely visible and doesn't obscure or conceal anything behind it.

Reverse: You speak and your target becomes vulnerable.

The reversed utterance superimposes a crumbling, ruined tower over your target, which takes a -5 penalty to Armor Class and on saving throws for the utterance of the duration.

PERCEIVE THE UNSEEN

Level: 2

Duration: 5 rounds

Saving Throw: None

Normal: Your ally gains a sixth sense about where nearby enemies are.

When you speak this utterance, the target gains a greater sense of where his enemies are: granting him the use of the Blind-Fight feat (PH 89).

The target's perceptions automatically focus on the general area of unseen enemies; this doesn't guarantee that the target finds them, but makes it much more likely.

Reverse: The reverse of this utterance confounds your foes, preventing them from precisely locating an ally's position.

With the reverse of *perceive the unseen*, you make the target of the utterance more difficult to track in battle.

Your target's enemies find themselves instinctively glancing away from him, even when they know they need to be focusing their attention there.

This effectively gives the target concealment (PH 152).

PRETERNATURAL CLARITY

Level: 5

Duration: 5 rounds or until discharged (normal), or 5 rounds (reverse)

Saving Throw: None (normal) or Will negates (reverse)

Normal: You speak and sharpen your ally's mind with an awareness of all that is and all that might be.

Once during the duration of this utterance, your target can choose to use its effect.

This word grants the subject a +5 insight bonus on any single attack roll, opposed ability or skill check, or saving throw.

When your target uses the insight bonus, those within 10 feet of her can hear an echo of your original utterance, even if you're no longer present.

Activating the effect is an immediate action.

The target can choose to apply the bonus after she has rolled the d20, but before the Dungeon Master reveals the result of the check.

Reverse: At your command, the universe temporarily becomes incomprehensible to your target.

Your reversed utterance echoes in the ears of your target and can be heard as a faint murmur by anyone within 10 feet.

This reversed utterance causes the target to become confused, as the *confusion* spell (PH 212).

SEEK THE SKY

Level: 3

Duration: 5 rounds

Saving Throw: None

Normal: Gravity no longer applies to your ally, as she gains the ability to fly before a ribbon of red energy.

The target of the flight utterance can fly, as the fly spell (PH 232).

Your target leaves a trail of crackling red bolts in her wake.

Reverse: At your command, your target loses its ability to soar through the air and begins to descend toward the earth rapidly.

With this word, you render a flying creature unable to fly, no matter how much it flaps its wings or strains upward.

If it is already flying, the subject floats downward 60 feet per round for the duration of the utterance.

If it reaches the ground in that amount of time, it lands safely, and cannot fly for the duration of the utterance.

If the target is not flying, it cannot attempt to fly for the duration of the utterance.

SEEK THE SKY, GREATER

Level: 5

Duration: 5 rounds (normal) or instantaneous (reverse)

Saving Throw: None

Normal: You surround an ally in red motive energy, granting him the ability to fly like the wind.

The target can fly, as the fly spell (PH 232) except he gains a fly speed of 120 feet with perfect maneuverability.

Crackling red energy surrounds your target, and powerful swirls of wind follow in his wake.

Reverse: At your words, the very air rejects your target, causing it to plummet to the ground.

With this word, you render a flying creature unable to fly.

The subject immediate plummets downward, taking 1d6 points of falling damage for every 10 feet it drops.

It can make Jump and Tumble checks normally to attempt to land softly.

SENSORY FOCUS

Level: 5

Duration: 1 round (normal) or 3 rounds (reverse)

Saving Throw: None (normal) or Fortitude negates (reverse)

Normal: Your target can pierce the veil of deception and see everything as it truly is.

You grant your target sharper senses, the combination of which are equivalent to blindsight (MM 306) and the effect of the true seeing spell (PH 296).

Reverse: Your words strip away your target's ability to see or hear.

With this reversed utterance, you send your target a riot of swirling sound and flashing color, rendering it unable to perceive the outside world.

Your target is both blinded and deafened (DMG 300).

SILENT CASTER

Level: 2

Duration: 1 round

Saving Throw: None (normal) or Will negates (reverse)

Normal: Your ally can cast spells without making a sound, the verbal component instead appearing as sigils of power.

You grant your target the ability to apply the effect of the Silent Spell feat (PH 100) to any spell she casts without increasing the level of the spell or specially preparing it ahead of time.

Glowing runes appear above your target's head that take the place of the verbal component of the spell.

Reverse: An enemy creature is unable to speak or make a peep, its vocal cords completely stilled.

You silence your target, making it incapable of producing sound, conversing, or using spells with verbal components. It automatically succeeds on Move Silently checks.

SINGULAR MIND

Level: 6

Duration: Instantaneous (normal) or concentration, up to 5 rounds (reverse)

Saving Throw: None (normal) or Will negates (reverse)

Normal: With a word, you liberate your target from all foreign influence, freeing her mind.

Any enchantments or curses are converted to runic truespeech and fade harmlessly away.

This utterance restores your target to her natural state as glowing runic letters briefly appear above her head.

It frees the subject from enchantments, curses, and possession.

If the spell or effect is one that cannot be dispelled by dispel magic, singular mind works only if the truespeaker's level is greater than that of the original caster.

Reverse: Your words crawl into the mind of your enemy, allowing you control of your foe's body as if it were your puppet.

This utterance duplicates the effect of a dominate monster spell (PH 224), except that to maintain domination, you must spend a standard action to concentrate and direct the creature's actions.

Runic letters appear above your target's head, but only you can see them.

They change shape with each new command you issue.

SPEED OF THE ZEPHYR

Level: 2

Duration: 5 rounds

Saving Throw: None

Normal: You urge your ally on to greater speed with this utterance, enabling him to sprint across treacherous surfaces or even scale sheer walls.

Your target's base speed increases by 20 feet as his feet glow with an amber light.

In addition, he can adjust his body's equilibrium so that he can walk on water, quicksand, snow, or even a spider's web without sinking or breaking through (this effect does not confer any resistance to particularly sticky webs).

In addition, the target can take part of one of its move actions to traverse a wall or other relatively smooth vertical surface if it begins and ends its move on a horizontal surface.

The height it can achieve on the wall is limited only by this movement restriction.

If it does not end its move on a horizontal surface, it falls prone, taking falling damage as appropriate for its distance above the ground.

Treat the wall as a normal floor for the purpose of measuring movement. Passing from floor to wall or wall to floor costs no movement; the target can change surfaces freely. Opponents on the ground can make attacks of opportunity as the target moves up the wall.

Reverse: *The target of this utterance cannot move as quickly as it had just a moment before.*

Your target's base speed is reduced by 10 feet, as its feet seem to stick to the ground.

SPEED OF THE ZEPHYR, GREATER

Level: 3

Duration: 3 rounds

Saving Throw: None

Normal: *Your ally's movements are quicker, enhancing his offensive and defensive capabilities.*

This utterance duplicates the effect of a *haste* spell (PH 239) for one target, who is limned with an amber light.

Reverse: *When you speak this utterance, your target moves as though through molasses.*

This utterance duplicates the effect of a *slow* spell (PH 280) for one target.

SPELL REBIRTH

Level: 4

Duration: Instantaneous

Saving Throw: None

Normal: *You briefly unwind time to restore lost magic when you speak this utterance.*

With this utterance, you restore an effect that has just been dispelled or dismissed within the last round.

Provided that it had duration remaining, it resumes immediately with all its former attributes.

Reverse: *Your words strip away a magical effect from your target.*

This utterance dispels the spell with the highest caster level affecting the target.

STRIKE OF MIGHT

Level: 2

Duration: 1 round

Saving Throw: None

Normal: *You tap into an ally's damage potential, augmenting her combat abilities substantially.*

Your target's single next weapon damage roll (if it is made before the end of the next round) deals an additional 10 points of damage as it explodes with a spout of magical energy.

This damage is not multiplied on critical hits.

Reverse: *You briefly enfeeble an enemy, causing its swings to slow and deal less damage.*

Your target's single next weapon damage roll (if it is made before the end of the next round) deals 5 fewer points of damage as the blow is cushioned by an unseen force.

This penalty can reduce the damage to 0, but not below.

TEMPORAL SPIRAL

Level: 3

Duration: 1 round (normal) or 3 rounds (reverse)

Saving Throw: None (normal) or Will negates (reverse)

Normal: *When you speak this utterance, everything your target does seems quicker.*

Silvery energy surrounds the fast-moving target in a crackling aura.

The *temporal spiral* utterance manifests as silvery spirals and energy motes that surround your target like a nimbus of energy, separating it momentarily from the normal flow of time.

When you speak this complex word of action, you grant the target of this utterance an additional move action in the current round.

For instance, on your turn you could speak this utterance to allow the subject to move into position that would set up a charge, then take its normal action to charge an opponent.

Alternatively, you could speak this utterance to allow the subject to move within melee range of a foe, then take a full-round action to make attacks on that foe.

A subject that takes a full attack action and then uses this utterance to move away from a foe provokes attacks of opportunity.

If the subject of the utterance does not take this extra move action before the end of your next turn, it is lost.

Reverse: *This powerful utterance sounds like the churning of ancient earth, freezing your target in place.*

When reversed, the silver spirals of unraveled time inhibit your target.

For the duration of this utterance, the target is dazed.

TEMPORAL TWIST

Level: 2

Duration: Instantaneous (normal) or 1 round (reverse)

Saving Throw: None (normal) or Will negates (reverse)

Normal: *With a word of Truespeech, you grant a creature incredible reflexes, enabling it to immediately make an attack as tendrils of energy twist in its wake.*

By delivering this utterance, you reweave the tapestry of time itself to grant your target a precious few seconds of activity.

Translucent curls of energy trail behind your target for a few moments, a side effect of your utterance's power.

Your target can immediately make one melee or ranged attack, even if it has already taken its action for the round. Taking this action doesn't affect the subject's normal place in the initiative order.

This utterance does not allow the subject to make more than one additional attack in a round.

If the target has already made an additional attack, due to the *haste* spell, *snake's swiftness* spell, or from any other source, this utterance has no effect.

Reverse: *By reversing this utterance, you cause a creature to lose its focus and become bewildered.*

The reversed utterance pulls time-threads out of reality, and translucent curls of energy briefly surround and slow your target.

The target of this utterance is dazed (DMG 300) for 1 round.

UNIVERSAL APTITUDE

Level: 1

Duration: 5 rounds

Saving Throw: None

Normal: *You speak a word of proficiency and ability, increasing the natural aptitude of your ally.*

Your target is better able to block out distractions and perceive the subtleties of any task—almost as if the universe wants your target to succeed at upcoming challenges.

He is aware of subtle clues in the environment as the world, reworks itself in small ways to make success more likely.

The target's lockpicks might become slightly more supple, or the ground beneath her feet might be slightly better for tumbling.

The target might notice subtle body language that makes a Sense Motive check easier, or she might find her steed unusually amenable to difficult equestrian jumps.

For the duration of the utterance, the target gains a +5 bonus on skill checks.

Reverse: *With the reversal of this utterance, you instruct the universe to hinder your foe's ability to perform even everyday tasks.*

The reversed utterance causes the universe to conspire in small ways against your target.

The lockpicks become too stiff reach the inner workings of the lock, and small debris makes tumbling treacherous.

Your target misses the subtleties of tone and body language in a conversation, and her horse is reluctant to attempt stunts.

For 5 rounds, your target takes a –5 penalty on skill checks.

VISION SHARPENED

Level: 3

Duration: 5 rounds

Saving Throw: None

Normal: *Your ally can see the unseen in the warp and weft of air nearby.*

The target of this utterance gains the effect of a *see invisibility* spell (PH 275).

Your target cannot discern details of the creatures he sees, but the air around the invisible creatures seems to warp, allowing your target to pinpoint the creatures' location and strike at them accurately.

Reverse: *With the reverse of this utterance, your target disappears from view.*

This utterance duplicates the effect of an *invisibility* spell (PH 245) for one target, who fades into nothingness after a second or two.

WARD OF PEACE

Level: 5

Duration: 5 rounds (normal) or concentration up to 5 rounds (reverse)

Saving Throw: None (normal) or Will negates (reverse)

Normal: *You ward your target from harm with a golden halo, preventing enemies from attacking her.*

Opponents cannot strike or otherwise directly attack the warded creature, even with a targeted spell.

Because of the distinctive golden halo around the target, enemies are aware of the prohibition and do not lose actions for attempting to strike.

This utterance does not prevent the warded creature from being attacked or affected by area or effect spells.

The subject cannot attack without breaking the protection but can use other spells and abilities that are not hostile toward another creature.

This allows a warded cleric to heal wounds, for example, or to cast a *bless* spell, summon creatures, and so on.

Reverse: *With a harsh sequence of words, you force a creature from another plane back to its home.*

You banish the target into an extradimensional pocket—a featureless gray void with no visible entrance or exit.

Spells and abilities that move a creature within a plane, such as *teleport* and *dimension door*, do not help a creature escape from this place, although a *plane shift* spell allows it to exit to whatever plane is designated in that spell.

At the end of the duration, if the subject has not left the pocket dimension, it reappears where it had been when the utterance was spoken.

If this location is filled with a solid object, the subject appears in the nearest open space.

WORD OF BOLSTERING

Level: 4

Duration: Instantaneous (normal) or 5 rounds (reverse)

Saving Throw: None

Normal: *Suffusing your ally with the glow of positive energy, you eliminate the drain he experiences.*

Pebble-sized motes of positive energy briefly swirl around your target, then rush into his body with a flash.

This utterance cures 1d6 points of ability damage or ability drain to one ability score.

Reverse: *Your words cause the body of a foe to weaken and grow more frail.*

You target absorbs pebble-sized motes of negative energy and takes a –1d6 penalty to a physical ability score (your choice of Strength, Dexterity, or Constitution).

This utterance cannot reduce an ability score below 1.

WORD OF NURTURING, CRITICAL

Level: 5

Duration: 5 rounds (normal) or instantaneous and concentration, up to 1 round (reverse)

Saving Throw: None

Normal: *Your ally experiences a tremendous rejuvenation as healing energy soothes her wounds.*

A network of ropy strands of green energy heals your target's wounds with startling rapidity.

You grant a creature fast healing 15.

Reverse: *Massive rents and tears appear on the body of your foe. You unmake a portion of the subject's being as you utter the reverse form of the life-giving words.*

You deal 8d6 points of damage to the subject.

If you concentrate for 1 round (a standard action), and the subject remains within range, it takes another 8d6 points of damage at the end of your next turn.

WORD OF NURTURING, GREATER

Level: 6

Duration: 5 rounds (normal) or instantaneous and concentration, up to 1 round (reverse)

Saving Throw: None

Normal: With this powerful utterance, you remind the universe of your ally's true physical form, and even his most terrible wounds begin to knit together.

Your target emits a greenish glow from within (equivalent to a torch's light).

You grant a creature fast healing 20.

Reverse: Great gushes and terrible wounds tear at your enemy's body, causing massive bleeding and terrible pain.

You unmake a portion of the subject's being as you utter the reverse form of the life-giving words.

You deal 10d6 points of damage to the subject.

If you concentrate for 1 round (a standard action), and the subject remains within range, it takes another 10d6 points of damage at the end of your next turn.

WORD OF NURTURING, LESSER

Level: 2

Duration: 5 rounds (normal) or instantaneous and concentration, up to 1 round (reverse)

Saving Throw: None

Normal: You speak a more complex utterance of health, providing an ally with the soothing balm of healing.

You grant a creature fast healing 3.

At the beginning of each turn, a green flash coalesces into an energy field that surrounds and erases your target's wounds.

Reverse: You speak a word that tears at an enemy's flesh, causing it to bleed from several wounds.

You unmake a portion of the subject's being as you utter the reverse form of the life-giving words.

You deal 2d6 points of damage to the subject.

If you concentrate for 1 round (a standard action), and the subject remains within range, it takes another 2d6 points of damage at the end of your next turn.

WORD OF NURTURING, MINOR

Level: 1

Duration: 5 rounds (normal) or instantaneous and concentration, up to 1 round (reverse)

Saving Throw: None

Normal: You speak a simple word of health, providing an ally with minor healing ability.

You grant a creature fast healing 1.

At the beginning of each turn, a green flash surrounds your target, who heals slightly.

Reverse: With this word, you cause your enemy to experience painfully bleeding wounds that spontaneously emerge.

You unmake a portion of the subject's being as you utter the reverse form of the life-giving words.

You deal 1d6 points of damage to the subject as wounds appear across its body.

If you concentrate for 1 round (a standard action), and the subject remains within range, it takes another 1d6 points of damage at the end of your next turn.

WORD OF NURTURING, MODERATE

Level: 3

Duration: 5 rounds (normal) or instantaneous and concentration, up to 1 round (reverse)

Saving Throw: None

Normal: Your words soothe your ally, gradually restoring some of the damage he has sustained.

A nearly constant tendril of green energy moves up and down your target's body, healing any wounds it finds.

You grant a creature fast healing 5.

Reverse: Your words rip at your enemy, tearing at its flesh and bones.

You unmake a portion of the subject's being as you utter the reverse form of the life-giving words.

You deal 4d6 points of damage to the subject.

If you concentrate for 1 round (a standard action), and the subject remains within range, it takes another 4d6 points of damage at the end of your next turn.

WORD OF NURTURING, POTENT

Level: 4

Duration: 5 rounds (normal) or instantaneous and concentration, up to 1 round (reverse)

Saving Throw: None

Normal: Your powerful utterance grants an ally increased ability to knit her own wounds.

A thin network of green tendrils heals your target's wounds almost as fast as they're created.

You grant a creature fast healing 10.

Reverse: With the reverse of this utterance, you tear at the fabric of your enemy's connection to its body, causing great wounds.

You rupture a portion of the subjects being as you utter the reverse form of the life-giving words.

You deal 6d6 points of damage to the subject.

If you concentrate for 1 round (a standard action), and the subject remains within range, it takes another 6d6 points of damage at the end of your next turn.

LEXICON OF THE CRAFTED TOOL

AGITATE METAL

Level: 2

Range: 30 ft.

Target: Metal equipment of one creature; or one metal object weighing no more than 25 lb./level

Duration: 7 rounds

You increase or decrease the temperature of a metal object significantly, possibly harming creatures in physical contact with it as it glows with red heat (or blue chill).

The target metal item rapidly becomes dangerously hot or cold, glowing red if hot and blue if cold.

This utterance functions as a *chill metal* (PH 209) or *heat metal* (PH 239) spell with a caster level equal to your truenamer level, except as noted here.

You choose which effect—cold or hot—you want to generate when you speak the utterance.

ANALYZE ITEM

Level: 2

Range: Touch

Target: One object

Duration: 1 round

By studying an item, you can determine a great deal about it, including its magical properties, if any.

By delivering an utterance of perception and analysis incorporating the truename of the object, you determine all spells and magical properties affecting a specific item you're touching.

In the case of a magic item, you learn its functions, how to activate its functions (if appropriate), and how many charges are left (if it uses charges).

In the case of an object with active spells cast upon it, you learn one spell with each use of this utterance, highest level to lowest, including its effect and caster level.

You cannot determine the function of an artifact with this utterance (see page 277 of the *Dungeon Master's Guide* for details on artifacts).

FORTIFY ARMOR

Level: 1

Range: 30 ft.

Target: One suit of armor

Duration: 5 rounds

A suit of armor covers its wearer's vital areas more effectively, providing better protection against attacks.

You make a suit of armor better able to protect the creature wearing it.

When you speak this utterance, the target armor gives its wearer protection against critical hits and sneak attacks.

When a critical hit or sneak attack is scored on the wearer, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally.

You can increase the level of protection provided by the utterance by voluntarily increasing the DC of your Truespeak check.

If you add 10 to the DC, critical hits and sneak attacks have a 50% of being negated, and if you add 20 to the DC, critical hits and sneak attacks are automatically negated.

KEEN WEAPON

Level: 1

Range: 30 ft.

Target: One weapon

Duration: 5 rounds

Your words make a weapon shine with silver potency, capable of dealing more punishing blows than normal.

You can augment the critical threat range of a weapon by speaking its truename.

This utterance functions as a *keen edge* spell (PH 246) with a caster level equal to your truenamer level, except as noted here.

In addition, you can change the threat range of any weapon you name, not just piercing and slashing weapons.

The weapon you deliver this utterance upon pulses with a silvery sheen throughout the utterance's duration.

METAMAGTC CATALYST

Level: 5

Range: Touch

Target: Potion or scroll touched

Duration: 1 round

Your touch enables a potion consumed or scroll read during the next round to be augmented with metamagic.

With this utterance, you can apply one of the following metamagic effects to the target potion or scroll: Empower

Spell, Heighten Spell (maximum +2 caster level), Extend Spell, or Enlarge Spell.

The utterance has no impact on the amount of time it takes to activate the item, but if the item not used within the following round, the effect of the utterance fades.

Whoever consumes the potion or reads the scroll hears a snatch of your truespeech when the metamagic takes effect.

You can also modify a potion or scroll as with the Widen Spell or Maximize Spell feats, but doing so increases the DC of your Truespeak check by 10.

REBUILD ITEM

Level: 3

Range: Touch

Target: Destroyed item touched

Duration: Instantaneous

You reconstitute a destroyed item, instantly putting it back together into one functional piece.

With this utterance, you instantly restore an item destroyed within the last round to its normal, undamaged state.

Essentially, by reminding the item of its truename, you unmake its destruction.

Magic items affected by this power retain all their magical properties, unlike items restored with a *make whole* spell.

The reconstituted item has full hit points.

This utterance has no effect on any item that has been destroyed for more than 1 round.

You cannot restore a destroyed artifact with this utterance.

SEIZE ITEM

Level: 5

Range: 30 ft.

Target: One object weighing no more than 50 lbs.

Duration: Instantaneous

You speak a word to make an object your own, forcing it out of the hands of its owner, if necessary.

This utterance brings an object within range to your hand.

If the object is unattended, it simply darts through the air to your hand.

If attended, such as a wielded weapon, you must make a disarm attempt.

You use your truenamer level as your base attack bonus and your Intelligence bonus in place of your Strength modifier, and a failed attempt does not allow a reactive attempt by the target.

Spell resistance applies normally for an attended object.

If both your hands are full when you speak this utterance, the item lands in your square at your feet.

SUPPRESS ITEM

Level: 4

Range: 60 ft.

Target: One magic item

Duration: 1 round, or concentration, up to 5 rounds

Your uninterrupted focus on a magic item keeps it from functioning, turning it gray and rendering it useless.

By speaking this utterance and focusing on a single item, you prevent any magical properties or effects of the item from functioning as long as you concentrate and remain within range.

The item turns gray and ceases to glow or otherwise indicate its magical nature.
If the item moves out of range, the utterance's effect ends 1 round later.
This effect otherwise functions as a *dispel magic* spell (PH 223) that targets a magic item.

SUPPRESS WEAPON

Level: 3

Range: 30 ft.

Target: One weapon with an energy special ability

Duration: 5 rounds

You can suppress the energy properties of a single weapon.

When you speak this utterance, you can prevent a weapon's energy-based special ability (or abilities) from functioning. Such abilities include flaming and frost, among others. The weapon turns gray and ceases to emit the relevant energy type, if you successfully speak this utterance on a weapon that does not have such a property, it has no effect on the weapon but you are still considered to have spoken the utterance once.

If your Truespeak check is successful, the weapon simply ceases to deal the extra energy damage provided by its ability for the duration of the utterance.

You can suppress an energy burst weapon ability by voluntarily increasing the DC of your Truespeak check by 5.

If you use this ability on an energy burst weapon at the normal DC, it has no effect.

TRANSMUTE WEAPON

Level: 4

Range: 30 ft.

Target: One weapon

Duration: 5 rounds

Your words fundamentally alter the material of which a weapon is made, transforming it according to your whim.

A weapon targeted with this utterance can be changed into a special material (DMG 283) of your choice.

You can make a weapon cold iron, adamantine, alchemical silver, or whatever other special material you wish.

The weapon is treated as if made of that substance, and its hardness, hit points, and the damage it deals might be affected depending on your choice.

LEXICON OF THE PERFECTED MAP

ANGER THE SLEEPING EARTH

Level: 4

Duration: 1 round

Your words shake the foundation of the earth, causing massive devastation and widespread mayhem.

By speaking this utterance, you cause the earth to tremble and quake violently.

This utterance functions as an *earthquake* spell (PH 225) with a caster level equal to your truenamer level, except as noted here.

CONJUNCTIVE GATE

Level: 4

Duration: 1 minute

You forge a connection between this plane and another, temporarily linking them together with a swirling portal you speak into being.

By speaking this utterance, you create a portal between two planes—oval-shaped vertical doors full of swirling colors. This utterance functions as a *gate* spell (PH 234) with a caster level equal to your truenamer level, except as noted here.

DENY PASSAGE

Level: 4

Duration: 1 minute

You force an area to deny access to a group of creatures specified by your utterance.

Crimson bars ward the area you name.

If your Truespeak check is successful, you can forbid creatures from entering the area of the utterance.

Unless you allow a creature inside the area (an immediate action on your part), it is held at bay just outside the place as if affected by a *protection from evil* spell (although for this utterance, the alignment of the creature doesn't matter).

Reddish prison bars appear briefly to block the creature's path, then disappear when the creature stops trying to enter the utterance's area.

The bars are intangible to everyone else, and the affected creature can't interact with them in any way.

You likewise prevent creatures from leaving the truenamed place.

Unless you allow a creature to leave (as an immediate action), it is held at bay at the boundary of the area, stymied by the reddish prison bars.

ENERGY VORTEX

Level: 2

Duration: 1 minute

Your words transform the nature of the air, turning it from harmless gas into a swirling mass of harmful energy.

You fill the air around your foes with energy, dealing damage.

You choose the type of damage to deal when you speak this utterance: acid, cold, electricity, or fire.

Creatures in the affected area take 2d6 points of energy damage, and an additional 2d6 points of damage at the beginning of each of their turns while they remain in the area.

FOG FROM THE VOID

Level: 1

Duration: 1 minute

At your words, moisture in the air and ground condenses into a thick mist.

Your words create a thick, roiling cloud of black fog.

This utterance functions as a *fog cloud* spell (PH 232), except as noted here.

If you add 10 to the DC of your Truespeak check, you can instead create a more substantial fog, which functions as a *solid fog* spell (PH 281) with a caster level equal to your truenamer level, except as noted here.

LORE OF THE WORLD

Level: 3

Range: 20 ft.

Area: 20-ft.-radius spread, centered on you

Duration: 1 minute

The world around you comes alive at your words, willing to share its ancient knowledge with you.

When you speak this utterance, you gain the ability to communicate with the world around you.

Speaking in voices that only you can hear, the earth, trees, water, and even the wind respond to your request for information.

This utterance functions as a *stone tell* spell (PH 284) with a caster level equal to your truenamer level.

In addition to the information described in the spell, the environment in the area of the utterance can also tap the knowledge of the land nearby, and can give you the direction and distance to a location you seek within one mile.

You must know the name of the specific location you are trying to locate to use this aspect of the utterance, if multiple locations exist within the area that match the name of the place you seek, the land gives you the direction and distance to the closest one.

For example, if you seek the Temple of Nerull, and it is within the maximum range, you can learn the exact distance and direction from the spot of the utterance that the temple lies.

MASTER THE FOUR WINDS

Level: 3

Duration: 1 minute

The air reacts to your utterance, obeying your every command.

By speaking this utterance, you can bend the air to your will.

This utterance functions as a *control winds* spell (PH 214) with a caster level equal to your truenamer level, except as noted here.

All within range hear the words of your utterance, carried on the winds you control throughout the utterance's duration.

SHIELD OF THE LANDSCAPE

Level: 1

Duration: 1 minute

Area: 20-ft.-radius spread, centered on you

You cause the ground to alter its basic form, creating cover for your allies, or removing it for your foes.

You can temporarily create or remove natural obstacles that provide cover.

An object that provides total cover in the affected area now provides only cover, and any object that provides cover no longer does so.

Any small outcroppings of rock, clumps of shrubberies, and even the trunks of trees in the affected area wither and shrink from in front of your foes.

Alternatively, you can create small outcroppings of cover behind which you and your allies can hide.

You must be standing on a natural surface, such as earth or unworked stone, to use this effect.

Each creature of Medium size or smaller in the area gains the benefit of cover from the outcroppings, which are not

substantial enough to hinder movement through these squares.

These outcroppings do not provide cover against adjacent foes (although they do help against reach attacks).

After the utterance's duration expires, the affected natural obstacles resume their normal shape and position, grown back to their original forms in a second or two.

SHOCKWAVE

Level: 1

Duration: 1 round

Saving Throw: Fortitude negates

By speaking this utterance, you order the air to pulse violently, knocking creatures in the area to the ground.

You speak words of power that cause the air to convulse outward in a pulse of violent energy.

A violent shock wave travels through the air, and creatures in the area must make Fortitude saves or be knocked prone and take 1d4 points of nonlethal damage.

Creatures that are exceptionally stable—such as those with the stability racial trait or with four or more legs—gain their usual stability bonus (usually +4) on this save.

SPEAK ROCK TO MUD

Level: 2

Duration: 1 minute

With a word, you create an area of viscous, sticking mud.

You change the fundamental nature of solid stone in the affected area, turning it into thick mud.

This utterance functions as a *transmute rock to mud* spell (PH 295) with a caster level equal to your truenamer level, except as noted here.

THWART THE TRAVELER

Level: 3

Duration: 1 minute

The air grows thick and heavy, making extradimensional travel impossible.

By speaking this utterance, you prevent any extradimensional travel in the area.

This utterance functions as a *dimensional lock* spell (PH 221) with a caster level equal to your truenamer level, except as noted here.

Whenever a creature uses a spell or spell-like ability to attempt to leave, it is briefly surrounded by a blue nimbus and finds—probably to its surprise—that it hasn't gone anywhere.

TRANSFORM THE LANDSCAPE

Level: 2

Duration: 1 minute

You can cause the ground to crack and split beneath your enemies' feet, impeding their progress, or you can smooth the ground beneath the feet of your allies, making their passage easier.

You can temporarily create or remove difficult terrain (PH 148) in the affected area.

You can cause the natural terrain in the area to buckle and crack, making it much more difficult to traverse.

The difficult terrain does not obscure line of sight or provide cover.



Alternatively, you can smooth an area of difficult terrain for your allies, eliminating penalties to movement or skill checks the terrain would normally impose.

Eliminating difficult terrain with this utterance does not eliminate terrain features that provide cover.

As you deliver this utterance, the ground shifts and flows to take on the characteristics you seek, eroding obstacles impossibly quickly or creating new debris through minor temblors.

For the purposes of smoothing difficult terrain, light rubble, dense rubble, and undergrowth (all described in Chapter 3 of the *Dungeon Master's Guide*) all count as difficult terrain when using this utterance.

After the utterance's duration expires, the affected terrain resumes its normal shape and position.